

PATREON REWARD MONSTERS

by DM Tuz

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BUNNY BITE

Tiny Monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 38 (11d4 + 11)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Proficiency +7

Senses darkvision 60 ft., passive Perception 11

Challenge 2 (450 XP)

Blood Frenzy. The Bunny Bite has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The Bunny Bite has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The Bunny Bite's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.

Hit: 8 (2d4 + 3) piercing damage.

Bunny Bite Torpedo (Once per Short Rest). The Bunny Bite must be submerged in water to use this action. The Bunny Bite launches itself in a 40 ft. long line out of the water. This movement does not provoke opportunity attacks. It makes a bite attack against any creature it passes.

LICKER

Medium Monstrosity

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Proficiency +2

Skills Perception +3, Stealth +5

Damage Resistances poison

Senses blindsight 10 ft. (blind beyond), passive Perception 13

Challenge 2 (450 XP)

Ambush Pounce. When the licker attacks a creature it has surprised, it must succeed a DC 12 Strength saving throw or be knocked prone.

Keen Hearing. The licker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Spiderclimb. The licker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The licker attacks with its claws and with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage. If this attack is made with advantage, it deals an additional 7 (2d6) damage.

WALTER BERNHARD

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 255 (30d8 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	19 (+4)	16 (+3)	17 (+3)	20 (+5)

Proficiency +6

Skills Arcana +9, Perception +9, Religion +9, Stealth +11

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Languages Common, Celestial, Draconic, Infernal

Senses darkvision 120 ft., passive Perception 19

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If Walter fails a saving throw, he can choose to succeed instead.

Regeneration. Walter regains 20 hit points at the start of his turn and isn't in sunlight. If Walter takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Magic Weapons. Walter's attacks are magical.

Vampiric Traits. Walter has the **Shapechanger** and **Vampire Weakness** traits (see Vampire).

ACTIONS

Multiattack. Walter makes two melee weapon attacks, only one of which can be a bite attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage plus 7 (2d6) necrotic damage and the target must succeed a DC 19 Strength saving throw or be pushed 10 ft. away from Walter and fall prone. Instead of dealing damage and forcing the creature to make a Strength saving throw, Walter can grapple the target, escape DC 15.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature or a creature grappled by Walter. *Hit:* 7 (1d6+5) piercing damage plus 35 (10d6) necrotic damage. Walter regains an amount of hit points equal to the necrotic damage dealt.

Dark Magic. Walter casts one of the following spells:

- **Tetra Spirit.** Walter conjures a volley of arcane projectiles at a creature within 120 ft. of himself. The creature must succeed a DC 19 Dexterity saving throw or take 42 (12d6) force damage.
- **Dark Inferno.** Walter summons three meteors and sends them towards three different points within 60 ft. of himself. Upon impact, a meteor detonates in a 5 ft. explosion. Each creature in the explosion must succeed a DC 19 Dexterity saving throw or take 21 (6d6) fire damage.
- **Lightning Stakes.** Walter conjures six lightning pillars within 60 ft. of himself, each pillar must be adjacent to the next. Each lightning pillar affects a 10-by-10 square that is 20 ft. high. Each creature in the area must succeed a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save and half as much on a successful one.
- **Demonic Megiddo (Recharge 5-6).** Walter releases destructive energy in a 20 ft. radius centered on himself. Each living creature in the area must succeed a DC 19 Constitution saving throw. On a failed save a creature takes 35 (10d6) fire and 35 (10d6) necrotic damage and half as much on a successful one.

LEGENDARY ACTIONS

Walter Bernhard 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. Walter Bernhard regains spent legendary actions at the start of his turn.

Slam. Walter makes a slam attack.

Teleport (2 Actions). Walter teleports to an unoccupied place within 60 ft. of himself.

Overflowing Dark Magic (3 Actions). Walter casts Tetra Spirit, Dark Inferno, or Lightning Stakes. Once he uses this Legendary Action he must use another Legendary Action before he can use it again.

FORGOTTEN ONE

Colossal Monstrosity

Armor Class 13 (natural armor)

Hit Points 415 (22d20 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	24 (+7)	12 (+1)	16 (+3)	20 (+5)

Proficiency +7

Saving Throws Str +16, Con +14, Wis +10, Cha +12

Skills Perception +10

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 20

Languages Any

Challenge 21 (33,000 XP)

Dimensional Binds. The forgotten one cannot willingly teleport or be teleported by anything short of a wish. Additionally it has disadvantage on Dexterity saving throws.

Magic Weapons. The forgotten one's weapon attacks are magical.

Legendary Resistance (3/Day). If the forgotten one fails a saving throw, it can choose to succeed instead.

Slow Start. When the forgotten one rolls for initiative, its Hellblast must recharge before it can use it.

ACTIONS

Fist. The forgotten one uses its gigantic fist in one of the following ways:

- **Smash.** The forgotten one slams down its fist at a point within 10 ft. of itself. Each other creature in the area must succeed a DC 19 Strength saving throw take 45 (8d8+10) bludgeoning damage and be knocked prone.
- **Swipe.** The forgotten one swipes its hand in a 30 ft. line that is 10 ft. wide wholly within 10 ft. of itself. Each creature in the line must succeed a DC 19 Dexterity saving throw or take 37 (8d6+10) bludgeoning damage and be pushed up to 10 ft. away from the forgotten one.

Hellblast (Recharge 5-6). The forgotten one unleashes its uninhibited power in a 60 ft. cone. Each creature in the area unless in cover must make a DC 21 Dexterity saving throw. On a failed save a creature takes 35 (10d6) force damage and 35 (10d6) necrotic damage and half as much on a successful one.

LEGENDARY ACTIONS

The forgotten one 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. The forgotten one regains spent legendary actions at the start of its turn.

Detect. The forgotten one makes a Wisdom (Perception) check.

Move. The forgotten one moves up to its speed without provoking opportunity attacks.

Quaking Roar (2 Actions). The forgotten one roars, two rocks to fall from the ceiling at two different random points within the area (I suggest splitting the battle area into 8 different areas and roll a 1d8 to determine where a rock lands). Each creature within 10 ft. of the point of a rock's impact must succeed a DC 17 Dexterity saving throw or take 18 (4d8) bludgeoning damage. Each rock remains in the area until destroyed and is a large object.

Release Maggots (3 Actions). The forgotten one releases 2d4 maggot swarms^{HOTD} in unoccupied spaces within 10 ft. of itself. Once the forgotten one uses this action, it can't use it again until it used another legendary action.

^{HOTD}: *Horrors of the Dark*

SEA KING (BASILOSaurus)

Huge Beast

Armor Class 12 (natural armor)

Hit Points 161 (14d12 + 154)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	21 (+5)	2 (-4)	13 (+1)	7 (-2)

Proficiency +4

Skills Perception +5

Senses blindsight 60 ft. (see echolocation), passive Perception 15

Challenge 9 (5,000 XP)

Echolocation. As long as the sea king is within a body of water, it has blindsight. It's blindsight is limited to the body of water. The sea king can't use its blindsight while deafened.

Hold Breath. The sea king can hold its breath for 30 minutes.

ACTIONS

Multiattack. The sea king makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 25 (4d8+7) piercing damage and the target is grappled, escape DC 17. Until the grapple ends, the sea king can't bite another target.

Predatory Rush. The sea king dashes. At any point during this movement, the sea king makes a bite attack.

BOREAL WIGHT GENERAL

Medium Undead

Armor Class 17 (splint armor)

Hit Points 144 (17d8 + 68) plus 30 temporary hit points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	15 (+2)	12 (+1)

Proficiency +4

Skills Athletics +8, Perception +6

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons not made out of silver

Damage Immunities cold, necrotic, poison

Condition Immunities frightened, poisoned

Senses blindsight 60 ft. (see echolocation), passive Perception 15

Challenge 9 (5,000 XP)

Glacial Protection. The Boreal Wight is covered in an armor of ice that grants it 30 temporary hit points. Any creature within 5 ft. of the Boreal Wight that deals damage to the wight with a weapon attack while it has these temporary hit points takes 10 (3d6) cold damage and its movement speed is reduced by 10 feet. The Boreal Wight gains 30 temporary hit points whenever it finishes a short or long rest.

Necrotic Armaments. The Boreal Wight's weapons are magical and deal an additional 9 (2d8) necrotic damage on a hit. Additionally any creature that suffers necrotic damage from the wight's weapon cannot regain hit points until the end of the wight's next turn.

Winter Walk. The wight can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The Boreal Wight makes three attacks, two longsword attacks and one freezing touch attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) slashing damage plus 9 (2d8) necrotic damage.

Freezing Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) cold damage and the target is restrained until the end of the wight's next turn or until it takes any amount of fire damage.

Winter Magic. The wight casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 14) without material components:

1/day: *Sleet Storm*

HIVE MIND

Huge Aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 262 (25d12 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	21 (+5)	18 (+4)	15 (+2)

Proficiency +6

Saving Throws Str +12, Con +10, Int +11, Wis +10, Cha +8

Skills Perception +10

Damage Resistances psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses blindsight 60 ft., passive Perception 20

Languages Any, Telepathic 120 ft.

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If the Hive Mind fails a saving throw, it can choose to succeed instead.

Mind Fortress. Allied creatures in telepathic communication with the Hive Mind within 120 ft. of it have advantage on Intelligence, Wisdom, and Charisma saving throws.

Sense Cognition. The Hive Mind is aware of the presence of cognitive creatures (creatures with an Intelligence and Wisdom score of 4 or higher) within 1 mile of itself. It cannot pinpoint the distance or direction of a cognitive creature, but knows its Intelligence and Wisdom score. A creature under the effect of mind blank, or other nondetection spells and effects shield it from the Hive Mind's senses.

Psionic Weapons. The Hive Mind's weapon attacks are magical. When the Hive Mind hits with any weapon, the weapon deals an extra 9 (2d8) psychic damage (included in the attack).

Innate Spellcasting. The Hive Mind's spellcasting ability is Intelligence (spell save DC 19). The Hive Mind can innately cast the following spells, requiring no material components:

At will: *Catapult (4th Level)*, *Command*, *Detect Thoughts*, *Mage Hand*, *Major Image*, *Levitate*

1/day: *Synaptic Static*, *Plane Shift (Self Only)*, *Teleport*

ACTIONS

Multiattack. The Hive Mind uses Sensory Overload or casts an At Will spell, and makes 3 attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 9 (2d8) psychic damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 9 (2d8) psychic damage.

Sensory Overload. The Hive Mind wrecks the mind of a creature within 120 ft. of it. The creature must make a DC 19 Wisdom saving throw, on a failed save a creature takes 14 (4d6) psychic damage and is stunned for one minute. A stunned creature is blinded and deafened, and repeats the saving at the end of its turns, ending the condition on a success. On a successful save a creature takes half as much damage and unless it succeeds the saving throw by 5 or more, is blinded and deafened until the end of the Hive Mind's next turn. [Intelligence Based]

LEGENDARY ACTIONS

The Hive Mind 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. The Hive Mind regains spent legendary actions at the start of its turn.

Psionic Pull. A creature within 120 ft. of the Hive Mind must make a DC 19 Strength saving throw. On a failed save the creature is moved up to 20 ft. into a direction of the Hive Mind's choice.

Command Spawn (2/round). An allied creature within 120 ft., that is Challenge 4 or lower and in telepathic connection with the Hive Mind moves up to half of its speed without provoking opportunity attacks and makes a melee weapon attack. Once a creature has been targeted with this action, it cannot be targeted again until the end of the Hive Mind's next turn.

Psionics (2 Actions) The Hive Mind casts one an At will spell.

Synaptic Static (3 Actions). The Hive Mind casts Synaptic Static.

OVERMIND

Gargantuan Aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 388 (25d20 + 100)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	23 (+6)	18 (+4)	16 (+3)

Proficiency +7

Saving Throws Str +13, Con +13, Int +13, Wis +11, Cha +10

Skills Perception +11

Damage Resistances psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, unconscious

Senses blindsight 60 ft., passive Perception 21

Languages Any, Telepathic (1 mile)

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If the Overmind fails a saving throw, it can choose to succeed instead.

Great Psionics. The Overmind's great psionic powers allow it to perform great telekinetic feats with ease. The Overmind can take an action to use powers as if it had cast the spell *Telekinesis* and *Detect Thoughts*.

Mind Fortress. Allied creatures in telepathic communication with the Over Mind within 1 mile of it have advantage on Intelligence, Wisdom, and Charisma saving throws.

Sense Cognition. The Overmind is aware of the presence of cognitive creatures (creatures with an Intelligence and Wisdom score of 3 or higher) within 1 mile of itself. It cannot pinpoint the distance or direction of a cognitive creature, but knows its Intelligence and Wisdom score. A creature under the effect of mind blank, or other nondetection spells and effects shield it from the Overmind's senses.

Psionic Weapons. The Overmind's weapon attacks are magical. When the Overmind hits with any weapon, the weapon deals an extra 9 (2d8) psychic damage (included in the attack).

Innate Spellcasting. The Overmind's spellcasting ability is Intelligence (spell save DC 21). The Overmind can innately cast the following spells, requiring no material components:

At will: *Catapult (5th Level)*, *Command (3rd Level)*, *Mage Hand*, *Major Image*

1/day: *Foresight*, *Plane Shift (Self Only)*, *Teleport*

ACTIONS

Multiattack. The Overmind uses a power of its Great Psionics or casts an At-will spell and makes 3 attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 9 (2d8) psychic damage.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 9 (2d8) psychic damage.

Synaptic Blast (Recharge 5-6). The Overmind wrecks the mind each creature of its choice in a 20 ft. radius centered on a point within 120 ft. of the Overmind. Each creature in the area must make a DC 21 Wisdom saving throw, on a failed save a creature takes 28 (8d6) psychic damage and is stunned for one minute. A stunned creature is blinded and deafened, and repeats the saving at the end of its turns, ending the condition on a success. On a successful save a creature takes half as much damage and unless it succeeds the saving throw by 5 or more, is blinded and deafened until the end of the Overmind's next turn. [Intelligence Based]

Psionic Gambit (1/Day). The Overmind chooses up to 12 other creatures in a 30 ft. radius centered on a point within 120 ft. of itself. It teleports each creature within the area to an unoccupied space within that area. An unwilling creature must succeed on a DC 21 Wisdom saving throw to resist this effect. Each creature must be positioned in an unoccupied space and must be on the ground or a floor, unless it has a flying speed. An Overmind's ally teleported this way has advantage on the first attack roll it makes before the end of its turn. [Intelligence Based]

LEGENDARY ACTIONS

The Overmind 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. The Overmind regains spent legendary actions at the start of its turn.

Sensory Overload. A creature within 120 ft. of the Overmind must succeed on a DC 21 Wisdom saving throw or become blinded and deafened until the end of its next turn. [Intelligence Based]

Command Spawn. An allied creature within 120 ft., that is Challenge 4 or lower and in telepathic connection with the Overmind moves up to half of its speed without provoking opportunity attacks and makes a melee weapon attack. Once a creature has been targeted with this action, it cannot be targeted again until the end of the Overmind's next turn.

Psionics (2 Actions) The Overmind casts an At will spell or a power of its Great Psionics.

SPAWN EMISSARY

Large Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

Proficiency +4

Saving Throws Int +8, Wis +5, Cha +3

Skills Perception +5

Damage Resistances psychic

Condition Immunities charmed, frightened, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages 120 ft. telepathy (See Telepathic Extension)

Challenge 9 (5,000 XP)

Telepathic Extension. The Spawn Emissary extends the Hive Mind's telepathic influence. As long as the Spawn Emissary is on the same plane of existence as the Hive Mind, each creature within 120 ft. of it is treated as if it is in telepathic connection with the Hive Mind.

Telepathic Jammer. The Spawn Emissary suppresses any form of telepathic communication within 120 ft. of it except for the Hive Mind's telepathy.

Psionic Weapons. The Spawn Emissary's weapon attacks are magical. When the Spawn Emissary hits with any weapon, the weapon deals an extra 4 (1d8) psychic damage (included in the attack).

Psionic Weapons. The Hive Mind's weapon attacks are magical. When the Hive Mind hits with any weapon, the weapon deals an extra 9 (2d8) psychic damage (included in the attack).

Innate Spellcasting. The Spawn Emissary's spellcasting ability is Intelligence (spell save DC 16). The Spawn Emissary can innately cast the following spells, requiring no material components:

At will: *Mage Hand*, *Minor Illusion*

1/day: *Synaptic Static*, *Teleport*

ACTIONS

Multiattack. The Spawn Emissary makes 3 attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) psychic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) psychic damage.

Sensory Overload. Up to 6 of the Spawn Emissary's allies within 120 ft. that are Challenge 4 or lower and in telepathic connection with the Hive Mind move up to half their speed without provoking opportunity attacks and make a melee or ranged weapon attack.

REACTIONS

Protect The Emissary. When the Spawn Emissary is hit with a melee attack, it commands an ally within 120 ft. that is Challenge 4 or lower and in telepathic connection with the Hive Mind to move up to half of its speed without provoking opportunity attacks and make a melee weapon attack against the attacker.

SPAWN BLASTER

Medium Aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 72 (11d8 + 22)

Speed 30 ft., climbing 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	13 (+2)	11 (+0)	6 (-2)

Proficiency +2

Saving Throws Wis +2, Cha +0

Skills Perception +2

Damage Resistances psychic

Condition Immunities charmed, frightened, unconscious

Senses passive Perception 12

Languages 120 ft. telepathy

Challenge 4 (1,100 XP)

Psionic Weapons. The Spawn Blaster's weapon attacks are magical. When the Spawn Blaster hits with any weapon, the weapon deals an extra 1d8 psychic damage (included in the attack).

Spawning Spines. The Spawn Blaster has twelve back spines. Used spines regrow when the Spawn Blaster finishes a short or long rest.

Spider Climb. The Spawn Blaster can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stationary Artillery. If the Spawn Blaster has not moved on its turn before attacking, it can choose to have long range not impose disadvantage on its ranged weapon attack rolls. Once the Spawn Blaster does this, its movement speed becomes 0 until the end of its turn.

ACTIONS

Multiattack. The Spawn Blaster makes three spine attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) psychic damage.

Spines. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) psychic damage.

Psionic Camouflage (1/Short Rest). The Spawn Blaster becomes invisible for ten minutes or until it attacks. A creature that starts its turn within 30 ft. of the Spawn Blaster and would be able to see them, makes a DC 12 Intelligence saving throw. On a success the creature is able to see the Spawn Blaster for the remainder of the effect's duration.

MIST REAVER

Huge Undead (spirit), neutral evil

Armor Class 15

Hit Points 124 (12d12 + 39)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	16 (+3)	10 (0)	16 (+3)	7 (-2)

Proficiency +4

Saving Throws Dex +9

Damage Resistances necrotic, bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhausted, grappled, petrified, poisoned, prone

Senses blindsight anything in its space, darkvision 60 ft., passive Perception 13

Languages Languages it knew in life, can only speak in whispers

Challenge 9 (5,000 XP)

Gaseous Body. The Mist Reaver is weightless and can occupy the same space as any other creature, but cannot push or pull another creature. In addition, if air can pass through a space, the reaver can do so without squeezing.

ACTIONS

Multiattack. The Mist Reaver makes an essence theft attack against each creature in its space.

Essence Theft. *Melee Weapon Attack:* +9 to hit, reach 0 ft., a creature in the Mist Reaver's space. *Hit:* 27 (6d8) necrotic damage and the mist reaver heals for half of the necrotic damage dealt.

Embrace (Recharge 5-6). A creature within the Mist Reaver's space must make a DC 15 Constitution saving throw. On a failed save a creature takes 33 (6d10) necrotic damage and is grappled by the Mist Reaver and the reaver regains hit points equal to the necrotic damage dealt. If a creature's hit points are reduced to 0, it dies. A creature grappled by the Mist Reaver is incapacitated. Until the grapple ends the mist reaver can spend an action on each of its turns to deal 33 (6d10) necrotic damage to the grappled creature, regaining hit points equal to the damage dealt and reducing the creature's maximum hit points equal to the damage dealt. The grappled creature makes a DC 15 Constitution saving throw at the end of its turns, ending the grapple on a success. On a successful initial saving throw the creature takes half as much damage, is not grappled, and suffers no additional effects.

PHANTASM REAVER

Medium Undead (spirit), neutral evil

Armor Class 14

Hit Points 65 (10d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	15 (+2)	12 (+1)	19 (+4)

Proficiency +2

Skills Deception +6, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons (when in dim light or shadow)

Condition Immunities exhausted, frightened

Senses blindsight 30 ft. (see Shadow Sense), darkvision 120 ft., passive Perception 11

Languages Languages it knew in life

Challenge 3 (700 XP)

Nethermancy. The Phantasm Reaver's spellcasting is powered by darkness and shadows. Whenever it casts a spell, its range is limited to areas in dim light or darkness. If the reaver starts its turn and one of its spells is illuminated by bright light from a minor light source, such as a lantern, a torch, or the light cantrip, the Phantasm Reaver must make a Charisma spellcasting check to maintain the spell. The DC is equal to 10 plus the spell's level. On a failed save the spell is dispelled. If a greater source of bright light such as natural sunlight, or the daylight spell illuminates the area of one of the Phantasm Reaver's spells, it is dispelled immediately.

Shadow Sense. The Phantasm Reaver's blindsight is limited to the area of dim light or darkness it currently occupies.

Shadow Spellcasting. The Phantasm Reaver's spellcasting ability is Charisma (spell save DC 16). The Spawn Emissary can innately cast the following spells as long as it is in dim light or darkness, requiring no material or vocal components:

At Will: *Disguise Self, Fear, Greater Image, Message, Minor Illusion, Phantasmal Force*

1/Short Rest: *Phantasmal Killer*

ACTIONS

Multiattack. The Phantasm Reaver makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) psychic damage plus 4 (1d8) additional psychic damage if the Phantasm Reaver is in dim light or darkness.

Shadow Jaunt. The reaver teleports up to 30 feet to an unoccupied space of dim light or darkness and becomes invisible for as long as it remains in dim light or darkness until the beginning of its next turn.

CROW MOTHER

Medium Monstrosity (*shapeshifter*), chaotic evil

Armor Class 17 (natural armor)

Hit Points 247 (26d8 + 130)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	11 (0)	17 (+3)	14 (+2)

Proficiency +6

Saving Throws Str +12, Dex +8, Con +11, Wis +9

Skills Athletics +12, Acrobatics +8, Nature +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 17 (18,000 XP)

Brute. The crowmother's weapon attacks deal an additional damage on a hit (included in the attack).

Crow Tongue. The crowmother can communicate with crows and similar avians.

Crow Transformation. When the crowmother starts its turn with less than half of her health she transforms into a horrendous crow monstrosity until she finishes a short rest. In her new form she gains access to new attacks, is resistant to bludgeoning, piercing and slashing damage and gains a strength score of 24. As soon as she enters her new form she ends any condition currently affecting her.

Keen Sight. The crowmother has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapon. The crowmother's greatpick is a magic weapon that grants her a +2 bonus to attack and damage (included in the attack).

Legendary Resistance (3/Day). If the crowmother fails a saving throw, she can choose to succeed instead.

Twisted Strength (Transformed only). The crowmother is considered one size larger when grappling.

ACTIONS

Multiattack. The crowmother makes three attacks with her greatpick.

Greatpick. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Murder Rage (1/short rest). The crowmother unleashes a croaking screech as she flies into a rage for one minute. Until the rage ends, the crowmother is shrouded by flying crows, giving her a +2 bonus to AC against ranged attacks and creatures that start their turn within 5 ft. of her take 7 piercing damage.

As part of this action, the crowmother summons a raging swarm of crows that attacks each creature within 20 ft. of herself. Each creature of her choice in the area must make a DC 18 Dexterity saving throw or take 56 (16d6) piercing damage and is blinded until the end of the crowmother's next turn.

Multiattack (Transformed). The crowmother makes four attacks: three with her claws and one with her beak.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Beak. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

LEGENDARY ACTIONS

The crowmother 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. The crowmother regains spent legendary actions at the start of her turn.

"Go for the eyes!" The crowmother commands a crow to attack a creature within 60 ft. of herself. The creature must succeed a DC 17 Constitution saving throw or is blinded until the end of the crowmother's next turn.

Swoop (2 Actions). The crowmother moves up to half of her speed and makes weapon attack.

Assault (Transformed only) (2 Actions). The crowmother makes an attack with its claws, if the attacks hits she makes an attack with her beak.

Move (Transformed only). The crowmother moves up to her speed without provoking opportunities.

STALKING REAVER

Medium Undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	11 (0)

Proficiency +4

Saving Throws Str +8, Dex +9, Wis +8

Skills Perception +8, Stealth +8, Survival +8

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Languages It Knew In Life

Challenge 10 (5,900 XP)

Crippling Strike (Recharge 5-6). When the stalking reaver hits a creature with a corrupting bow attack, the creature takes an additional 14 (4d6) necrotic damage and must succeed a DC 16 Constitution saving throw or be knocked prone and becomes crippled for 1 minute. A crippled creature cannot stand up. After the successful attack, up to 2 allies within 120 ft. of the stalking reaver, that can see the creature, can use a reaction to move up to half of its speed and make a melee weapon attack against the target creature. The crippled creature repeats the saving throw at the end of its turns, ending the effect on a success.

Pack Tactics. The stalking reaver has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Taste of Essence. When the Stalking Reaver deals damage to a creature with a melee weapon attack, it has advantage on Wisdom (Perception) checks and Wisdom (Survival) checks to find the creature for one hour.

ACTIONS

Multiattack. The stalking reaver makes three attacks with her claws or two ranged weapon attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Corrupting Bow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage and 14 (4d6) necrotic damage. If a creature is hit twice by this attack in one turn, it cannot regain hit points until the end of the stalking reaver's next turn.

REACTIONS

Ghostly Escape. When a hostile creature ends its turn within 5 ft. of the stalking reaver, it can teleport up to 20 ft. to an unoccupied space it can see.

BROKEN REAVER

Medium Undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (0)	14 (+2)	6 (-3)	9 (-1)	6 (-3)

Proficiency +2

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Languages It Knew In Life

Challenge 1/2 (100 XP)

Desperate Cling. When the broken reaver hits a target with an opportunity attack made with its claws, it can grapple the target instead of dealing damage (escape DC 11).

Mob Attack. The broken reaver deals an additional 3 (1d6) damage to a creature that is within 5 ft. of at least one of the broken reaver's allies and the ally isn't incapacitated.

ACTIONS

Multiattack. The broken reaver makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

FALSE SHEPARD

Medium undead (reaver)

Armor Class 14 (natural armor)

Hit Points 78 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	13 (+1)	16 (+3)	15 (+2)

Proficiency +3

Saving Throws Wis +6, Cha +5

Skills Deception +5, Religion +6

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Any language it spoke in life, Celestial, and Infernal

Challenge 5 (1,800 XP)

False Hope. Each allied undead (reaver) that starts its turn within 30 ft. of the false shepard and can see it, gains 10 temporary hit points. As long as the reaver has these temporary hit points it adds 2 (1d4) to all ability checks, attack rolls, and saving throws it makes.

False Appearance. The false shepard appears to another creature as a clergy member of the creature's conviction. If the creature is not religious the false shepard will appear as a friendly and unassuming stranger. A creature can see through the false shepard's disguise by succeeding a DC 15 Insight check.

THE RINGMASTER

Medium humanoid (human)

Armor Class 17 (+1 breastplate)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (0)	12 (+1)	16 (+3)

Proficiency +4

Saving Throws Dex +6, Con +7, Wis +5, Cha +7

Skills Acrobatics +6, Athletics +8, Performance +7, Intimidation +7

Senses darkvision 60 ft., passive Perception 13

Languages Common and any 2 other languages

Challenge 13 (10,000 XP)

Legendary Resistance (3/Day). If the Ringmaster fails a saving throw, she can choose to succeed instead.

Equipment. The Ringmaster wields a magical morningstar that adds a +2 to her attacks and damage (included in the attack).

Grand Opening. When the Ringmaster and any of her allies within 60 ft. of her roll for initiative, the Ringmaster adds her Charisma modifier to the initiative of herself and any ally that can see her. Additionally, when the Ringmaster hits a creature during her first turn of combat, she deals an additional 18 (4d8) damage.

ACTIONS

Multiattack. The Ringmaster makes three attacks with her morningstar. Before or after the attacks she uses flummox.

Innate Spellcasting. The false shepard's innate spellcasting ability is Wisdom (spell save DC 14): It can innately cast the following spells requiring no material components:

At will: *Minor Illusion*, *Thaumaturgy*, *Toll the Dead* (XGTE)

1/short rest: *Spirit Guardians*

ACTIONS

Corrupting Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage.

Reap the Faithful (1/day). The false shepard syphons the essence of any allied reaver within 30 ft. of itself. Each reaver loses 14 (4d6) hit points and the False Shepard regains hit points equal to the total hit points lost. Any hit points that would restore the false shepard above its maximum hit points become temporary hit points. A creature that lost hit points this way can no longer benefit from the shepard's False Hope.

REACTIONS

Faithful Feast. When an allied reaver within 30 ft. of the false shepard is reduced to 0 hit points or outright killed, the false shepard regains 14 (4d6) hit points. Any hit points that would restore the false shepard above its maximum hit points become temporary hit points.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

Flummox. The Ringmaster uses a bedazzling trick to disorientate her opponent within 20 ft. that can see her. The creature must succeed a DC 15 Wisdom saving throw or is unable to see the Ringmaster until the end of her next turn or until she attacks the target creature. A creature that made a saving throw against the Ringmaster's Flummox (success or failure) has advantage on saving throws against the Ringmaster's Flummox for 24 hours.

LEGENDARY ACTIONS

The Ringmaster 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. The Ringmaster regains spent legendary actions at the start of her turn.

Move. The Ringmaster moves up half of her speed.

Last Laugh. The Ringmaster attacks a creature with her morningstar that she hit with her morningstar since the beginning of her last turn. The attack scores a critical hit when the attack roll shows 19 or higher.

Entrance (2 Actions). The Ringmaster jumps up to her speed without provoking opportunity attacks to an unoccupied space. When the Ringmaster lands, she makes a melee weapon attack against a creature in range. If the attack hits, the creature must succeed a DC 16 Strength saving throw or be pushed back up to 10 ft. or be knocked prone (Ringmaster's choice).

The Big Number (2 Actions, 1/Day). The Ringmaster announces her grand performance. Until the end of her next turn, the Ringmaster can make four attacks with her morningstar using her Multiattack, but cannot use her flummox action. Additionally she has advantage on each melee weapon attack and opportunity attacks against her have disadvantage until the end of her next turn. At the end of her next turn she gains temporary hit points equal to 10 times the amount successful melee weapon attacks made during her turn.

HEXER

Medium humanoid (Shape Changer)

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	11 (+1)	14 (+2)	18 (+4)

Proficiency +3

Saving Throws Con +7, Wis +5, Cha +7

Skills Arcana +4, Medicine +4, Nature +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 8 (3,900 XP)

Flesh Sculptor. The Hexer can spend one minute of uninterrupted work to change its own body, as if he cast the *Alter Self* spell. The nature of this change is not magical and the Hexer must not use concentration to maintain the effect.

Legendary Resistance (2/day). When the Hexer fails a saving throw, he succeeds it instead.

ACTIONS

Melting Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage and the creature subtracts 1d4 to its next saving throw it makes until the end of the Hexer's next turn.

Excruciating Spikes. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) necrotic damage and the target has disadvantage on saving throws against the Hexer's **Malform** until the end of the Hexer's next turn.

Malform. A creature within 30 ft. of the Hexer Must succeed a DC 15 Constitution saving throw or take 36 (8d8) necrotic damage. A creature not made out of flesh and blood is unaffected.

LEGENDARY ACTIONS

The Hexer can take 2 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. The Hexer regains spent legendary actions at the start of his turn.

Move. The Hexer moves up to half of his speed.

Putrify Flesh. A creature within 30 ft. of the Hexer must succeed a DC 15 Constitution saving throw. On a failed save the creature's next melee weapon attack it makes before the end of its next turn deals only half as much damage. Additionally a creature that succeeds against the Hexer's Malform attack still takes half as much damage until the end of the Hexer's next turn.

Melting Touch. The Hexer attacks using his Melting Touch.

Excruciating Spikes (2 Actions). The Hexer attacks using Excruciating Spikes.

Malicious Muse (costs 2 Actions). The Hexer can only use this action if he rolled initiative. The next time the Hexer uses Malform before the end of the next minute it deals an additional 27 (6d8) damage and a creature that fails its saving throw against it is stunned until the end of the Hexer's next turn.

STRAHD (INSECTOID)

Medium Monstrosity (Shape Changer)

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft. (40 ft. when in Bloodlust Form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Proficiency +5

Saving Throws Dex +9, Wis +7, Cha +9

Skills Arcana +15, Perception +12, Religion +10, Stealth +14

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 22

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 16 (15,000 XP)

Shapechanger (Base Form only). If Strahd isn't in running water or sunlight, he can use his action to polymorph into a swarm of insects (Mosquitos), or back into his current form. While in swarm form, Strahd can't speak. In in this form he has a flying speed of 60, can hover, and can enter hostile creature's space and stop there. In addition, if a tiny insect can pass through a space, the swarm can do so without squeezing. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

Legendary Resistance (3/day). When Strahd fails a saving throw, he can choose to succeed instead.

Regeneration. Strahd regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spellcasting (Base Form only). Strahd is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Strahd has the following spells prepared:

Cantrips (at will): *Mage Hand*, *Prestidigitation*, *Ray of Frost*

1st Level (4/day): *Comprehend Languages*, *Fog Cloud*, *Sleep*

2nd Level (3/day): *Detect Thoughts*, *Gust of Wind*,

Mirror Image

3rd Level (3/day): *Animate Dread*, *Fireball*, *Nondetection*

4th Level (3/day): *Blight*, *Greater Invisibility*, *Polymorph*

5th Level (1/day): *Animate Objects*, *Scrying*

Spider Climb. Strahd can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bloodfueled Metamorphosis. When Strahd successfully drinks the blood of a creature, he can use his Metamorphosis action for the next minute.

ACTIONS

Multiattack (Base Form). Strahd makes two attacks; only one of which can be a bite attack.

Multiattack (Bloodlust Form). Strahd makes three attacks; two claw attacks and one bite attack.

Claws (Base Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the slashing damage.

Claws (Bloodlust Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 18) instead of dealing the slashing damage.

Bite (Base Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Strahd, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as an Esquire, Manservant, or Courtesan, under Strahd's control.

Bite (Bloodlust Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Strahd regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Charm (Base Form only). Strahd targets one humanoid he can see within 30 ft. of him. If the target can see Strahd, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed. The charmed target regards Strahd as a trusted friend to be heeded and protected. The target isn't under Strahd's control, but it takes Strahd's requests and actions in the most favorable way and lets Strahd bite it. Each time Strahd or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Strahd is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

LEGENDARY ACTIONS

Strahd 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. Strahd regains spent legendary actions at the start of his turn.

Move. Strahd moves up to his speed without provoking opportunity attacks.

Claws. Strahd attacks using his claws.

Bite (costs 2 Actions). Strahd makes a bite attack.

Shapechange (costs 2 Actions). If Strahd isn't in running water or sunlight, he polymorphs into a swarm of insects (Mosquitos), or back into his true form.

Metamorphosis (costs 3 Actions, see Bloodfueled Metamorphosis). Strahd transforms into his Bloodlust Form. In his Bloodlust Form, Strahd's size becomes large, has a flying speed of 40 ft., regains the use of one of his Legendary Actions, and gains additional actions. Strahd returns into his Base Form once he finishes a long rest.

STRAHD (TRUE FORM)

Huge Monstrosity (Shape Changer)

Armor Class 17 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Proficiency +6

Saving Throws Dex +10, Con +10, Wis +8, Cha +10

Skills Arcana +17, Perception +14, Religion +11, Stealth +16

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 24

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 18 (20,000 XP)

Shapechanger. Once Strahd finishes a long rest in his true form, he enters a stasis for one week. During that time in stasis he retreats into a cocoon. At the end of the week, he emerges from the cocoon in his base form.

Legendary Resistance (3/day). When Strahd fails a saving throw, he can choose to succeed instead.

Regeneration. Strahd regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Strahd can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. Strahd makes three attacks; two claw attacks and one bite attack.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Strahd can grapple it (escape DC 20) instead of dealing the slashing damage. Strahd can have two creatures grappled this way.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6+6) piercing damage plus 7 (2d6) necrotic damage.

Parasitic Projectile. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 8 (1d4+6) piercing damage plus 14 (4d6) necrotic damage and Strahd gains temporary hit points equal to the necrotic damage dealt.

Drink Blood. Strahd makes a bite attack against a creature he has grappled. If the attack hits the creature takes an additional 14 (4d6) necrotic damage. Strahd regains hit points equal to the total necrotic damage dealt and the creature's hit point maximum is reduced by the same amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Swarming Eruption (Recharge 5-6). Strahd releases a swarm of dark insects in a 40 ft. radius centered around himself, spreading around corners. Each creature of Strahd's choice within the area must make a DC 18 Dexterity saving throw, taking 25 (10d4) magical piercing damage and 35 (10d6) necrotic damage and half as much on a successful one. Additionally, the buzzing insects that fill the air grant each creature of Strahd's choice half cover until the end of his next turn.

LEGENDARY ACTIONS

Strahd 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. Strahd regains spent legendary actions at the start of his turn.

Move. Strahd moves up to his speed without provoking opportunity attacks.

Grasping Claw. Strahd makes a claw attack. On a hit, instead of dealing damage, Strahd grapples the creature (escape DC 20).

Buzzing Flight (costs 2 Actions). Each creature that can hear Strahd within 60 ft. of himself that can hear him must succeed a DC 18 Wisdom saving throw or be frightened until the end of Strahd's next turn. Strahd then flies up to his speed.

Parasitic Projectile (costs 2 Actions). Strahd makes a parasitic projectile attack.

Crimson Blast (costs 3 Actions). If Strahd drank blood since the beginning of his last turn, he hurls a blast of corrupted blood in a 10 ft. radius centered on a point within 60 ft. of himself. Each creature in the area must succeed a DC 16 Constitution saving throw or take 21 (6d6) necrotic damage.

DEACON

Large aberration

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	15 (+2)	14 (+2)	16 (+3)	13 (+1)

Proficiency +3

Saving Throws Wis +6, Cha +4

Skills Deception +5, Perception +6, Religion +6

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Celestial, Undercommon

Challenge 9 (5,000 XP)

Devil Sight. Natural and magical darkness does not impede the deacon's sight.

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

Magic Weapons. The deacon's attacks are magical.

ACTIONS

Multiattack. The deacon makes two melee weapon attacks. The deacon can use warping flesh in place of one attack.

CARDINAL

Large aberration

Armor Class 17 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	18 (+4)	17 (+3)

Proficiency +4

Saving Throws Con +7, Wis +8, Cha +7

Skills Perception +8, Religion +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Abyssal, Celestial, Undercommon

Challenge 13 (10,000 XP)

Devil Sight. Natural and magical darkness does not impede the cardinal's sight.

Legendary Resistance (3/Day). If the cardinal fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The cardinal uses hollow against two different targets.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage and the creature's AC is lowered by 1 until the beginning of the deacon's next turn.

Warping Flesh. The deacon has resistance to bludgeoning, piercing, and slashing damage until the beginning of its next turn.

Weight of Worlds (Recharge 5-6). Each creature in a 20 ft. cone originating from the deacon must make a DC 14 Wisdom saving throw. On a failed save a creature takes 27 (6d8) psychic damage and is either blinded or restrained until the end of the deacon's next turn (determined randomly). On a successful save a creature takes half as much damage and suffers no other effects.

LEGENDARY ACTIONS

The deacon can take 2 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. The deacon regains spent legendary actions at the start of its turn.

Exultation. If the deacon hit with two greataxe attacks since the beginning of its last turn, the next attack roll targeting the deacon before the beginning of its next turn has disadvantage.

Move. The deacon moves up half of its speed.

Greataxe (2 Actions). The deacon attacks with its greataxe.

Warping Flesh (2 Actions). The deacon uses its warping flesh.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (4d6) necrotic damage.

Hollow. A creature within 60 ft. of the cardinal must succeed a DC 17 Constitution saving throw or take 14 (4d6) necrotic damage and an additional 14 (4d6) necrotic damage at the end of its next turn.

Entropic Star (Recharge 5-6). Each creature within a 20 ft. radius centered at a point within 60 ft. of the cardinal. Each creature in the area must make a DC 17 Constitution saving throw. On a failed save a creature takes 36 (8d8) necrotic damage and any damage against the creature is rolled twice and the higher result is taken until the end of the cardinal's next turn. On a successful save a creature takes half as much damage and suffers no other effects.

LEGENDARY ACTIONS

The cardinal 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. The cardinal regains spent legendary actions at the start of its turn.

Void. A creature within 30 ft. of the cardinal must succeed a DC 16 Strength saving throw or take 7 (2d6) necrotic damage and be pushed 10 ft. into a direction of the cardinal's choice.

Move. The cardinal moves up half of its speed.

Hollow (2 Actions). The cardinal uses hollow.

Yawning Dark (3 Actions). The cardinal conjures a 10 ft. radius cloud of magical darkness centered on itself. The darkness remains until the end of its next turn.

HARVEST CHILD

Large aberration

Armor Class 12 (natural armor)

Hit Points 199 (21d10 + 84)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	19 (+4)	8 (-1)	14 (+2)	10 (0)

Proficiency +4

Saving Throws Con +8, Int +3, Wis +6, Cha +4

Skills Perception +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Sylvan, Undercommon

Challenge 10 (5,900 XP)

Fetid Feast. The harvest child's den is commonly filled with piles of corrupted meat. A creature that consumes the meat is poisoned for 1 minute. At the end of its turn, the poisoned makes a DC 16 Constitution saving throw, ending the poisoned effect on a success.

Legendary Resistance (3/Day). If the harvest child fails a saving throw, it can choose to succeed instead.

Magic Weapons. The harvest child's attacks are magical.

ACTIONS

Nibble. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 9 (1d6+6) piercing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 22 (3d10+6) piercing damage.

Spew. The harvest child spews filth at a creature within 20 ft. of itself. The target creature and any other creature within 5 ft. of

it must succeed a DC 16 Dexterity saving throw. On a failed save a creature takes 10 (3d6) acid and 10 (3d6) poison damage and another 10 (3d6) poison damage at the end of its next turn. On a successful save a creature takes half as much damage and no damage at the end of its next turn.

Maws of Life (Recharge 5-6). The harvest child makes up to 3 bite attacks against different targets. A creature hit by this attack is wounded for 1 minute or until it regains 1 hit point or more. A wounded creature takes 7 (2d6) necrotic damage at the beginning of each of its turns. Creatures that have no blood or physical form cannot be wounded.

LEGENDARY ACTIONS

The harvest child 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. The harvest child regains spent legendary actions at the start of its turn.

Nibble. The harvest child makes a nibble attack.

Mouthwatering Aroma (2 Actions). Each creature in a 10 ft. radius centered on a pile of corrupted meat within 40 ft. of the harvest child must succeed on a DC 16 Wisdom saving throw or is starving until the end of its next turn or until it consumes food. A starving creature has disadvantage on strength and dexterity saving throws and attack rolls targeting it are made with advantage.

Tempting Aroma (2 Actions). Each creature in a 10 ft. radius centered on a pile of corrupted meat within 40 ft. of the harvest child must succeed on a DC 16 Wisdom saving throw or is craving until the end of its next turn. A craving creature can only willingly move towards food that it can see and has disadvantage on all ability checks or attack rolls. A creature that fails the saving throw by 5 or more must use its reaction to move up to its speed to the closest source of food that it can see and start eating it.

Tantalizing Tidbit (2 Actions). The harvest child moves up to its speed towards a creature and makes a nibble attack.

Bite (3 Actions). The harvest child makes a bite attack.

CHERUB

Small Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	14 (+2)	6 (-2)	14 (+2)	16 (+3)

Proficiency +2

Skills Perception +4

Damage Resistance necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 14

Languages Common, Abyssal, Celestial, Undercommon

Challenge 2 (450 XP)

Devil Sight. Natural and magical darkness does not impede the cherub's sight.

Worship. The cherub can use the help action with a range of 30 ft. to help another allied aberration that has a higher Challenge than itself.

ACTIONS

Bedeveling Censer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 7 (2d6) poison damage.

Face Your Confession. A creature within 60 ft. of the cherub that can hear it must succeed a DC 13 Wisdom saving throw. On a failed save a creature takes 10 (3d6) psychic damage.

Miasma. The cherub uses one of the following miasma:

- **Sightless Miasma.** A creature within 30 ft. of the cherub must succeed a DC 13 Constitution saving throw. On a failed save the creature takes 10 (3d6) poison damage and, unless it is immune to being blinded or relies on another sense than sight, has disadvantage on all attack rolls until the end of the cherub's next turn.
- **Enfeebling Miasma.** A creature within 30 ft. of the cherub must succeed a DC 13 Constitution saving throw. On a failed save a creature takes 10 (3d6) poison damage and the next attack roll targeting the creature before the end of the cherub's next turn has advantage.

EVANGELIST

Medium Aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	10 (0)	16 (+3)	17 (+3)

Proficiency +3

Skills Perception +6

Damage Resistance necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Common, Abyssal, Celestial, Undercommon

Challenge 5 (1,800 XP)

Blood Bond. Whenever the evangelist causes a creature to take necrotic damage, it gains temporary hit points equal to the necrotic damage.

Devil Sight. Natural and magical darkness does not impede the evangelist's sight.

ACTIONS

Multiattack. The evangelist makes three bloodletter blade attacks. If two of these attacks hit the same creature, it takes 10 (4d4) necrotic damage at the end of its next turn.

Bloodletter Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Nocturne Commune. The evangelist makes a bloodletter attack. If the attack hits the creature must succeed a DC 15 Constitution saving throw or be blinded until the end of the evangelist's next turn.

BONUS ACTIONS

Rush Judgement. When the evangelist hit with 2 or more attacks since the beginning of its turn, it dodges.

UNDEAD DRAGON

Large Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	17 (+3)	8 (-1)	13 (+1)	6 (-2)

Proficiency +3

Saving Throws Dex +3, Con +6, Wis +4, Cha +1

Skills Perception +7, Stealth +3

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Understands the languages it spoke in life, but does not speak.

Challenge 8 (3,900 XP)

Draconic. The Undead Dragon is also a dragon in addition to its undead creature type.

Necrotic Radiation. The Undead Dragon radiates necrotic energies within 20 ft. of itself. When a living creature (a creature that is not a construct or an undead) within this area regains hit points, it regains half as many instead. When a living creature of adequate power (a player character, or a creature of CR 1 or higher) dies within this radius, the Undead Dragon rolls to recharge its breath attack.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 16 (2d10 + 5) piercing damage.

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

Breath Attack (Recharge 5-6). Choose one of the Following:

Necrotic Breath The dragon exhales necrotic energy in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one. [Constitution Based]

Animating Breath The dragon exhales a cloud of necrotic magic in a 20-foot radius centered on a point within 60 ft. of itself. The cloud of necrotic magic animates 2d6 corpses as Skeletons, Zombies, or other type of undead creature of CR 1/4 or lower.

WARP DRAGON

Huge Aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	15 (+2)	9 (-1)	19 (+4)

Proficiency +5

Saving Throws Dex +7, Con +10, Wis +4, Cha +9

Skills Perception +9

Damage Resistance acid, cold, fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Draconic

Challenge 14 (11,500 XP)

Draconic. The Warped Dragon is also a dragon in addition to its undead creature type.

Deadly Demise. When the Warfire Dragon is reduced to 0 hit points and not outright killed, it uses its reaction to make a Multiattack or uses its Warp Breath if available before dying.

Lashing Flames. The first time in a turn when a creature hits the Warfire Dragon with a weapon attack, each creature within 5 ft. of the Warfire Dragon must succeed a DC 18 Dexterity saving throw or take 7 fire damage.

Magical Weapons. The Warfire Dragon's weapons are magical.

ACTIONS

Multiattack. The dragon makes four attacks: one with its bite and two with its claws and one with its tail. Its tail attack must target another target than its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Warfire Breath (Recharge 5-6). The dragon exhales scintillating flames in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save a creature takes 66 (12d10) force damage and half as much on a successful save. Before resolving the damage, roll a 1d6 for each creature in the area that rolled a saving throw. On a 1, the creature takes no damage, regardless of its save. On a 2-5, a creature takes damage as normal. On a 6 roll the damage again and the creature takes damage equal to the higher result. Creatures that die from this damage are reduced to twitching heaps of twisted flesh and bones. [Constitution Based]

HELL-PIT ABOMINATION

Huge Aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	3 (-4)	12 (+1)	3 (-4)

Proficiency +5

Skills Perception +6

Senses darkvision 120 ft., passive Perception 15

Challenge 14 (11,500 XP)

Magic Weapons. The Hell-Pit Abomination's weapons are magical.

Magic Resistance. The Hell-Pit Abomination has advantage on saving throws against spells and other magical effects.

Regeneration. The Hell-Pit Abomination regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

Death Throes. When the Hell-Pit Abomination dies, a flood of parasitic rats surges out of its body. Each creature within 20 ft. of the Hell-Pit Abomination that is in contact with ground must make a DC 18 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save and half as much on a successful one. [Constitution Based]

Abominable Resilience (1/day). If the Hell-Pit Abomination takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The Hell-Pit Abomination makes 4 attacks: three slam attacks and one bite attack.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 16 (2d8 + 7) bludgeoning damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: 18 (2d10 + 7) piercing damage.

Avalanche Of Flesh (Recharge 5-6). The Hell Pit Abomination rears up to its full height and slams down its body. Each creature within 10 feet of the Hell-Pit Abomination must make a DC 20 Dexterity saving throw. On a failed save a creature takes 55 (10d10) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Strength Based]

GREATER MANTICORE

Huge Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	3 (-4)	14 (+2)	6 (-2)

Proficiency +3

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The Greater Manticore makes 3 attacks, one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.
Hit: 19 (2d12 + 6) piercing damage.

ROYAL GRIFFON

Huge Monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 157 (12d12 + 48)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	3 (-4)	14 (+2)	10 (0)

Proficiency +3

Saving Throws Wis +4, Cha +3

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Understands Common and Auran, but doesn't speak.

Challenge 7 (2,900 XP)

Keen Sight. The royal griffon has advantage on Wisdom (Perception) checks that rely on sight.

Prideful Beast. The royal griffon has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The royal griffon uses Blood Screech if available and makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Blood Screech (Recharge 5-6). The royal griffon lets out a piercing screech. Each hostile creature within 20 ft. that can hear it must succeed a DC 15 Wisdom saving throw or be frightened until the end of the griffon's next turn. A creature that succeeds on the saving throw is immune to the Blood Screech of any royal griffon for 24 hours. [Constitution Based]

REACTION

Indignant Snap. The royal griffon makes a beak attack against a creature that hit it with an attack. To do so, the royal griffon must see the attacker.

ARACHNAROK

Gargantuan Monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 160 (11d20 + 44)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	2 (-4)	16 (+3)	4 (-3)

Proficiency +3

Saving Throws Dex +5, Wis +6

Skills Stealth +8

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13

Challenge 8 (3,900 XP)

Ambusher. In the first round of combat, the Arachnarok has advantage on attacks rolls against any creature it has surprised.

Spider Climb. The Arachnarok can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The Arachnarok ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The Arachnarok makes three attacks; one bite attack and two piercing legs attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 21 (6d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed saving throw or half as much on a successful one.

Piercing Legs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Great Weave (1/short rest). The Arachnarok fires a wide web in a 60 foot cone. Each creature in the area must make a DC 15 Dexterity saving throw or be restrained in webbing. As an action, the restrained creature can make a DC 15 Strength check, bursting the restraint on a success. The webbing can also be attacked and destroyed - AC 12; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage. The area of the cone is covered by lose webbing and becomes difficult terrain for one minute, or until otherwise cleared (at DM's discretion). [Constitution Based]

ZON'ZAGA, THE SILENT ONE

Huge Celestial, neutral

Armor Class 17 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	19 (+4)	14 (+2)	16 (+3)	13 (+1)

Proficiency +5

Saving Throws Dex +8, Wis +8, Cha +6

Skills Perception +8, Stealth +8

Damage Resistances necrotic, bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Common, Celestial, and Sylvan.

Challenge 16 (15,000 XP)

Ambusher. In the first round of combat, Zon'Zaga has advantage on attack rolls against each creature he has surprised.

Dark Sight. Zon'Zaga's vision is not imposed by any magical or non-magical darkness.

Innate Spellcasting. Zon'Zaga's spellcasting ability is Wisdom (spell save DC 16). Zon'Zaga can innately cast the following spells, requiring no material components:

At will: *Darkness*, *Hunter's Mark*, *Pass Without Trace*

3/day: *Invisibility*

Legendary Resistance (3/Day). If Zon'Zaga fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Zon'Zaga makes two attacks: One bite and one with its shadow claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

Shadow Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage. If Zon'Zaga is within dim light or darkness, this attack deals an additional 14 (4d6) necrotic damage.

Shadow Stalk. Zon'Zaga teleports up to 60 ft. to a space of dim light or darkness that he can see. After teleporting, he can make a bite attack.

LEGENDARY ACTIONS

Zon'Zaga 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. Zon'Zaga regains spent legendary actions at the start of his turn.

Control Darkness. Zon'Zaga moves a cloud of Darkness created by his *Darkness* spell up to 40 ft.

Perceive. Zon'Zaga makes a Wisdom (Perception) check.

Move. Zon'Zaga moves up to half of his speed without provoking opportunity attacks.

Bite (2 Actions). Zon'Zaga makes a bite attack.

Shadow Stalk (3 Actions). Zon'Zaga uses Shadow Stalk.

GARGANTULZAN, GRAND APEX

Huge Celestial, neutral

Armor Class 19 (natural armor)

Hit Points 238 (19d12 + 114)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	22 (+6)	14 (+2)	15 (+2)	12 (+1)

Proficiency +5

Saving Throws Con + 10, Wis +7, Cha +6

Skills Athletics +14, Perception +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, and Sylvan.

Challenge 16 (15,000 XP)

Devastating Charge. If Gargantulzan moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, the target suffers an additional 33 (6d10) force damage and must succeed a DC 22 Strength saving throw or be knocked prone.

Innate Spellcasting. Gargantulzan's spellcasting ability is Wisdom (spell save DC 15). Gargantulzan can innately cast the following spells, requiring no material components:

At will: *Jump*, *Longstrider*, *Water Walk*

1/day: *Locate Creature*

Legendary Resistance (3/Day). If Gargantulzan fails a saving throw, she can choose to succeed instead.

Unstoppable Force. Gargantulzan is immune to being pushed and has advantage on saving throws against being knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage. This attack is made with advantage if the target is grappled by Gargantulzan.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage. Gargantulzan can grapple a target instead of dealing damage, escape DC 22. Until the grapple ends, Gargantulzan can't attack another target with its claws.

Take Down (Recharge 5-6). Gargantulzan attacks with her claws and then makes a bite attack.

LEGENDARY ACTIONS

Gargantulzan 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. Gargantulzan regains spent legendary actions at the start of his turn.

Bolster. Gargantulzan gains 22 (4d10) temporary hit points.

Move. Gargantulzan moves up to her speed.

Claws (2 Actions). Gargantulzan attacks with her claws.

Horns (3 Actions). Gargantulzan makes a gore attack.

DREAD GUARDIAN

Large Undead, lawful evil

Armor Class 18 (armor scraps & tower shield)

Hit Points 43 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Proficiency +2

Skills Perception +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands the languages it spoke in life, but does not speak.

Challenge 3 (700 XP)

Inspiring Blasphemy. The dread guardian and each other undead within 20 ft. of itself that can see it has advantage on saving throws against effects that turn undead.

Life Draining Strike (1/turn). When the dread guardian hits a creature with a melee weapon attack, it deals 7 (2d6) additional necrotic damage. The creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this necrotic damage rises 24 hours later as a zombie under the dread guardian's control, unless the humanoid is restored to life or its body is destroyed. The dread guardian can have no more than twelve zombies under its control at one time.

ACTIONS

Multiattack. The dread guardian makes three attacks; two with its flamberge and one with its tower shield.

Flamberge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Tower Shield. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target is pushed back 5 ft. away from the dread guardian.

REACTIONS

Tower Shield. The dread guardian adds 3 to its AC against one melee Attack that would hit it or adds 3 to a dexterity saving throw. If the dread guardian succeeds the saving throw and would take only half damage from the effect, it takes no damage instead. To do so, the guardian must see the attacker or the effect and be wielding its tower shield.

VAMPIRE KNIGHT

Medium Undead, lawful evil

Armor Class 19 (splint & shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	15 (+2)	13 (+1)	16 (+3)

Proficiency +3

Saving Throws Str +7, Wis +4, Cha +6

Skills Athletics +7, Intimidation +6, Perception +4

Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Understands the languages it spoke in life

Challenge 5 (1,800 XP)

Charge (1/turn). If the vampire moves at least 20 feet straight toward a creature while mounted and then hits it with a lance attack on the same turn, the attack deals an additional 13 (2d12) damage.

Lick Blade. When the vampire deals damage to a living creature with a melee weapon attack it can use its bonus action to lick the blood off its weapon before the end of its turn and heal 7 (2d6) hit points.

Turn Resistance. The vampire and its mount (if applicable) have advantage on saving throws against effects that turn undead.

Mounted Veteran. While mounted, the vampire has advantage on ability checks and saving throws against being knocked prone, or moved against its will.

ACTIONS

Multiattack. The vampire makes two melee attacks, only one of which can be a bite attack.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Templar Blade (One-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

FRILLED DEATHSPITTER (FIXED)

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Proficiency +2

Skills Perception +3

Senses passive Perception 13

Challenge 1/2 (100 XP)

Stealthy Aim. At the start of its turn, the deathspitter can forgo moving during its turn to aim its next attack. If it does, its speed becomes 0 until the end of its current turn and attacking at long range doesn't impose disadvantage on the deathspitter's spit poison attack.

ACTIONS

Multiattack. The frilled deathspitter makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 2) slashing damage.

Spit Poison. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one. In addition, a creature that fails its saving throw is blinded until the end of the deathspitter's next turn.

ANGELIC SIMULACRUM

Large construct

Armor Class 18 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 30 ft., fly (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (0)	12 (+1)	3 (-4)

Proficiency +2

Skills Perception +3

Damage Resistances necrotic, radiant, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common and Celestial, but doesn't speak

Challenge 2 (450 XP)

Radiant Arms. The Angelic Simulacrum's weapons are magical and when drawn shed bright light in a 20 foot radius and dim light an additional 20 feet.

ACTIONS

Multiattack. The angelic simulacrum makes two of the same weapon attacks.

Radiant Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) radiant damage.

Hit: 10 (2d6 + 3) radiant damage.

Radiant Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 3) radiant damage.

Hit: 8 (1d8 + 3) radiant damage.

Radiant Bolt. *Ranged Weapon Attack:* +4 to hit, range 120/240 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Hit: 5 (1d6 + 2) radiant damage.

THE BOTCHED ONE

Large Celestial, neutral

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	5 (-3)	16 (+3)	9 (-1)

Proficiency +4

Saving Throws Str +11, Dex +8, Cha +3

Skills Perception +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, and Sylvan.

Challenge 12 (8,400 XP)

Innate Spellcasting. The Botched One's spellcasting ability is Wisdom (spell save DC 15). The Botched One can innately cast the following spells, requiring no material components:

1/day: *Circle of Death* (centered on itself)

Legendary Resistance (3/Day). If the Botched One fails a saving throw, it can choose to succeed instead.

Unmaking Weapons. The Botched One's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack). A creature slain by the Botched One's attacks cannot be raised from the dead except by the spell true resurrection or wish.

ACTIONS

Multiattack. The Botched One makes a bite attack and attacks with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 7 (2d6) necrotic damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 7 (2d6) necrotic damage.

Syphoning Bite (Recharge 5-6). The Botched One makes a bite attack against a creature in range. If the attack hits it deals an additional 21 (6d6) necrotic damage (8d6 total) and regains an amount of hit points equal to half of the necrotic damage dealt. The creature must make a DC 18 Constitution saving throw. On a failed save the creature's maximum hit points are reduced by an amount equal to the necrotic damage dealt until the creature finishes a long rest. If this reduces the creature's maximum hit points to 0, the creature dies.

LEGENDARY ACTIONS

The Botched One 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. The Botched One regains spent legendary actions at the start of its turn.

Move. The Botched One moves or jumps up to its speed.

Claws (2 Actions). The Botched One attacks with its claws.

Desperate Bite (2 Actions). If the Botched One missed its bite attack made through Syphoning Bite since the beginning of its last turn, it recharges Syphoning Bite and uses it.

Leaking Death (3 Actions). If the Botched One is below half of its maximum hitpoints, it casts *Circle of Death* if available.

PRINCIPALITY OBSERVATION

Large Celestial, lawful good

Armor Class 19 (natural armor & shield)

Hit Points 123 (13d10 + 48)

Speed 60 ft., flying (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	14 (+2)	19 (+4)	16 (+3)

Proficiency +4

Saving Throws Wis +8, Cha +7

Skills Insight +8, Perception +8

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages All, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Angelic Weapons. The Principality Observation's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The Principality Observation spellcasting ability is Wisdom (spell attack +8, save DC 16). The Principality Observation can cast the following spells, requiring only verbal components:

Cantrip (At Will): *Guidance*, *Light*, *Thaumaturgy*, *Word of Radiance*

1st Level (4/day): *Bless*, *Guiding Bolt*, *Sanctuary*, *Shield of Faith*

2nd Level (3/day): *Aid*, *Lesser Restoration*, *Prayer of Healing*, *Warding Bond*

3rd Level (3/day): *Beacon of Hope*, *Magic Circle*, *Remove Curse*

4th Level (2/day): *Banishment*, *Death Ward*, *Freedom of Movement*

Magic Resistance. The Principality Observation has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Principality Observation makes two melee attacks.

Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

BONUS ACTIONS

Shielding Stance. The Principality Observation can only use this action if it has not moved on its turn yet. The angel forfeits its remaining movement to take a shielding stance until the beginning of its next turn. Each ally within 120 ft. that is able to see the Principality Observation in its shielding stance gains a +1 bonus to its AC and saving throws. If the Principality of Observation moves or is moved while in its shielding stance, it breaks its stance.

DIVINE AUTHOR

Huge Celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 60 ft., flying (hover) 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	19 (+4)	17 (+3)	19 (+4)	10 (0)

Proficiency +4

Saving Throws Con +8, Wis +8

Skills Arcana +7, Perception +8, Religion +7

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages All, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Angelic Weapons. The Divine Author's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Spellcasting. The Divine Author's spellcasting ability is Wisdom (spell attack +8, save DC 16). The Divine Author can cast the following spells, requiring its staff as spellcasting focus:

Cantrip (At Will): Guidance, Light, Mending, Sacred Flame, *Thaumaturgy*

1st Level (4/day): *Bless*, *Detect Evil and Good*, *Detect Magic*, *Illusory Script*

2nd Level (3/day): *Calml Emotions*, *Locate Object*, *Silence*, *Zone of Truth*

3rd Level (3/day): *Daylight*, *Dispel Magic*, *Glyph of Warding*, *Sending*

4th Level (3/day): *Banishment*, *Divination*, *Locate Creature*

5th Level (2/day): *Flame Strike*, *Hallow*, *Legend Lore*

6th Level (1/day): *Sunbeam*, *Word of Recall*

7th Level (1/day): *Divine Word*

Magic Resistance. The Divine Author has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Principality Observation makes two weapon attacks.

Staff. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

Staff (Ranged). Ranged Spell Attack: +9 to hit, range 120 ft., one target. *Hit:* 22 (5d8) radiant damage.

Purging Light (Recharge 5-6). The Divine Author calls down a radiant pillar of light in a cylinder that is 60 ft. high and has a 20 ft. radius centered on a point within 240 ft. of itself. Each creature in the area must make a DC 16 Dexterity saving throw, taking 31 (7d8) radiant damage on a failed save and half as much on a successful one. Any creature of evil alignment (alt. fiends or undead) have disadvantage on the saving throw.

BONUS ACTIONS

Call Weapon. The Divine Author summons its staff into its empty hands.

REACTIONS

Arcane Sacrament (1/Short Rest). When an allied creature within 60 ft. of the Divine Author casts a spell of 7th level or lower, the Divine Author infuses the spell with divine power and the spell is treated as if it were cast at 7th level.

Venerable Beast

Monster Template (Beasts/Monstrosities)

Venerable Beasts are wild creatures who grew large and powerful through their prolonged life as the undisputed alpha of their territory.

Apply this template on an existing beast and monstrosity type creature of CR 1 or higher to create a Venerable Beast. When creating a Venerable Beast, the following changes are applied to a creature's existing characteristics:

Challenge Rating. The creature's challenge rating is increased by 1. If this increase in the creature's challenge would improve its proficiency bonus, it remains the same.

Saving Throw Proficiency. If not already proficient, the creature gains proficiency in Constitution and Wisdom saving throws.

Skill Proficiencies. The creature becomes proficient in athletics, acrobatics, perception, or survival. Choose whichever suits the base creature.

Proficiency. Regardless of its Challenge Rating, increase the creature's proficiency by 1. This causes any Saving Throw, Skill Proficiency, Attack Roll bonus, and DC to increase by 1.

Traits. The Venerable Beast gains the following traits:

- **Dominance.** The first time in a round when the Venerable Beast hits with an attack roll that was not made with disadvantage, it deals additional damage (see table).
- **Sovereign (1/round).** When the Venerable Beast fails an ability check, attack roll, or saving throw, it can repeat the roll and must use the second result.

VENERABLE BEAST DOMINANCE

Original CR	Damage Dealt
1-4	7 (2d6)
5-9	10 (3d6)
10-16	14 (4d6)
+17	19 (5d6)

PRIMAL HAUNTING

Huge Undead

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., flying (hover) 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	2 (-5)	14 (+2)	6 (-2)

Proficiency +4

Saving Throws Str + 10, Con +8

Skills Perception +6

Damage Resistances cold, psychic; bludgeoning, piercing and slashing damage from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, stunned, unconscious

Senses blindsight 60 ft. (see sense living), darkvision 60 ft., passive Perception 16

Challenge 10 (5,900 XP)

Sense Living. The primal haunting's blindsight is limited to perceiving living creatures.

Many Appendages. The primal haunting can have a maximum of six creatures grappled at once.

ACTIONS

Multiattack. The primal hauntings makes four melee weapon attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage and the target is grappled, escape DC 16.

Crush. Each creature grappled by the primal haunting must make a DC 16 Strength saving throw. On a failed save a creature takes 27 (6d6+6) bludgeoning damage and is restrained as long as it is grappled by the primal haunting until the end of the primal haunting's next turn. On a successful save a creature takes half as much damage and is not restrained.

NOGARDS

Large Dragon

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	17 (+3)	3 (-4)	12 (+1)	8 (-1)

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft. passive Perception 13

Languages understands common and draconic, but can't speak

Challenge 3 (700 XP)

Impact. If the nogard jumps at least 10 ft. towards a creature and then hits it with a claw attack on the same turn, the attack deals an additional 7 (2d6) damage and the target must succeed a DC 14 Strength saving throw or be knocked prone.

Winged Leap. If the nogard can use its wings, its long jump is up to 20 ft. and its high jump is up to 10 ft. with or without a running start.

ACTIONS

Multiattack. The nogard attacks with its claws and its bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

ESSENCE-GORGED PEST

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	5 (-3)	14 (+2)	5 (-3)

Proficiency +2

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Challenge 2 (450 XP)

Deadly Spines. At the start of its turn, the pest deals 3 (1d6) piercing damage to any creature grappling it, or that the pest is grappling.

Expunge Life. When the pest is reduced to 0 hit points by damage that isn't fire, it releases a cloud of life giving essence. Any other creature within 5 ft. of the pest regains 7 (2d6) hit points.

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

ACTIONS

Multiattack. The pest makes two bite attacks. If both attacks hit the same creature, it is grappled, escape DC 12.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage. The pest regains hit points equal to the necrotic damage dealt.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) acid damage.

PARAGON SPIRIT STATUE

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	14 (+2)	16 (+3)	8 (-1)

Proficiency +2

Skills Arcana +4, History +4, Perception +5

Resistances bludgeoning, piercing and slashing damage from nonmagical attacks not made with adamantine

Senses passive Perception 14

Languages any languages it knew in life

Challenge 2 (450 XP)

Deathburst. When the spirit statue is reduced to 0 hit points, the statue crumbles and the spirit returns to the afterlife in a burst of splendid light. Each creature within 10 ft. of it must succeed on a DC 13 Constitution saving throw or take 7 (2d6) radiant damage and be blinded until the end of its next turn.

Magic Weapons. The spirit statue's attacks are magical.

ACTIONS

Multiattack. The spirit statue makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Past's Blessing (2/day). The spirit statue bestows magic guidance to one creature within 20 ft. of it that can hear it. Once within the next 10 minute, the creature can add 1d6 to an ability check, attack roll, or saving throw it makes, potentially turning a failure into a success.

SWARM OF FLOOD INFECTORS

Swarm of Tiny monstrosities (flood), unaligned

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	2 (-4)	13 (+1)	2 (-4)

Proficiency +2

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Swarm Consciousness. The swarm is in telepathic connection with other flood creatures within 120 ft. of itself.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Infect. The swarm can infect the dead body of a humanoid and raise it as a combat flood. To do so, the swarm must spend one minute uninterrupted infecting and mutating the corpse. One hour after the infection, the corpse mutates into a combat flood.

ACTIONS

Tentacles (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage plus 9 (2d8) poison damage.

Tentacles (swarm has half HP or less). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 4 (1d8) piercing damage plus 4 (1d8) poison damage.

FLOOD CARRIER

Medium monstrosity (flood), unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	2 (-4)	12 (+1)	2 (-4)

Proficiency +2

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Challenge 3 (700 XP)

Swarm Consciousness. The flood carrier is in telepathic connection with other flood creatures within 120 ft. of itself.

Death Throes. When the flood carrier is reduced to 0 hit points, it explodes into a 10 ft. toxic cloud centered on itself. Each creature in the cloud must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save and half as much on a successful one. After the carrier explodes, it spawns a *Swarm of Flood Infectors* in its space.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage plus 4 (1d8) poison damage.

Self Destruct. The flood carrier moves up to half of its speed and forcefully explodes, dying immediately.

GARFIELD

Large Aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 283 (21d10 + 168)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	26 (+8)	18 (+4)	24 (+7)	22 (+6)

Proficiency +7

Saving Throws Str +15, Dex +10, Con +15, Wis +14

Damage Resistances poison, psychic

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, poisoned, frightened, paralyzed

Senses truesight 120 ft., passive Perception 24

Languages Any

Challenge 24 (62,000 XP)

Immutable Form. Garfield is immune to any spell or effect that would alter his form, unless they are his own.

Innate Spellcasting. Garfield's spellcasting ability is Wisdom (spell save DC 22). Garfield can innately cast the following spells, requiring no material components:

At Will: *Dimension Door*, *Modify Memory*, *Scrying*

2/day each: *Planeshift*, *Teleport*

1/day each: *Wish*

Keen Sight And Smell. Garfield has advantage on Wisdom (Perception) checks that rely on sight or smell.

Magic Weapons. Garfield's weapons are magical.

Lasagna Sense. Garfield is always aware of any Lasagna or similar dish within 120 ft. of it.

Legendary Resistance (3/Day). If Garfield fails a saving throw, he can choose to succeed instead.

Regeneration. Garfield regains 20 hit points at the start of its turn. If Garfield takes radiant damage, this trait function at the start of his next turn. Garfield dies only if he starts his turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Garfield uses Maddening Presence and makes 4 attacks; three with his appendages and one with his bite.

Appendage. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning, piercing, or slashing damage.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Change Form. Garfield takes on a new and horrific form. Each creature that was immune to Garfield's Maddening Presence is no longer immune to it makes a successful saving throw against it. When Garfield takes on a new form, he can change his climbing speed to become burrowing, swimming, or flying, as well as change his size to a size of his choice that is not smaller than tiny and not larger than gargantuan.

Maddening Presence. Each creature of Garfield's choice that is within 120 feet of him and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature that fails the saving throw by 5 or more becomes mad and is treated, as if affected by the *Confusion* spell, as long as it is frightened. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 7 (2d6) psychic damage on a failure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Garfield's Maddening Presence for the next 24 hours. [Charisma Based]

LEGENDARY ACTIONS

Garfield 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. Garfield regains spent legendary actions at the start of his turn.

Appendage. Garfield attacks with one of his appendages.

Prowl (costs 2 Actions). Garfield moves up to his speed without provoking opportunity attacks and makes a bite attack.

Teleport (costs 2 Actions). Garfield casts *Dimension Door*.

Eat Lasagna (3 Actions). Garfield devours a Lasagna within his reach. He removes all levels of exhaustion he has, regains the use of a legendary resistance, and regains 7 (2d4+2) hit points.

Change Form (3 Actions). Garfield changes forms.

HELL HOUSE

Gargantuan Construct, true neutral

Armor Class 16 (natural armor)

Hit Points 130 (9d20 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	18 (+4)	6 (-2)	12 (+1)	5 (-3)

Proficiency +3

Saving Throws Str +9, Con +7

Damage Resistances cold, fire, lightning (depending on affinity)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Immutable Form. The Hell House is immune to any spell or effect that would alter its form.

Affinity. The Hell House switches its elemental affinity at the start of its turn. Roll 1d6 to determine its affinity:

1-2: Cold

3-4: Fire

5-6: Lightning

The Hell House has resistance to the same damage type as its current affinity.

Affinity Weapons. The Hell House's weapons are magical and deal an additional 4 (1d8) cold, fire, or lightning damage, depending on the Hell House's affinity (included in the attacks).

ACTIONS

Multiattack. The Hell House makes 3 attacks: Two attacks with its slam, and one with its blade arm. It can use House Guest in place of 2 of its slam attacks.

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

Hit: 9 (1d6 + 6) bludgeoning damage plus 4 (1d8) cold, fire or lightning damage.

Blade Arm. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 13 (2d6 + 6) slashing damage plus 4 (1d8) cold, fire or lightning damage.

House Guest. A medium or smaller creature within 5 ft. of the Hell House must succeed on a DC 15 Strength saving throw or becomes trapped on the Hell House. A creature trapped in the Hell House is blinded and restrained, has total cover against attacks and other effects outside of the Hell House and takes 10 (3d6) bludgeoning damage at the beginning of its turn, as it gets pummeled by the inner machinations of the Hell House. The Hell House can have only one creature trapped inside of it at a time. When the Hell House is incapacitated or destroyed, any trapped creature escapes automatically escapes the house. A trapped creature can use its action to attempt to repeat the saving throw, escaping the Hell House on a success. Alternatively another creature can use an action to make a DC 15 Strength check to free a trapped creature from the Hell House. A creature that escapes the Hell House emerges out of the Hell House in a space within 5 ft. of it. [Constitution Based]

Affinity Power (Recharge 5-6).

The Hell Houses uses a power according to its Affinity:

Chair Salvo Deluxe. The Hell House fires 4 frozen chairs, each targets a creature of the Hell House's choice within 120 ft. of itself. Each targeted creature must make a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning and 7 (2d6) cold damage. [Constitution Based]

Rocket Charge. The Hell House launches itself 40 ft. in a straight line. Each creature it passes within 5 ft. of itself, must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning and 14 (4d6) fire damage on a failed save and half as much on a successful one. [Constitution Based]

Housing Shock. The Hell House unleashes an electric surge within 20 ft. of itself. Each creature in the area must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save and half as much on a successful one. [Constitution Based]

TWILIGHT DRACOLICH

Gargantuan Dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (0)	27 (+8)	22 (+6)	17 (+3)	24 (+7)

Proficiency +7

Saving Throws Con +15, Int +13, Wis +10, Cha +14

Skills Arcana +20, History +13, Insight +10, Perception +17

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 27

Languages Common, Draconic, and five additional languages.

Challenge 26 (90,000 XP)

Legendary Resistance (3/Day). If the Dracolich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed Dracolich regrows a new body over the course of 1d10 days, regaining all its hit points and becoming active again. The new body regrows within the hoard the phylactery is placed in.

Magic Resistance. The Dracolich has advantage on saving throws against spells and other magical effects.

Spellcasting. The Dracolich is an 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). The dracolich has the following wizard spells prepared: • Cantrips (at will): chill touch, mage hand, prestidigitation • 1st level (4 slots): detect magic, magic missile, shield, unseen servant • 2nd level (3 slots): detect thoughts, hold person, invisibility, suggestion • 3rd level (3 slots): animate dead, counterspell, fireball, nondetection • 4th level (3 slots): blight, fabricate • 5th level (3 slots): scrying, wall of stone • 6th level (1 slot): circle of death, disintegrate, geas • 7th level (2 slots): finger of death, plane shift, symbol • 8th level (1 slot): antimagic field, dominate monster • 9th level (1 slot): power word kill

Turn Immunity. The Dracolich is immune against any effect that turns undead.

Twilight Aura. The Dracolich radiates a 20 foot aura of hopelessness. A creature in the aura can't gain hit points. A creature that starts its turn in the aura that has temporary hit points must succeed on a DC 21 Charisma saving throw or loses all temporary hit points it has. If the Dracolich takes radiant damage the effect of this aura is suppressed until the end of the Dracoliches next turn. [Charisma Based]

ACTIONS

Multiattack. The Dracolich can use its Terrifying Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 9) piercing damage plus 16 (4d8) necrotic damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 24 (2d6 + 9) slashing damage.

Chill Touch. *Ranged Spell Attack:* +13 to hit, reach 120 ft., one creature. *Hit:* (4d8) necrotic damage. The target can't regain hit points until the start of the Dracolich's next turn.

Terrifying Presence. Each creature of the Dracolich's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A frightened creature that failed its saving throw by 5 or more is also incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Terrifying Presence for the next 24 hours. [Charisma Based]

Twilight Breath (Recharge 5-6). The Dracolich exhales necrotic energy in a 60-foot cone. Each non-undead creature in that area must make a DC 23 Constitution saving throw. On a failed save a creature takes 90 (20d8) necrotic damage and has disadvantage on ability checks, attack rolls, and saving throws that use Strength or Dexterity until the end of the Dracolich's next turn. On a successful save a creature takes half as much damage and suffers no other effects. [Constitution Based]

LEGENDARY ACTIONS

The Dracolich 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. The Dracolich regains spent legendary actions at the start of its turn.

Cantrip. The Dracolich casts a cantrip.

Detect. The Dracolich makes a Wisdom (Perception) check.

Mesmerizing Gaze (2 Actions) The Dracolich fixes its gaze on one humanoid it can see within 20 ft. of it. If the target can see the Dracolich, it must succeed on a DC 18 Wisdom saving throw or become charmed for 1 minute. The Dracolich controls the actions of the charmed humanoid for the duration of this effect. The charmed creature repeats the saving throw at the end of its turn, ending the effect on a successful save. If the creature can't see the Dracolich, it succeeds the saving throw automatically. If a target's saving throw is successful, the target is immune to the Dracolich's gaze for the next 24 hours. [Wisdom Based]

Twilight Wings (3 Actions). The Dracolich beats its wings and releases necrotic energy. Each non-undead creature within 15 feet of the Dracolich must succeed on a DC 23 Constitution saving throw or take 18 (4d8) necrotic damage. The dragon can then fly up to half its flying speed without provoking opportunity attacks. [Constitution Based]

MAGITECH SOLDIER

Medium Humanoid (any), usually lawful

Armor Class 17 (blast armor)

Hit Points 22 (4d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	12 (+1)	10 (0)	10 (0)

Proficiency +2

Skills Athletics +4

Senses passive Perception 10

Languages Common, and one additional language.

Challenge 1 (450 XP)

Light Crystal. The magitech soldier carries a light crystal. As an action the soldier can activate the crystal which then sheds bright light in a 20 feet radius and dim light for an additional 20 feet. The soldier can use an action to deactivate the crystal.

Heavy Equipment. The magitech soldier carries an Inferno Rifle, a Galvanizer, or a Cania Launcher.

Magic Weapons. The magitech soldier's weapons are magical. The saving throw DC for the soldier's weapons is 13.

ACTIONS

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Inferno Rifle. *Ranged Weapon Attack:* +4 to hit, range 120/240 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 7 (2d6) fire damage.

Galvanizer. The magitech soldier fires a lightning bolt at a target creature it can see within 120 ft. of itself. One bolt leaps from that creature to another target creature within 10 ft. of the first. A target creature must make a must succeed a DC 13 saving throw or take 7 (2d6) lightning damage. [Static]

Cania Launcher. The magitech soldier launches a mass of ice at a point within 120 ft. of itself where it explodes in a 5 ft. radius. Each creature within the radius must make a DC 13 Dexterity saving throw. On a failed save a creature takes 5 (2d4) cold damage and is restrained until the end of the magitech soldiers next turn. [Static]

FIGHTER (BASE)

Medium Humanoid (any)

Armor Class 17 (splint)

Hit Points 95 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (0)	12 (+1)	10 (0)

Proficiency +3

Skills Athletics +8

Senses passive Perception 11

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

Action Surge (1/short rest). The fighter can take an additional action until the end of their turn.

Combat Surperiority. The first time in a round when the fighter hits with a weapon attack, they deal an additional 9 (2d8) extra damage.

Indominable (1/day). If the fighter gives themself advantage on a saving throw.

Magic Weapon. The fighter's greatsword or longsword are magical weapons that add a +1 bonus to hit and damage.

ACTIONS

Multiattack (Great Sword). The fighter makes two weapon attacks with their great sword.

Multiattack (Longsword & Shortsword). The fighter makes three weapon attacks: two with their longsword and one with their shortsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Power Attack (Recharge 5-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 41 (8d8 + 5) slashing damage. The fighter must wield their longsword or greatsword to make this attack.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

PALADIN (BASE)

Medium Humanoid (any)

Armor Class 20 (plate & shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	10 (0)	12 (+1)	16 (+3)

Proficiency +3

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

Skills Insight +4, Persuasion +6

Senses passive Perception 11

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

Inspiring Bravery. The paladin and each of their allies within 10 ft. of themselves has advantage on saving throws against being frightened.

Lay On Hands (1/day). The paladin can use an action to touch a creature and restore up to 50 hit points to that creature, or to neutralize each disease or poison affecting it.

Protective Aura. Whenever an allied creature within 10 ft. of the paladin makes a saving throw, it adds +3 to its result. An allied creature can only benefit from one instance of any paladin's protective aura.

Smite (1/turn). When the paladin hits with a melee weapon attack, they deal 18 (4d8) additional radiant damage.

Spellcasting. The paladin is a 10th level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit). The paladin can cast the following paladin spells:

1st Level (4/day): *Command, Compelled Duel, Detect Evil and Good, Protection from Evil and Good*

2nd Level (3/day): *Lesser Restoration, Magic Weapon, Zone of Truth*

3rd Level (2/day): *Create Food or Water, Remove Curse*

ACTIONS

Multiattack. The paladin makes two melee weapon attacks.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

REACTIONS

Block. The paladin adds 3 to its own AC or the AC of an ally within 5 ft. against one melee Attack that would hit it. To do so, the paladin must see the attacker and be wielding a melee weapon.

ROGUE (BASE)

Medium Humanoid (any)

Armor Class 17 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Proficiency +3

Saving Throws Dex +8, Int +5

Skills Acrobatics +8, Deception +6, Sleight of Hand +8, Stealth +8

Senses passive Perception 11

Languages Common, Thieve's Cant, and two additional languages.

Challenge 7 (2,900 XP)

Cunning Action. On each of their turns, the rogue can use a bonus action to take the dash, disengage, or hide action.

Roguish Luck. Whenever the rogue is subjected to an effect that allows them to make a saving throw to take only half damage, they instead take no damage if they succeed on the saving throw.

Sneak Attack (1/turn). The rogue deals an extra 21 (6d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the rogue that isn't Incapacitated and the rogue doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The rogue makes two melee weapon attacks or one ranged weapon attack.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Short Bow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Smoke Grenade (1/day). The rogue throws a bomb at a point within 60 ft. of themselves. Once the bomb reaches its destination or impacts against a solid surface, the bomb explodes, emitting a cloud of smoke that creates a heavily obscured area in a 20-foot radius. The smoke remains for 1 minute or until a strong wind (20 or more miles per hour) disperses it.

REACTIONS

Uncanny Dodge. The rogue takes half as much damage from an attack that hits them. To do so the rogue must see the attacker.

RANGER (BASE)

Medium Humanoid (any)

Armor Class 17 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	15 (+2)	12 (+1)	16 (+3)	10 (0)

Proficiency +3

Saving Throws Str +6, Dex +8

Skills Perception +6, Stealth +8, Survival +6

Senses passive Perception 16

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

Slayer. When the ranger hits a target that they hit with a weapon attack since the beginning of their last turn, they deal an extra 9 (2d8) damage.

Skirmisher. Opportunity attacks against the ranger are made with disadvantage.

Strider. Natural difficult terrain doesn't cost the ranger extra movement.

Spellcasting. The ranger is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit). The ranger can cast the following ranger spells:

1st Level (4/day): *Alarm, Ensnaring Strike, Hunter's*

Mark, Longstrider

2nd Level (3/day): *Animal Messenger, Magic Weapon,*

Spike Growth

3rd Level (2/day): *Conjure Barrage, Elemental*

Weapon, Nondetection

ACTIONS

Multiattack. The ranger makes two weapon attacks. If they have two shortswords drawn, they can also make an additional shortsword attack.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

DRUID (BASE)

Medium Humanoid (any)

Armor Class 16 (bark skin, 11 if incapacitated)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	16 (+3)	20 (+5)	10 (0)

Proficiency +3

Saving Throws Int +6, Wis+8

Skills Animal Handling +7, Nature +6

Senses passive Perception 14

Languages Common, Druidic, and one additional language.

Challenge 7 (2,900 XP)

Barkskin. The druid has an AC of 16, as long as they are not incapacitated.

Nature Tongue. The druid can speak with animals and plants.

Summoning Focus. The druid can concentrate on 2 spells, as long one of the two spells is *Conjure Animals*, or *Conjure Woodland Beings*. The druid cannot concentrate on both, *Conjure Animals* and *Conjure Woodland Beings*, nor can they concentrate on two of the same spell.

Spellcasting. The druid is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit). The druid can cast the following ranger spells:

1st Level (4/day): *Animal Friendship, Cure Wounds, Faerie*

Fire, Thunderwave

2nd Level (3/day): *Animal Messenger, Flaming Sphere, Lesser*

Restoration, Moon Beam

3rd Level (3/day): *Call Lightning, Conjure Animals, Meld Into*

Stone, Sleet Storm

4th Level (3/day): *Conjure Woodland Beings, Dominate Beast,*

Stone Shape

5th Level (2/day): *Commune with Nature, Insect Plague,*

Tree Stride

ACTIONS

Shillelagh. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Wild Shape (1/Short Rest). The druid magically transforms into a beast with a challenge rating of 2 or less as if under the effect of the spell *Polymorph* and can remain in this form for up to 8 hours. The druid reverts to their true form if their beast form is reduced to 0 hit points, dies or falls unconscious. The beast form's attacks are magical and deal an additional 1d6 acid damage on hit. The beast form's AC is 16 unless it's base AC is higher.

On their turn, the druid can use a bonus action to turn back into their humanoid form.

MONK (BASE)

Medium Humanoid (any)

Armor Class 18 (unarmored defense)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	11 (0)	17 (+3)	10 (0)

Proficiency +3

Saving Throws Str +5, Dex +8

Skills Acrobatics +8, Athletics +5, Insight +6

Senses blindsight 5 ft., passive Perception 14

Languages Common, and one additional language.

Challenge 7 (2,900 XP)

Ki Fists. The monk's unarmed strikes ignore resistance to bludgeoning damage and still deal half of their damage to creatures that are immune to bludgeoning damage.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Stunning Strike (Recharge 4-6). When the monk hits a creature with their unarmed strike they can force the creature to succeed a DC 14 Constitution saving throw or be stunned until the end of the monk's next turn.

ACTIONS

Multiattack. The monk makes 4 unarmed strikes or 3 dart attacks. If three unarmed strikes hit the same target, it takes 14 (4d6) additional damage.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

REACTIONS

Deflect. The monk reduces the damage they take by an attack by 1d6+10. To do so the monk must have their hands free and see the source of the attack. If this reduces the damage of the attack to 0, the monk can cause the attack to deal its unreduced damage to one other creature, other than the attacker, that the monk can see within 5 ft. of themselves.

BARBARIAN (BASE)

Medium Humanoid (any)

Armor Class 16 (unarmored defense)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	13 (+1)	10 (0)

Proficiency +3

Saving Throws Str +8, Con +7

Skills Athletics +8, Intimidation +3, Survival +4

Senses passive Perception 11

Languages Common, and one additional language.

Challenge 7 (2,900 XP)

Brutality. A melee weapon deals one extra die of their damage when the barbarian hits with it (included in the attack).

Rage (Recharge 5-6). The barbarian uses a bonus action to enter a rage for 1 minute. While raging the barbarian is resistant to bludgeoning, piercing, and slashing damage. When the barbarian starts their turn and has not hit a creature with a melee weapon attack since the start of their last turn, their rage ends.

Reckless Attacks. When attacking, the barbarian can choose to gain advantage on all melee weapon attack rolls until the end of their turn. If they do, attack rolls against them have advantage until the start of their next turn.

Unarmored Defense. While the barbarian is wearing no armor and wielding no shield, their AC includes their Constitution modifier.

ACTIONS

Multiattack. The barbarian makes 2 weapon attacks. When the barbarian is raging, they make 3 weapon attacks instead.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

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

Handaxe (Range). *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

REACTIONS

Instinctive Pounce. When a creature ends its turn within 20 ft. of the barbarian, the barbarian can move up to half of their speed towards the triggering creature without provoking opportunity attacks.

MECH VII

Large Construct, unaligned

Armor Class 18 (armor plating)

Hit Points 105 (11d10 + 44)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	-	-	-

Proficiency +3

Damage Resistances necrotic, radiant

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, intoxicated, petrified, poisoned, unconscious

Senses same as pilot

Challenge 6 (2,300 XP)

Eldritch Ammunition. The Mech VII's beam attack is powered by energy vials. The damage type the beam deals is determined by the vial used. Once the mech makes a beam attack, the vial is depleted and needs to be replaced by the pilot as an action.

Pilot. A medium or small creature can enter or exit the Mech VII as an action. While piloting the Mech VII the creature uses its own actions, bonus actions, and reactions to control the mech. Effects that cause the mech to make an Intelligence, Wisdom, or Charisma saving throw, affect the pilot instead. While the pilot operates the mech, the pilot has three-quarters cover. Without a pilot, the mech is incapacitated.

Self Mending. The pilot can use an action to have the mech repair itself as if affected by the *mending* spell and heal the mech for 7 (2d6) hit points.

ACTIONS

Multiattack. The Mech VII makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Beam (see Eldritch Ammunition). The Mech VII fires a beam in a 30 foot long and 5 foot wide line, originating from itself. Each creature in the line must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold, fire, or lightning damage (depending on the vial) and half as much on a successful one. [Constitution based]

JUGGERNAUGHT

Huge Construct, unaligned

Armor Class 18 (armor plating)

Hit Points 115 (10d12 + 50)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (0)	20 (+5)	-	-	-

Proficiency +3

Damage Resistances necrotic, radiant, bludgeoning, piercing and slashing damage from weapons not made from adamantine

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, intoxicated, petrified, poisoned, unconscious

Senses same as pilot

Challenge 8 (3,900 XP)

Armature. The juggernaught's weapons hit and damage bonus are static and independent of its own or the pilot's statistics.

Pilot. In order to operate the juggernaught must be piloted by a creature. A creature can board and operate the juggernaught as an action. As long as a creature pilots the juggernaught the juggernaught's Intelligence, Wisdom and Charisma is equal to the creature operating it, as well as its senses (passive perception, darkvision, etc.). While a creature is operating the juggernaught, it can't be targeted by spells and the juggernaught fully shields it from any area effects. A creature operating the Juggernaught must use its actions to pilot the Juggernaught and cannot use bonus actions or reactions. A creature can use an action to leave the Juggernaught and exists it within 5 feet of it.

TwinTurrets. The juggernaught can fire its gattling turrets as a bonus action.

ACTIONS

Cannon. The Juggernaught fires at a point within 240 feet of itself. Each creature within 10 feet of the point must make a DC 16 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed and half as much on a successful saving throw. Objects and structures take twice as much damage from this attack.

Gattling Turrets. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Unstoppable Advance (Recharge 4-6). The Juggernaught's engines roar as it presses forward full force. It moves up to 50 feet and at least 30 feet in a straight line. Each creature size large or smaller that it passes must make a DC 19 Strength saving throw. On a failed save a creature takes 27 (6d8) bludgeoning damage and is knocked prone, on a successful save the creature takes half as much damage and is not knocked prone.

PSIONIC MALEDICTOR

Medium Aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	16 (+3)	19 (+4)	15 (+2)

Proficiency +4

Saving Throws Con +6, Wis +8, Cha +6

Skills Perception +8

Damage Resistances psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 18

Languages Telepathy 120 ft.

Challenge 12 (8,400 XP)

Psionic Barrier. The Psionic Maledictor gains 22 (4d10) temporary hit points at the beginning of its turn.

Psionic Boost. When the Psionic Maledictor hits a creature with an attack or a creature fails its saving throw against the Maledictor's Mind Thrust, it can deal an additional 13 (3d8) psychic damage. Once the Psionic dealt this additional damage, it can't do so again until it has finished a short rest, or it uses its Psionics.

Teleport. Instead of moving, the Psionic Maledictor can teleport up to 20 ft. Its remaining speed then becomes 0 until the end of its turn.

Veil. The Psionic Maledictor can use an action to shroud itself as if under the effect of the *disguise self* spell. This effect is not magical in nature and requires no concentration.

ACTIONS

Multiattack. The Psionic Maledictor uses Forceful Push, and makes 2 Slam attacks or uses Mind Thrust.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage.

Mind Thrust. The creature within 60 ft. of the Psionic Maledictor must succeed on a DC 16 Wisdom saving throw or takes 20 (3d10+4) psychic damage and has disadvantage on Wisdom saving throws until the end of the Psychic Maledictor's next turn. [Wisdom Based]

Forceful Push. A creature within 60 ft. of the Psionic Maledictor must succeed on a DC 16 Strength saving throw or is pushed 10 ft. away from the Maledictor. [Wisdom Based]

Psionics (Recharge 4-6): The Psionic Maledictor uses one of the following:

Psychic Crush. Each creature in a 10 foot radius centered on a point within 60 ft. of the Maledictor must make a DC 16 Wisdom saving throw. On a failed save a creature takes 44 (8d10) psychic damage, falls prone, and is stunned until the end of the Maledictor's next turn. [Wisdom Based]

Mental Choke. The Maledictor chokes a creature that it can see within 120 ft. of itself with its psionic powers. The creature must make a DC 16 Constitution saving throw. On a failed save the creature is restrained for one minute. On a successful save the creature takes 22 (4d10) psychic damage and is not restrained. As long as the creature is restrained it must repeat the saving throw at the beginning of its turn. On a failed save the creature is stunned and takes 33 (6d10) psychic damage. On a successful save the creature takes half as much damage and is not stunned. The restrained creature can use an action to free itself by making a DC 16 Wisdom saving throw. The Maledictor must concentrate on this effect as if it were a spell. [Wisdom Based]

Spacial Warp. Each creature of the Maledictor's choice within 60 ft. of itself must make a DC 16 Wisdom saving throw. On a failed save a creature is teleported to another point within 15 ft. of itself and takes 22 (4d10) psychic damage. On a successful save a creature takes half as much damage and is not teleported. [Wisdom Based]

LEGENDARY PSIONIC MALEDICTOR

Medium Aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 225 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	16 (+3)	20 (+5)	19 (+4)	15 (+2)

Proficiency +6

Saving Throws Con +9, Int +11, Wis +10, Cha +8

Skills Deception +8, Intimidation +8, Perception +10

Damage Resistances psychic, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 20

Languages Telepathy 120 ft.

Challenge 19 (22,000 XP)

Legendary Resistance (3/day). When the Psionic Maledictor fails a saving throw, it can succeed it instead.

Psionic Barrier. The Psionic Maledictor gains 22 (4d10) temporary hit points at the beginning of its turn.

Psionic Boost. When the Psionic Maledictor hits a creature with an attack or a creature fails its saving throw against the Maledictor's Mind Thrust, it can deal an additional 18 (4d8) psychic damage. Once the Psionic dealt this additional damage, it can't do so again until it has finished a short rest, or it uses its Psionics.

Teleport. Instead of moving, the Psionic Maledictor can teleport up to 20 ft. Its remaining speed then becomes 0 until the end of its turn.

Veil. The Psionic Maledictor can use an action to shroud itself as if under the effect of the *disguise self* spell. This effect is not magical in nature and requires no concentration.

ACTIONS

Multiattack. The Psionic Maledictor uses Forceful Push, and makes 2 Slam attacks or uses Mind Thrust.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 18 (4d8) psychic damage.

Mind Thrust. The creature within 60 ft. of the Psionic Maledictor must succeed on a DC 19 Wisdom saving throw or takes 33 (6d10) psychic damage and has disadvantage on Wisdom saving throws until the end of the Psionic Maledictor's next turn. [Intelligence Based]

Forceful Push. A creature within 60 ft. of the Psionic Maledictor, or each creature within 10 ft. of the Maledictor must succeed on a DC 19 Strength saving throw or is pushed 10 ft. away from the Maledictor. [Intelligence Based]

Psionics (Recharge 5-6): The Psionic Maledictor uses one of the following:

- **Psychic Crush.** Each creature in a 10 foot radius centered on a point within 60 ft of the Maledictor must make a DC 19 Wisdom saving throw. On a failed save a creature takes 55 (10d10) psychic damage, falls prone, and is stunned until the end of the Maledictor's next turn. [Intelligence Based]
- **Mental Choke.** The Maledictor chokes a creature that it can see within 120 ft. of itself with its psionic powers. The creature must make a DC 19 Constitution saving throw. On a failed save the creature is restrained for one minute. On a successful save the creature takes 33 (6d10) psychic damage and is not restrained. As long as the creature is restrained it must repeat the saving throw at the beginning of its turn. On a failed save the creature is stunned and takes 44 (8d10) psychic damage. On a successful save the creature takes half as much damage and is not stunned. The restrained creature can use an action to free itself by making a DC 19 Wisdom saving throw. The Maledictor must concentrate on this effect as if it were a spell. [Intelligence Based]
- **Spacial Warp.** Each creature of the Maledictor's choice within 60 ft. of itself must make a DC 19 Wisdom saving throw. On a failed save a creature is teleported to another unoccupied point within 30 ft. of itself and takes 55 (10d10) force damage. On a successful save a creature takes half as much damage and is not teleported. [Intelligence Based]

LEGENDARY ACTIONS

The Psionic Maledictor 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. The Psionic Maledictor regains spent legendary actions at the start of its turn.

Teleport (1/round). The Psionic Maledictor teleports up to 20 feet to an unoccupied space that it can see.

Telekinesis. The Psionic Maledictor moves an item within 60 ft. of itself that is not held by up to 30 ft. or forces a creature within 60 ft. to succeed a DC 19 Strength saving throw or be pushed up to 10 ft. of the Maledictor's choice. [Intelligence Based]

Mind Thrust (2 Actions). The Psionic Maledictor uses its Mind Thrust.

Psionic Overcharge (3 Actions, 1/day) The Psionic Maledictor recharges the use of its Psionics, and the DC of its Psionics is 21 until the end of its next turn. [Intelligence Based]

PSIONIC DISPOSER

Medium Aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	20 (+5)	19 (+4)	17 (+3)

Proficiency +5

Saving Throws Con +8 Wis +9, Cha +8

Skills Perception +9

Damage Immunities psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 19

Languages Telepathy 120 ft.

Challenge 14 (11,500 XP)

Legendary Resistance (3/day). When the Psionic Disposer fails a saving throw, it can succeed it instead.

Psionic Barrier. Whenever the Psionic Disposer uses its Psionics, it gains 22 (4d10) temporary hit points.

Space Rending Weapons. The Psionic Disposer's weapons are magical and deal an additional 9 (2d8) force damage on a hit (included in the attack).

Teleport. If the Psionic Disposer has not moved yet on its turn, it can teleport up to 20 ft. to an unoccupied space it can see. Its remaining speed then becomes 0 until the end of its turn.

ACTIONS

Multiattack. The Psionic Disposer makes 2 slam attacks or uses Mind Thrust two times.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) force damage.

Mind Thrust. A creature within 60 ft. of the Psionic Maledictor must succeed on a DC 18 Wisdom saving throw or take 21 (3d10+5) psychic damage. [Intelligence Based]

Baleful Transposition. A creature within 60 ft. of the Psionic Disposer must succeed a DC 16 Wisdom saving throw or takes 35 (10d6) psychic damage and be teleported up to 30 ft. to an unoccupied space within 60 ft. of the Psionic Disposer. [Intelligence Based]

Psionics (Recharge 4-6): The Psionic Disposer uses one of the following:

- **Dimensional Shuffle.** Each creature of the Psionic Disposer's choice within 60 ft. of it must make on a DC 18 Wisdom saving throw. On a failed save a creature takes 38 (7d10) psychic damage and half as much of on a successful one. After the saving throw each creature is randomly displaced with one another. [Wisdom Based]
- **Spacial Mangle.** A creature of the Psionic Disposer's choice within 120 ft. of itself must make a DC 18 Constitution saving throw. On a failed save the creature takes 45 (10d8) force damage and is shifted into a pocket dimension. On a successful save a creature takes half as much damage and suffers no other effects. At the beginning of the Psionic Disposer's next turn, the creature is released and appears in the same space it occupied before it was shifted. [Wisdom Based]

LEGENDARY ACTIONS

The Psionic Disposer 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. The Psionic Disposer regains spent legendary actions at the start of its turn.

Shift. A creature within 60 ft. of the Psionic Disposer must succeed a DC 16 Wisdom saving throw or be teleported 10 ft. into an unoccupied space of the Disposer's choice.

Reshuffle (1/turn). Two creatures that had to make a saving throw against the Psionic Disposer's Dimensional Shuffle since the beginning of its last turn must make a DC 18 Wisdom saving throw. If both creatures fail their saving throw they teleport and switch places. [Intelligence Based]

Spacial Squeeze (1/turn). A creature that is under the effect of the Psionic Disposer's Spacial Mangle must make a DC 18 Constitution saving throw. On a failed save the creature takes 18 (4d8) force damage and is stunned until the beginning of the Disposer's next turn. On a successful save the creature takes half as much damage and isn't stunned. [Intelligence Based]

Baleful Transposition (2 Actions) The Psionic Disposer uses its Baleful Transposition. [Intelligence Based]

ARTIFICER (BASE)

Medium humanoid (any humanoid)

Armor Class 16 (breastplate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	18 (+4)	15 (+2)	8 (-1)

Proficiency +3

Saving Throws Con +6, Int +7

Skills Arcana +7, Perception +5

Senses passive Perception 15

Languages Common, and any 2 other languages.

Challenge 7 (2,900 XP)

Arcane Cannon. The artificer carries an eldritch cannon as a weapon. It is a magical ranged weapon that also serves as their spellcasting focus.

Warmsmith. Over one hour of uninterrupted work, or over the time of a short rest, the Artificer can maintain up to 10 constructs. Each of these maintained constructs gains a +1 bonus to attacks and damage for one hour.

Spellcasting. The artificer is a 10th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit). The artificer can cast the following artificer spells:

Cantrips (at will): *Acid Splash, Mending, Shocking Grasp*

1st Level (4/day): *Absorb Elements, Detect Magic, Grease, Shield, Thunderwave*

2nd Level (3/day): *Heat Metal, Magic Weapon, Scorching Ray, Shatter, Web*

3rd Level (2/day): *Dispel Magic, Fireball, Wind Wall*

ACTIONS

Multiattack. The artificer makes two attacks with their Arcane Cannon. In place of one attack the Artificer can use Flame Thrower or Protective Field.

Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Arcane Cannon. *Ranged Weapon Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (3d8+4) force damage. If the target is a creature it is pushed up to 5 feet away from the artificer.

Flame Thrower. The artificer exhales fire in an 15 ft. cone from their Arcane Cannon. Each creature in that area must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Protective Field. The artificer and one allied construct within 30 ft. of themselves gains 13 (2d8+4) temporary hit points.

WIZARD (BASE)

Medium humanoid (any humanoid)

Armor Class 15 (mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	19 (+4)	17 (+3)	10 (0)

Proficiency +3

Saving Throws Int +7, Wis +6

Skills Arcana +7, Perception +6

Senses passive Perception 16

Languages Common, and any 4 other languages.

Challenge 7 (2,900 XP)

Arcane Protection. When the wizard starts their turn and are not incapacitated, the wizard gains 10 temporary hit points.

Always Prepared (1/day). The wizard can at the start of their turn add one Wizard spell of 5th level or lower to their list of prepared spells.

Spellcasting. The wizard is a 10th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit). The wizard has the following wizard spells prepared:

Cantrips (at will): *Mage Hand, Light, Message, Prestidigitation, Ray of Frost*

1st Level (4/day): *Alarm, Burning Hands, Color Spray, Mage Armor, Magic Missile*

2nd Level (3/day): *Cloud of Daggers, Hold Person, Invisibility, Mirror Image*

3rd Level (3/day): *Counter Spell, Fireball, Vampiric Touch*

4th Level (3/day): *Black Tentacles, Dimension Door, Polymorph*

5th Level (2/day): *Bigby's Hand, Cone of Cold*

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Ray of Frost. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) cold damage and the target's speed is reduced by 10 ft. until the start of your next turn.

REACTIONS

Shield. When the wizard is targeted by an attack the wizard can grant themselves a +5 bonus to AC until the start of their next turn, including against the triggering attack.

TAURNADO

Gargantuan Elemental

Armor Class 13

Hit Points 203 (14d20 + 56)

Speed 40 ft., fly (hover) 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	8 (-1)	13 (+1)	7 (-2)

Proficiency +4

Saving Throws Str +10, Wis +5

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses blindsight anything in its space, passive Perception 11

Languages Any language that a creature knows that has its soul trapped in the taurnado's body

Challenge 10 (2,900 XP)

Storm Body. The taurnado can occupy other creature's spaces and move through them. The heavy wind causes the space of the taurnado to be difficult terrain for large or smaller size creatures. A creature that starts its turn within the taurnado's space must make a DC 20 Strength saving throw. On a failed save a creature takes 18 (4d8) bludgeoning damage and half as much on a successful one. A creature that is not restrained and fails its saving throw by 5 or more becomes trapped in the taurnado's body (**see Vortex Trap**).

Soul Vortex. A creature that dies within the space of the taurnado has its soul trapped within its vortex. The dead creature cannot be revived except by the means of a *Wish* spell for as long as the taurnado is not destroyed.

Vortex Trap. A creature that is trapped in the taurnado's body is restrained, is unable to breath, and cannot talk or use vocal spell components. A trapped creature is helplessly whirling around inside the taurnado's body and must succeed a DC 20 Strength saving throw to free itself from the taurnado. A creature that frees itself from the taurnado lands prone in a randomly determined space within 5 ft. of the taurnado.

Magical Attacks. The taurnado's attacks are magical.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Pulling Vortex. The taurnado reaches out to create a vortex that pulls creatures in a 60 ft. line that is 10 ft. wide towards itself. Each large or smaller creature in the area must succeed a DC 20 Strength saving throw or be pulled 40 ft. towards the taurnado. If the creature is pulled into the taurnado's space this way, it becomes trapped (**see Vortex Trap**).

BARD (BASE)

Medium humanoid (any humanoid)

Armor Class 16 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	18 (+4)

Proficiency +3

Saving Throws Dex +3, Cha +7

Skills Deception +7, Performance +10, Persuasion +7

Senses passive Perception 10

Languages Common, and any 3 other languages.

Challenge 7 (2,900 XP)

Counter Charm. Any allied creature within 30 ft. of the bard that can hear them has advantage on saving throws against being charmed and frightened. An allied charmed or frightened creature that ends starts its turn within 30 ft. of the bard and can hear them is no longer charmed or frightened.

Suave Defense. When the bard wears no or light armor, their use their Charisma modifier in place of their Dexterity modifier for their armor class.

Spellcasting. The bard is a 10th level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit). The bard can cast the following spells:

Cantrips (at will): *Minor Illusion, Prestidigitation, Thunderclap, Vicious Mockery*

1st Level (4/day): *Dissonant Whispers, Healing Word, Tasha's Hideous Laughter, Tunderwave*

2nd Level (3/day): *Blindness/Deafness, Calm Emotions, Shatter, Silence, Suggestion*

3rd Level (3/day): *Hypnotic Pattern, Major Image, Mass Healing Word, Tongues*

4th Level (3/day): *Confusion, Freedom of Movement, Greater Invisibility, Hallucinatory Terrain*

5th Level (2/day): *Dominate Person, Synaptic Static*

ACTIONS

Multiattack. The bard uses bardic inspiration and makes an attack, or uses bardic inspiration and casts a spell.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Vicious Mockery. A creature within 60 ft. that can hear the and understand the bard must succeed a DC 15 Wisdom saving throw, or take 5 (2d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Bardic Inspiration. A creature within 60 ft. that can hear the and understand the bard can add 1d8 to the next ability check, attack roll, or saving throw it makes before the end of its next turn. It can do so after the roll, potentially turn a failure into a success.

REACTIONS

Distracting Words. A creature that attempts an ability check, or attacks within 60 ft. of the bard and that can hear and understand them, makes the ability check or attack roll with disadvantage.

LIFE CLERIC (BASE)

Medium humanoid (any humanoid)

Armor Class 18 (chainmail & shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	10 (0)	18 (+4)	13 (+1)

Proficiency +3

Saving Throws Wis +7, Cha +4

Skills Religion +6, Perception +7

Senses passive Perception 17

Languages Common, and any 3 other languages.

Challenge 7 (2,900 XP)

Bolstering Aura. When an allied creature of the cleric starts its turn within 20 ft. of them, it gains 5 temporary hit points. When the cleric deals radiant damage on its turn, each creature within 20 ft. of the cleric that has temporary hit points gained from this trait regains 5 hit points.

Spellcasting. The cleric is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit). The cleric can cast the following spells:

Cantrips (at will): *Guidance, Light, Sacred Flame, Thaumaturgy*

1st Level (4/day): *Bless, Command, Cure Wounds, Guiding Bolt*

2nd Level (3/day): *Calm Emotions, Hold Person, Lesser*

Restoration, Spiritual Weapon

3rd Level (3/day): *Beacon of Hope, Dispel Magic, Mass Healing*

Word, Spirit Guardians

4th Level (3/day): *Aura of Life, Banishment, Guardian of Faith*

5th Level (2/day): *Flame Strike, Mass Cure Wounds*

ACTIONS

Multiattack. The cleric makes a melee weapon attack and casts lance of faith.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Lance of Faith. *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 13 (2d8+4) radiant damage.

DEATH CLERIC (BASE)

Medium humanoid (any humanoid)

Armor Class 18 (chainmail & shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	10 (0)	18 (+4)	13 (+1)

Proficiency +3

Saving Throws Wis +7, Cha +4

Skills Religion +6, Perception +7

Senses passive Perception 17

Languages Common, and any 3 other languages.

Challenge 7 (2,900 XP)

Aura of Ruin. When an enemy creature of the cleric starts its turn within 20 ft. of the cleric and has taken any damage since the end of its last turn, it takes 5 necrotic damage. If the creature took necrotic damage dealt by the cleric, it takes 10 necrotic damage instead. This damage cannot reduce a creature to below 1 hit point.

Spellcasting. The cleric is a 10th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit). The cleric can cast the following spells:

Cantrips (at will): *Guidance, Spare the Dying, Thaumaturgy, Toll the Dead*

1st Level (4/day): *Bane, Command, Inflict Wounds, Sanctuary*

2nd Level (3/day): *Blindness/Deafness, Hold Person, Spiritual*

Weapon, Silence

3rd Level (3/day): *Bestow Curse, Dispel Magic, Speak with Dead,*

Spirit Guardians

4th Level (3/day): *Banishment, Death Ward, Guardian of Faith*

5th Level (2/day): *Contagion, Insect Plague*

ACTIONS

Multiattack. The cleric makes a melee weapon attack and casts lance of faith.

War Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Death's Shadow. *Ranged Spell Attack:* +7 to hit, reach 120 ft., one target. *Hit:* 13 (2d8+4) necrotic damage.

SORCERER (BASE)

Medium humanoid (any humanoid)

Armor Class 16 (Weird Defense)

Hit Points 75 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	13 (+1)	8 (-1)	18 (+4)

Proficiency +3

Saving Throws Con +6, Cha +7

Skills Arcana +4, Intimidation +7

Senses passive Perception 9

Languages Common, and any 2 other languages.

Challenge 7 (2,900 XP)

Weird Defense. When the sorcerer wears no armor, they add Charisma modifier to their armor class.

Potent Cantrips. The sorcerer adds their charisma modifier to any cantrip.

Metamagic (Recharge 4-6). When the sorcerer casts a spell, they can choose one of the following effects:

- **Distant.** When the spell has a range of 5 feet or greater, the range is doubled. If the spell has a range of touch, the range of the spell becomes 30 feet.
- **Elemental.** When the spell deals damage, the sorcerer can choose to have the spell deal acid, cold, fire, lightning, or thunder damage.
- **Powerful.** When the spell requires an attack roll the sorcerer has advantage on the attack. If the spell forces a creature to make a saving throw to resist its effect, one target of the spell has disadvantage on the first saving throw made against the spell.
- **Subtle.** The sorcerer casts the spell without somatic or verbal components.

Spellcasting. The sorcerer is a 10th level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit). The sorcerer can cast the following spells:

Cantrips (at will): *Acid Splash, Dancing Lights, Fire Bolt, Gust, Message, Shocking Grasp*

1st Level (4/day): *Catapult, Chaos Bolt, Expeditious Retreat*

2nd Level (3/day): *Alter Self, Scorching Ray, Pyrotechnics,*

3rd Level (3/day): *Lightning Bolt, Stinking Cloud*

4th Level (3/day): *Ice Storm*

5th Level (2/day): *Cone of Cold, Telekinesis*

ACTIONS

Spear (One Handed). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 15 (2d10+4) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

Shocking Grasp. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) lightning damage and the creature can't take reactions until the start of its next turn. If the target creature wears metal armor, the attack is made with advantage.

Power Overwhelming (1/day). The sorcerer casts two spells that are not of the same level. Only one of these spells can require concentration.

PLEASANT VALLEY NOTABILITY

Medium humanoid (any humanoid)

Armor Class 15 (Eldritch Protection)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (0)	10 (0)	17 (+3)

Proficiency +2

Skills Perception +2

Senses passive Perception 12

Languages Common, and 1 other language.

Challenge 4 (1,100 XP)

Eldritch Protection. When the notability wears no armor, they add Charisma modifier to their armor class.

Unspeakable Blessing (3/day). When the notability makes an ability check, attack roll, damage roll, or saving throw, they can add 1d6 to the result, potentially turning a failure into a success. Once the notability uses this trait, they can't use it again until the beginning of their next turn.

ACTIONS

Multiattack. The notability makes two weapon attacks.

Weapon Attack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning, piercing, or slashing damage.

Ranged Weapon Attack. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) fire damage.

Acid/Bomb. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 10 (3d6) acid or fire damage.

Eldritch Assault (Recharge 5-6). A creature within 30 ft. of the notability must make a DC 13 Wisdom saving throw. On a failed save the creature takes 18 (4d8) psychic damage and is dazed until the end of the notability's next turn. On a successful saving throw a creature takes half as much damage and is not dazed.

A dazed creature has disadvantage on attack rolls and ability checks. A creature that fails the saving throw by 5 or more is stunned as long as it is dazed.

MALENIA BLADE OF MIQELLA

Medium celestial

Armor Class 17 (Malenia's Armor)

Hit Points 285 (30d8 + 150)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	20 (+5)	16 (+3)	15 (+2)	17 (+3)

Proficiency +6

Saving Throws Str +12, Dex +11, Con +11, Cha +9

Skills Athletics +12, History +9, Perception +8

Damage Resistances poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses passive Perception 18

Languages Common

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). When Malenia fails a saving throw, she can succeed it instead.

Great Rune's Might. When Malenia hits with a weapon attack, she deals 2 additional dice of its damage.

Rallying Strikes. At the end of her turn, Malenia gains temporary hit points equal to 10 times the amount of her melee weapon attacks that hit a creature since the beginning of her turn.

ACTIONS

Multiattack. Malenia makes three weapon attacks, only one of these attacks can be a kick.

Malenia Arm Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Kick. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage and Malenia's next attack roll or grapple check against the target has advantage until the beginning of her next turn.

Waterfowl Dance (Recharge 5-6). Malenia moves up to her speed, at any time during this movement, she makes up to five attacks with her arm blade. At the end of her movement, each creature within 10 ft. of Malenia must succeed a DC 20 Dexterity saving throw, or take 33 (6d8+6) slashing damage.

LEGENDARY ACTIONS

Malenia 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. Malenia regains spent legendary actions at the start of her turn.

Move. Malenia moves up to her speed without provoking opportunity attacks.

Flashing Strikes (2 Actions). Malenia makes two arm blade attacks.

Leaping Strike (2 Actions). Malenia jumps up to her speed and after she lands, she makes a melee weapon attack against a target in range.

Impale (3 Actions) Malenia makes an armlade attack against a creature she has grappled with advantage. If the attack hits, it deals an additional 42 (12d6) damage and the creature falls prone. After the attack, the grapple ends.

THE SUN CHILD

Medium aberration

Armor Class 18 (natural armor)

Hit Points 304 (32d8 + 160)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	21 (+5)	20 (+5)	15 (+2)	9 (-1)	20 (+5)

Proficiency +6

Saving Throws Str +12, Dex +11, Con +11, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses passive Perception 15

Challenge 20 (25,000 XP)

Dim. When the Sun Child takes necrotic damage it has disadvantage on its attacks until the end of its next turn.

Legendary Resistance (3/day). When the Sun Child fails a saving throw, it can succeed it instead.

Magic Resistance. The Sun Child has advantage on saving throws against magic.

Radiant. The Sun Child sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

Shining Arms. The Sun Child's attacks are magical and it deals an additional 9 (2d8) radiant damage (included in the attack).

ACTIONS

Multiattack. The Sun Child makes three attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) radiant damage.

Glare. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target. *Hit:* 18 (4d6) radiant damage.

Sun Pillar (Recharge 5-6). A 20 ft. radius cylinder that is 120 ft. tall of radiant light centers on the Sun Child until the beginning of its next turn. Any magical darkness in the area is dispelled. A creature that starts its turn in the area or enters it for the first time in a turn must make a DC 18 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save and half as much on a successful one. Additionally, any creature that starts its turn and can see the Sun Child must succeed a DC 18 Constitution saving throw or be blinded until the end of the Sun Child's next turn (if the creature is in the cylinder, make one roll for both effects).

For as long as the area exists, the Sun Child's movement is 0 and it can't teleport.

REACTIONS

Tantrum. When the Sun Child takes necrotic damage it rerolls to recharge its Sun Pillar. If it recharges its use, it uses Sun Pillar as part of the same reaction.

LEGENDARY ACTIONS

The Sun Child 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. The Sun Child regains spent legendary actions at the start of its turn.

Move. The Sun Child moves up to its speed without provoking opportunity attacks.

Strike. The Sun child makes one slam attack.

Flashing Step (2 Actions). The Sun Child teleports up to its speed to an unoccupied space it can see. Each creature within 5 ft. of the space must succeed a DC 18 Constitution saving throw or be blinded until the beginning of the Sun Child's next turn.

Raining Light. If the Sun Child used its Sun Pillar action since the beginning of its last turn, it calls down a pillar of light down on a creature within 60 ft. of itself. The creature must succeed a DC 18 Dexterity throw or take 28 (8d6) radiant damage.

Once a creature makes a saving throw (success or fail) against this action, it has advantage on saving throws against all Raining Lights until the beginning of the Sun Child's next turn.

DOMINUS

Large Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	10 (0)	13 (+1)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 15

Challenge 11 (7,200 XP)

Devastating Claws. The Dominus' Claws and Impale attacks ignore any kind of resistance to slashing or piercing damage. Additionally attacks made with them deal double damage to objects and structures.

Enhanced Strength. The carrying capacity of the Dominus is doubled. Additionally the Dominus counts as a huge creature when grappling.

Magic Resistance. The Dominus has advantage on saving throws against spells and other magical effects.

Surge (1/day). The dominus uses a bonus action to push its capabilities beyond its limits. It's movement speed is doubled and it has advantage on all attack rolls until the end of its next turn.

ACTIONS

Multiattack. The Dominus makes 3 attacks: two with its claws and one with its slam.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage. The target must make a DC 18 Strength saving throw or is knocked prone. [Strength Based]

Impale (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 60 (10d10+5) piercing damage. If the creature is size Large or smaller, it is grappled, escape DC 18. Until this grapple ends, the target is restrained, and the Dominus makes one less Claw attack during a multiattack. [Strength Based]

DOMINUS - BRUTUS

Medium Monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	10 (0)	13 (+1)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +5

Damage Resistances poison, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 15

Challenge 12 (8,400 XP)

Enhanced Strength. The carrying capacity of the Brutus is doubled. Additionally the Brutus counts as a huge creature when grappling.

Indominable (2/day). When the Brutus fails a saving throw, it can repeat it.

Magic Resistance. The Dominus has advantage on saving throws against spells and other magical effects.

Regenerating Carapace. Brutus is engulfed in an ever-reconstructing carapace. At the beginning of Brutus' turn it gains 11 (2d10) temporary hit points.

Siege Monster. This Brutus deals double damage to objects and structures.

ACTIONS

Multiattack. The brutus makes 2 slam attacks. If it hits the a large or smaller size creature with both slam attacks, it is knocked prone.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage.

Unstoppable Force (Recharge 5-6). The brutus charges in a straight 30-foot line that is 10 ft. wide, only stopping when it hits a creature or object that it can't break through. Each creature and object in that line must make a DC 18 Strength saving throw. On a failed save a creature takes 55 (10d10) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is pushed to the closest space within 5 ft. outside of the line. A creature that succeeds the save by 5 or more takes half as much damage and stops the Brutus in its tracks, causing all remaining creatures behind it in the line of effect not to be effected. [Strength Based]

ELDRITCH DOMINUS

Large Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	10 (0)	18 (+4)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +8

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 18

Challenge 10 (5,900 XP)

Arcane Eye. The dominus possesses arcane eyes that allow it to see magic. It is always treated as if it is under the active use of detect magic and also is aware of creatures cast spells, even if they do not use any components to cast it.

Arcane Surge (1/day). The dominus pushes its capabilities beyond its limits. It gains an additional action or bonus action, which it must use to cast a spell it has absorbed.

Magic Resistance. The dominus has advantage on saving throws against spells and other magical effects.

Spell Absorption. When the dominus successfully counters a spell of level 5 or lower with its *Counter Spell*, it absorbs it. The dominus can cast the Spell without material component costs for 1 hour. Once the dominus cast the spell, it is expended.

Innate Spellcasting. The dominus' spell casting ability is Wisdom (spell save DC 16). Its cantrips are treated as if it is a 11th level spellcaster. It can innately cast the following Spells, requiring no material components:

At Will: *Eldritch Blast*, *Shocking Grasp*

2/day each: *Counter Spell*, *Dispell Magic*

ACTIONS

Multiattack. The dominus uses a cantrip and makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. If the dominus currently absorbed a spell, this attack becomes magical and deals an additional 7 (2d6) force damage.

Shocking Grasp. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) lightning damage.

Eldritch Blast. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 5 (1d10) force damage.

INFILTRATION DOMINUS

Medium Monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	17 (+3)	14 (+2)	14 (+2)	16 (+3)

Proficiency +4

Saving Throws Dex +9, Con +7

Skills Acrobatics +9, Deception +11, Insight +6, Perception +6, Stealth +9

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, and any 4 languages

Challenge 10 (5,900 XP)

Ambusher. The dominus has advantage on attack rolls against any creature it has surprised.

Camouflage. The dominus can use a bonus action to hide, even when only lightly obscured. Making a ranged attack and missing won't reveal her position if when she hides.

Magic Resistance. The dominus has advantage on saving throws against spells and other magical effects.

Many Faces. The dominus use her action to change into a medium Humanoid, or back to her true form. Only her physical features are changed and her statistics remain the same.

Surge (1/day). The dominus uses a bonus action to push its capabilities beyond its limits. It's movement speed is doubled and it has advantage on all attack rolls until the end of its next turn.

ACTIONS

Multiattack. The dominus makes 3 claw attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 9 (2d8) poison damage. The Dominus can chose to grapple the target instead of dealing damage.

Poisonous Spit. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one creature. *Hit:* 23 (4d8+5) poison damage and the creature must succeed on a DC 15 Constitution saving throw, or becomes poisoned for one minute. [Constitution Based]

Kiss Of Death (Recharge 5-6). The dominus forcefully kisses a creature she has grappled and applies deadly poison directly into it. The creature must make a DC 15 Constitution saving throw. On a failed save a creature takes 45 (10d8) poison damage. If this causes the creature to be reduced to 0 hit points it dies. If the saving throw fails by more than 5 it takes 63 (14d8) poison damage instead. On a successful save a creature takes half as much damage. [Constitution Based]

ZYGOTE DOMINUS

Large Monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Proficiency +3

Saving Throws Str +6, Con +6

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 12

Challenge 7 (2,900 XP)

Nourishment. The Dominus is a still growing organism and has not reached it's maximum potential. At the beginning of the Dominus' turn it progresses to it's next evolutionary form, if it dealt damage with it's umbillical tendril attack. The Zygote Dominus begins in its base form and can advance up to it's second stage.

Stage 1. If the Zygote Dominus is in Stage 1, it gets the following benefits: It's Strength becomes 19, increasing it's Claw and Umbillical Lash attacks attack and damage bonus by 1 [see Claw (Stage 1)]. It's AC becomes 15 and it's speed becomes 30.

Stage 2. When the Zygote Dominus is in Stage 2 it gets the following benefits in addition to the benefits of Stage 1: It's AC becomes 16, it gets access to a new multiattack and it's speed becomes 40.

Legendary Resistance (2/Day). If the Zygote Dominus fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The zygote dominus makes 2 attacks with its claws.

Claw (Base). *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 13 (3d6+3) slashing damage.

Umbillical Tendril (Base). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (2d4+3) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack.

Claw (Stage 1). *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 14 (3d6+4) slashing damage.

Umbillical Tendril (Stage 1). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack.

Multiattack (Stage 2). The zygote dominus makes 3 attacks with its claws.

Claw (Stage 2). *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 17 (3d8+3) slashing damage.

Umbillical Tendril (Stage 2). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack and if the target is a Medium or smaller creature, it is Grappled, escape DC 15. Until this grapple ends, the target is Restrained, and the Dominus can't attack another target with its tendril. [Strength Based]

LEGENDARY ACTIONS

The zygote dominus 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. The zygote dominus regains spent legendary actions at the start of its turn.

Move. The Zygote Dominus moves up to half of its speed without provoking opportunity attacks.

Move (Stage 2). The Zygote Dominus moves up to its speed without provoking opportunity attacks.

Claw (2 Actions). The Zygote Dominus attacks with its claw **Tendril.** The Zygote Dominus attacks with its Umbillical Tendril.

POSEIDON DOMINUS

Large Monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 199 (21d10 + 84)

Speed 30 ft., climb 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	10 (0)	15 (+2)	7 (-2)

Proficiency +4

Skills Athletics +10, Perception +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Challenge 12 (8400 XP)

Echo Location. As long as the dominus is submerged in water it has a blindsight of 60 ft. limited to the body of water it is in.

Sunlight Sensitivity. While in sunlight, the dominus has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Enhanced Strength. The carrying capacity of the dominus is doubled. Additionally the dominus counts as a huge creature when grappling.

Magic Resistance. The dominus has advantage on saving throws against spells and other magical effects.

Surge (1/day). The dominus uses a bonus action to push its capabilities beyond its limits. It's movement speed is doubled and it has advantage on all attack rolls until the end of its next turn.

ACTIONS

Multiattack. The dominus makes one attack with its Harpoon, and then two attacks with its Claws. The dominus can make a Harpoon Shot attack instead of the Harpoon attack if available.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Harpoon. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) piercing damage.

Harpoon Shot (Recharge 5-6). *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one creature. *Hit:* 39 (6d10+6) piercing damage. The target is Grappled, escape DC 18. As long as the creature is grappled, the Poseidon can pull the creature up to 20 ft. straight towards it as a bonus action. [Strength Based]

RAZOR BADGER

Small Beast, unaligned

Armor Class 16 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	2 (-4)	13 (+1)	6 (-2)

Proficiency +3

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 5 (1,800 XP)

Hidden Strength. The Razor Badger is considered a large creature when grappling and its carrying capacity is doubled.

Spines. The Razor Badger possesses spines which deal 5 (2d4) piercing damage to a creature that when it hits the Razor Badger with a natural weapon or an unarmed attack, or when it starts its turn and has the Razor Badger grappled.

Undeterred Fury (1/short Rest). When the Razor Badger starts its turn with less than half of its maximum hit points, it gains resistance to all damage and advantage on all attack rolls until the beginning of its next turn. Additionally if it is reduced to 0 hit points during the duration of this effect, the Razor Badger will not fall unconscious or die until the end of its next turn, unless the effect says it kills the Razor Badger outright.

Wild Heart. The Razor Badger has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Razor Badger makes 2 attacks with its claws, or makes 4 attacks with its claws with disadvantage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

HILL TITAN

Gargantuan Giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	23 (+6)	6 (-2)	10 (0)	8 (-1)

Proficiency +5

Saving Throws Str +13, Con +11, Wis +5

Skills Athletics +13, Perception +5

Damage Resistances poison

Senses tremorsense 30 ft., passive Perception 15

Languages Giant, Terran, Primordial

Challenge 14 (11,500 XP)

False Appearance. While remaining laying down and motionless, a Hill Titan is indistinguishable from a hill.

Siege Monster. The Hill Titan deals double damage to objects and structures.

ACTIONS

Multiattack. The Hill Titan makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 8) bludgeoning damage.

Boulder. The Hill Titan throws a huge boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 19 Dexterity saving throw taking 22 (4d10) bludgeoning damage and half as much on a successful one. A creature that fails the saving throw by 5 or more is knocked prone. [Constitution Based]

Rumble (5-6). The Hill Titan slams down its arms and causes a devastating earth quake. Each creature and structure on the ground within 40 feet of the titan must make a DC 19 Strength saving throw. On a failed save a creature takes 52 (8d12) bludgeoning damage and falls prone. On a successful save a creature takes half as much damage. [Constitution Based]

FROST TITAN

Gargantuan Giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	9 (-1)	12 (+1)	14 (+2)

Proficiency +6

Saving Throws Con +13 Wis +7, Cha +8

Skills Athletics +14, Perception +7

Damage Immunities cold

Senses passive Perception 17

Languages Giant, Auran, Primordial

Challenge 17 (18,000 XP)

Chilling Aura. The Frost Titan radiates a chilling cold in a 10 ft. radius. The ground in the area freezes and becomes difficult terrain for as long as it is in the aura. A creature that starts its turn within that aura must make a DC 21 Constitution saving throw or has its movement speed halved until the beginning of its next turn. A creature that failed its saving throw against the Frost Titan's chilling aura in its previous turn is restrained until the beginning of its next turn instead. [Constitution Based]

Magic Weapons. The Frost Titan's weapons are magical and deal an additional 9 (2d8) cold damage (included in the attack).

Ice Walk. The Frost Titan ignores difficult terrain caused by ice or snow and can move across and climb icy surfaces without needing to make an ability check.

ACTIONS

Multiattack. The Frost Titan makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) slashing damage plus 18 (4d8) cold damage.

Frozen Boulder. The Frost Titan throws a huge, frozen boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 21 Dexterity saving throw. On a failed save a creature takes 22 (4d10) bludgeoning damage and 18 (4d8) cold damage. Additionally a creature's movement speed is reduced by half until the end of the Frost Titan's turn, as if affected by the Frost Titan's Chilling Aura. On a successful save a creature takes half as much damage and suffers no other effects. [Constitution Based]

Coldsnap (Recharge 5-6). The Frost Titan causes a sudden drop in temperature within 20 ft. of itself. All water within that area freezes and each creature in the area must make a DC 21 Constitution saving throw. On a failed save a creature takes 54 (12d8) cold damage and is restrained until the beginning of the Frost Titan's next turn. If a creature failed its saving throw against the Frost Titan's Chilling Aura since the beginning of its previous turn, a restrained creature is paralyzed. On a successful save a creature takes half as much cold damage and is not restrained. A creature that is immune to cold damage succeeds the saving throw automatically. [Constitution Based]

FIRE TITAN

Gargantuan Giant, neutral evil

Armor Class 18 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	26 (+8)	12 (+1)	16 (+3)	14 (+2)

Proficiency +6

Saving Throws Str +16, Dex +6, Con +14, Cha +8

Skills Athletics +16, Perception +9

Damage Immunities fire

Senses passive Perception 19

Languages Giant, Ignan, Primordial

Challenge 19 (22,000 XP)

Vulcanic Heat. A creature that begins its turn within 10 ft. of the Fire Titan takes 7 (2d6) fire damage.

Magic Weapons. The Fire Titan's weapons are magical and deal an additional 14 (4d6) fire damage (included in the attack).

ACTIONS

Multiattack. The Fire Titan makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 34 (7d6 + 10) slashing damage plus 14 (4d6) fire damage.

Molten Boulder. The Fire Titan throws a huge, molten boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 22 Dexterity saving throw taking 22 (4d10) bludgeoning damage plus 21 (6d6) fire damage and half as much on a successful one. A creature that fails the saving throw by 5 or more is covered in molten lava and restrained until the end of the Fire Titan's next turn. [Constitution Based]

Heat Wave (Recharge 5-6). The Fire Titan unleashes a blast of heat. Each creature within 20 ft. of the Fire Titan must make a DC 22 dexterity saving throw and flammable objects that aren't being worn or carried are ignited. On a failed save a creature take 42 (12d6) fire damage and any metal equipment it has is heated, causing the creature to take an additional 14 (4d6) fire damage at the end of its next turn, unless it is no longer carrying or wearing the equipment. On a successful save a creature takes half as much damage and takes no additional damage. [Constitution Based]

CLOUD TITAN

Gargantuan Giant, neutral evil

Armor Class 18 (natural armor)

Hit Points 352 (19d20 + 152)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	27 (+8)	17 (+3)	16 (+3)	22 (+6)

Proficiency +7

Saving Throws Con +15, Int +10, Wis +10, Cha +13

Skills Deception+9, Insight +16, Perception +9, Persuasion +9

Senses passive Perception 19

Languages Giant, Auran, Primordial

Challenge 21 (33,000 XP)

Cloud Eyes. The Cloud Titan's sight is not hindered by natural or magical fog or mist.

Keen Smell. The titan has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. Titan's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At Will: *Detect magic, Feather Fall, Fly, Fog Cloud, Gaseous Form, Light*

3/day each: *Invisibility, Major Image, Telekinesis*

1/day each: *Control Weather, Wind Walk*

1/week each: *Mirage Arcane*

Magic Weapons. The Cloud Titan's weapons are magical.

ACTIONS

Multiattack. The Cloud Titan makes three morningstar attacks. The Cloud Titan can use Greater Misty Step in place of a morningstar attack if available.

Morningstar. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage plus 14 (4d6) cold damage.

Greater Misty Step (Recharge 4-6). The Cloud Titan teleports to a location it can see within 60 feet of itself as a bonus action.

Mist Boulder. The Cloud Titan throws a huge, boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 22 Dexterity saving throw taking 33 (6d10) bludgeoning damage and half as much on a successful one. Upon impact the boulder explosively emanates a thick layer of opaque mist in a 20 ft. radius that remains until the end of the Cloud Titan's next turn. [Constitution Based]

STORM TITAN

Gargantuan Giant, neutral evil

Armor Class 19 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	28 (+9)	15 (+2)	22 (+6)	20 (+5)

Proficiency +7

Saving Throws Str +17, Con +16, Wis +13, Cha +12

Skills Athletics +16, Perception +9

Damage Immunities lightning

Senses passive Perception 19

Languages Giant, Aquan, Auran, Celestial, Primordial

Challenge 23 (50,000 XP)

Amphibious. The titan can breathe air and water.

Divinated Strategem. The storm titan has advantage on initiative rolls.

Innate Spellcasting: The titan's innate Spellcasting Ability is Charisma (spell save DC 20). It can innately cast the following Spells, requiring no material components:

At will: *Call Lightning*, *Detect Magic*, *Feather Fall*,

Levitate, *Light*

3/day each: *Chain Lightning*, *Control Weather*, *Water Breathing*

1/day each: *Foresight*

Magic Weapons. The storm titan's weapons are magical and deal an additional 21 (8d6) lightning damage (included in the attack).

ACTIONS

Multiattack. The storm titan makes two greatsword attacks and calls down a lightning with *Call Lightning*.

Trident. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) slashing damage plus 21 (6d6) lightning damage.

Crackling Boulder. The Storm Titan throws a huge, lightning charged boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 24 Dexterity saving throw. On a failed save a creature takes 22 (4d10) bludgeoning damage plus 21 (6d6) lightning damage and be knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]

LORD TITAN

Gargantuan Giant, neutral evil

Armor Class 20 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 60 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	16 (+3)	20 (+5)	24 (+7)

Proficiency +8

Saving Throws Str +18, Con +17, Wis +13, Cha +15

Skills Athletics +18, History +11, Perception +13, Persuasion +15

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 23

Languages Giant, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Primordial, Terran

Challenge 25 (75,000 XP)

Magic Resistance. The lord titan has advantage on all saving throws against magic.

Lordly Presence. The lord titan can use a bonus action to cast bright light within 60-foot radius and dim light for an additional 60-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Untouchable. The lord titan is immune to being grappled, paralyzed, or restrained by creatures that have a proficiency bonus of 6 or lower.

Innate Spellcasting: The titan's innate Spellcasting Ability is Charisma (spell save DC 23). It can innately cast the following Spells, requiring no material components:

At will: *Detect Evil and Good*, *Detect Magic*, *Fabricate*, *Heat Metal*, *Thaumaturgy*

2/day each: *Flesh to Stone* (turns a creature into gold instead of stone)

1/day each: *Divine Word*

Magic Weapons. The lord titan's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord titan can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 43 (6d10 + 10) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 23 Constitution saving throw or be turned to gold and be petrified. The lord titan can use an action to touch a creature petrified by its own golden touch to undo the petrification, otherwise only greater restoration cast by a creature with a proficiency bonus of 6, or a wish spell can undo the petrification. [Charisma Based]

Golden Boulder. The lord titan throws a huge a boulder which turns into pure gold when the titan throws it. The titan throws the boulder at a point within 480 ft. of itself. Each creature and object in a 10 feet-radius centered on the point of impact must make a DC 24 Dexterity saving throw. On a failed save a creature takes 44 (8d10) bludgeoning damage and be knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]

LORD GIANT

Huge Giant, neutral evil

Armor Class 18 (plate)

Hit Points 253 (22d12 + 110)

Speed 50 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	20 (+5)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5

Saving Throws Str +14, Con +10, Wis +9, Cha +10

Skills Athletics +14, History +8, Perception +9, Persuasion +10

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages Giant, Aquan, Auran, Common, Ignan, Terran

Challenge 16 (13,000 XP)

Lordly Presence. The lord giant can use a bonus action to cast bright light within 40-foot radius and dim light for an additional 40-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Innate Spellcasting: The giant's innate Spellcasting Ability is Charisma (spell save DC 18). It can innately cast the following Spells, requiring no material components:

At will: *Detect Evil and Good*, *Heat Metal*, *Thaumaturgy*

Magic Weapons. The lord giant's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord giant can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 18 Constitution saving throw or be restrained until the end of its next turn. A restrained creature repeats the saving throw at the end of its next turn. On a failed save the creature is turned to gold and is petrified. On a successful save the effect ends. The lord giant can use an action to touch a creature petrified by its own golden touch to undo the petrification, otherwise only greater restoration or a wish spell can undo the petrification. [Charisma Based]

Rock. *Ranged Weapon Attack:* +14 to hit, range 120/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

VAMPIRE DOMINUS

Large Monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 275 (22d10 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+2)	24 (+7)	17 (+3)	16 (+3)	20 (+5)

Proficiency +6

Saving Throws Str +14, Con +13, Wis +9, Cha +11

Skills Perception +9, Stealth +8

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 19

Languages Common, and up to 3 additional languages

Challenge 20 (25,000 XP)

Deadly Grasp. Vampire dominus has advantage on attack rolls against creatures it has grappled.

Regeneration. The dominus regains 20 hit points at the start of its turn, if it has at least 1 hit point. When the vampire dominus takes radiant damage, this trait doesn't function until the start of its next turn.

Legendary Resistance (3/day). If the dominus fails a saving throw, it succeeds it instead.

Magic Resistance. The dominus has advantage on saving throws against spells and other magical effects.

Surge (1/day). The dominus uses a bonus action to push its capabilities beyond its limits. It's movement speed is doubled and it has advantage on all attack rolls until the end of its next turn.

Twisted Strength. The dominus counts as one size larger when grappling.

ACTIONS

Multiattack. The vampire dominus makes 3 attacks with its claws, the vampire dominus can make an impale attack in place of 2 attacks with its claws.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage. Instead of dealing damage, the dominus can grapple the target, escape DC 18

Impale. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dominus, or incapacitated. *Hit:* 74 (12d10 + 8) piercing damage. If the damage of this attack reduces a creature to 0 hit points, it dies.

LEGENDARY ACTIONS

The vampire dominus 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. The vampire dominus regains spent legendary actions at the start of its turn.

Move. The vampire dominus moves up to half of its speed without provoking opportunity attacks.

Detect. The vampire dominus makes a Wisdom (Perception) check.

Claws (2 Actions). The vampire dominus attacks with its claws. If this attack hits a creature that failed to free itself from the dominus' grapple since the end of the dominus' last turn, the attack scores a critical hit.

Execute (3 Actions, 1/short rest). The vampire dominus makes an impale attack against a grappled creature.

ANCIENT VAMPIRE

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	19 (+4)	17 (+3)	16 (+3)

Proficiency +6

Saving Throws Con + 10, Dex +10, Wis +9, Cha +9

Skills Arcana +10, History +10, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic

Condition Immunities exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Languages it knew in life

Challenge 17 (18,000 XP)

Black Sand Form. If the Ekimmu isn't in direct sunlight or running water, it can use an action turn into its black sand form.

While in its black sand form, the Ekimmu can't take any actions except for its touch attack, and can't manipulate objects. It becomes nearly weightless, has a flying speed of 40, can hover, and can enter a hostile creature's space and stop there. In addition, it can pass through a space without squeezing, if sand can. The Ekimmu can only talk in whispers, which is only audible to creatures in its space. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except from damage it takes from sunlight, and is resistant to bludgeoning, piercing and slashing damage. If the Ekimmu comes in contact with liquid water (like rain, running water, or being dowsed in one gallon of water) it changes back.

Legendary Resistance (3/Day). If the Ekimmu fails a saving throw, it can choose to succeed instead.

Regeneration. The Ekimmu regains 20 hit points at the start of its turn, if it has at least 1 hit point and isn't in sunlight. If the Ekimmu takes radiant damage or damage from holy water, this trait doesn't function until the start of the Ekimmu's next turn.

Sand Escape. When the Ekimmu drops to 0 hit points, it changes into a storm of black sand (see as in its Black Sand Form trait) instead of falling unconscious. It cannot take any actions until it reforms, if it transforms this way. If it can't transform, it is destroyed. If the Ekimmu comes in contact with liquid water (see Black Sand Form trait) it becomes incapacitated until the end of its next turn.

The Ekimmu can't revert into its base form and must seek a place absent of light. Once there, it reforms its body. While it reforms its body, it is incapacitated. At the next sunset, the Ekimmu returns back into its base form and regains all hit points.

Searing Sunlight. If the Ekimmu starts its turn in sunlight, it takes 20 radiant damage and is poisoned until the end of its turn. Whenever the Ekimmu takes radiant damage from spells like *Sunbeam*, *Sunburst*, or similar spells that explicitly use sunlight, it becomes poisoned until the end of its next turn. When an Ekimmu poisoned this way suffers radiant damage from sunlight it must succeed on a Constitution saving throw or must spend its next action reeling in pain. The DC for the saving throw is 10 or half of the radiant damage dealt.

ACTIONS

Multiattack (Base Form Only). The Ekimmu makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) bludgeoning damage plus 11 (2d10) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and the Ekimmu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Touch (Black Sand Form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d10) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or gains a level of exhaustion. [Constitution Based]

Black Sand Servant. The Ekimmu touches the remains of a creature slain by the Ekimmu's unarmed strike or touch attack. It reanimates the creature to full hit points under the Ekimmu's control until the next dawn. The creature's type changes to undead and its alignment changes to lawful evil. It gains resistance to bludgeoning, piercing, and slashing damage from non-magical weapons, is immune to necrotic and poison damage, and cannot be exhausted or poisoned. Additionally, loses any resistances or immunities to radiant damage. If the reanimated creature starts its turn in sunlight, or takes any amount of radiant damage, it must make a Constitution saving throw. On a failed save the creature is destroyed. On a successful save the creature has disadvantage on all ability checks and attack rolls until the end of its next turn. The DC for the saving throw is 5 + the radiant damage taken. The reanimated creature is also destroyed, if the Ekimmu dies or dismisses it as a bonus action.

LEGENDARY ACTIONS

The Ekimmu 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. The Ekimmu regains spent legendary actions at the start of its turn.

Move. The Ekimmu moves up to its speed without provoking opportunity attacks.

Swift Strike. The Ekimmu makes an unarmed strike, on a hit it deals no necrotic damage.

Black Sand Veil (2 Actions). The Ekimmu covers itself in a veil of black sand. Ranged attacks against the Ekimmu are made with disadvantage until the beginning of its next turn. An attacker is immune to this effect if it doesn't rely on sight.

Unarmed Strike (2 Actions). The Ekimmu makes an unarmed strike.

Change Form (3 Actions). The Ekimmu changes into its black sand form, or back.

WOLF VAMPIRE

Medium undead (shapechanger)

Armor Class 16 (natural armor)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	15 (+2)	17 (+3)	18 (+4)

Proficiency +4

Saving Throws Str +9, Dex +9, Wis +8, Cha +9

Skills Perception +8, Stealth +9, Survival +8

Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Pack Hunter. The vampire has advantage on an attack roll against a creature, if at least one of the vampire's allies is within 5 ft. of the creature and the ally isn't incapacitated. The first time in a turn when the vampire hits a creature with an attack that has advantage given by this ability, the creature must succeed a DC 19 Strength saving throw or be knocked prone.

Shapechanger. As an action, the vampire can polymorph into a medium sized wolf.

While in wolf form, the vampire can't speak, it's walking speed is 40 feet. Its other statistics except for size and speed, are unchanged. Anything it is wearing transform with it, but nothing it is carrying does. It reverts to its true form if it dies.

Vampire Abilities. The Wolf Vampire possesses the same following abilities that a Vampire (see *MM*) has: Misty Escape, Spider Climb, Vampire Weaknesses.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage, damage from Holy Water, or a weapon made out of silver, this trait doesn't function at the start of the vampire's next turn.

ACTIONS

Multiattack. The Vampire Wolf makes three attacks with its claws. The vampire can make one bite attack in place of two attacks with its claws.

Claws (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Summon Pack (1/Day). The vampire magically calls 3d6 wolves, or 1d4+1 dire wolves, provided the sun isn't up and the vampire is outdoors. The called wolves obey the vampire, arrive in 1 round and remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The Wolf Vampire 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. The Wolf Vampire regains spent legendary actions at the start of his turn.

Move. The Wolf Vampire moves up to its speed without provoking opportunity attacks.

Attack. The Wolf Vampire makes one attack with its claws.

Bite (2 Actions). The Wolf Vampire makes one unarmed strike.

Shape Change (2 Actions). The Wolf Vampire polymorphs into a wolf, or changes back into its vampire form.

LUPINE VAMPIRE SPAWN

Medium undead

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	5 (-3)

Proficiency +2

Skills Perception +3, Stealth +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Senses darkvision 60 ft., passive Perception 13

Languages understands the language of its creator

Challenge 3 (700 XP)

Keen Smell. The Lupine Vampire Spawn has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The Lupine Vampire Spawn regains 10 hit points at the start of its turn if it has at least 1 hit point. If the spawn takes radiant damage or damage from a silvered weapon, this trait doesn't function at the start of the spawn's next turn.

ACTIONS

Multiattack. The Lupine Vampire Spawn makes three attacks, two with its claws and one with its bite. If the spawn wields a weapon it can make one weapon attack in place of one attack with its claws.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Longsword (One-Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Longsword (Two-Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

VARCOLAC

Large monstrosity

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Proficiency +3

Saving Throws Str +7, Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Senses darkvision 60 ft., passive Perception 14

Challenge 7 (2,900 XP)

Ambusher. The Varcolac has advantage on attack rolls against creatures that are surprised.

Keen Hearing and Smell. The Varcolac has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Regeneration. The Varcolac regains 10 hit points at the start of its turn if it has at least 1 hit point. If the Varcolac takes damage from a silvered weapon, this trait doesn't function at the start of the Varcolac's next turn.

ACTIONS

Multiattack. The Varcolac makes three attacks, two with its claws and one with its bite. If both attacks hit the same target, it takes additional 7 (2d6) damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage and if the target is a creature, it is grappled by the Varcolac, escape DC 14. While the creature is grappled, the Varcolac can't make bite attacks against another creature.

LEGENDARY ACTIONS

The Varcolac can take 2 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. The Varcolac regains spent legendary actions at the start of his turn.

Move. The Varcolac moves up half of its speed.

Gnash. The Varcolac makes one bite attack against a creature it has grappled. If the bite hits the creature must succeed a DC 15 Strength saving throw or be knocked prone.

Prowl. The Varcolac hides or makes a Wisdom (Perception) check.

Ambush (2 Actions). When the Varcolac is hidden it moves up to its speed without provoking opportunity attacks and makes two attacks with its claws. If both attacks hit the same target, it takes 7 (2d6) additional damage.

ABHORRENT BAT

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	3 (-4)	15 (+2)	6 (-3)

Proficiency +2

Skills Perception +4

Senses blindsight 60 ft. (as long as it is not deafened, blind beyond), passive Perception 14

Challenge 5 (1,100 XP)

Keen Hearing. The abhorrent bat has advantage on Wisdom (Perception) checks that rely on hearing.

Pounce Attack. The abhorrent bat jumps at least 20 ft. toward a creature and then hits it with its claws, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the abhorrent bat can make one attack with its claws against the target as a bonus action.

Standing Leap. The abhorrent bat can jump 30 feet horizontally and 20 feet off the ground without a running start.

ACTIONS

Multiattack. The abhorrent bat makes 2 attacks; one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

SAND TITAN

Gargantuan Giant

Armor Class 17 (natural armor, 19 when in sand storm)

Hit Points 351 (19d20+ 152)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	19 (+4)	26 (+8)	15 (+2)	16 (+3)	19 (+4)

Proficiency +6

Saving Throws Dex + 10, Con +14, Wis +9

Skills Acrobatics +10, Perception + 9, Persuasion +10

Senses passive Perception 19

Languages Giant, Auran, Terran, Primordial

Challenge 19 (22,000 XP)

Sand Piercing Sight. The sand titan's sight cannot be hindered by sand storms.

Sand Storm. The sand titan is surrounded by a perpetual sand storm that rages in a 30 ft. radius centered on itself. As long as the sand storm rages any attack made from outside of the radius targeting any creature within is made with disadvantage and the sand titan has half cover. The sand titan can activate and suppress the sand storm on its turn with a bonus action. When the sand titan dies or is unconscious, the sand storm ends.

Innate Spellcasting. The titan's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components

At will: *Erupting Earth*^(EEPC), *Mold Earth*

1/short rest: *Move Earth* (can only target sandy terrain)

1/day: *Earthquake*

ACTIONS

Multiattack. The sand titan makes 4 scimitar attacks.

Scimitar. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) Slashing damage.

Sand Boulder. The Sand Titan throws a huge, boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 21 Dexterity saving throw taking 33 (6d10) bludgeoning damage and half as much on a successful one. Upon impact the boulder explodes into sand that covers the ground. [Constitution Based]

FLUX GIANT

Huge Giant

Armor Class 17 (scalemail)

Hit Points 216 (16d20+ 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (0)	24 (+7)	12 (+1)	15 (+2)	16 (+3)

Proficiency +4

Saving Throws Dex + 4, Con +11, Cha +7

Skills Athletics +11, Perception + 6

Damage Immunities Cold, Fire

Senses passive Perception 19

Languages Giant, Auran, Ignan, Primordial

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The flux giant makes two melee weapon attacks: one with its whip, and one with its axe.

Whip. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target.
Hit: 22 (6d4 + 7) slashing damage plus 14 (4d6) fire damage.

Axe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 23 (3d10 + 7) slashing damage plus 18 (4d8) cold damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 11 (2d10) cold or fire damage (giant's choice).

Spellcasting. The flux giant casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

1/day each: *Wall of Fire*, *Wall of Ice*

ANCIENT JABBERWOCK

Gargantuan Dragon

Armor Class 20 (natural armor)

Hit Points 385 (22d20+ 154)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	20 (+5)	9 (-1)	20 (+5)

Proficiency +7

Saving Throws Str +15, Dex +10, Con +14, Int 12, Wis +6, Cha +12

Skills Deception +12, Perception + 13

Vulnerabilities bludgeoning, piercing, or slashing damage from a vorpal sword

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Challenge 22 (41,000 XP)

Burbling. A creature that starts its turn within 60 ft. of the Jabberwock and can hear it, must make a DC 22 Wisdom saving throw. On a failed check a creature has disadvantage on Wisdom saving throws and on saving throws to maintain its concentration until the start of its next turn. A creature that fails its saving throw by 5 or more is frightened by the Jabberwock until the beginning of its next turn.

Legendary Resistance (3/day). If the jabberwock fails a saving throw, it can choose to succeed instead.

Regeneration. The jabberwock regains 10 hit points at the start of its turn if it has more than 0 hit points.

ACTIONS

Multiattack. The jabberwock makes three attacks with its claws, or 2 Eye Beam attacks.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Eye Beam. *Ranged Spell Attack:* +14 to hit, range 120 ft., one target. *Hit:* 18 (4d8) fire damage.

Mind Melting Scream (Recharge 5-6). The jabberwock screams in a 90-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw. On a failed save a creature takes 70 (20d6) psychic damage and is affected by the *Confusion* spell until the end of the jabberwock's next turn. On a successful save a creature takes half as much damage and suffers no additional effects.

LEGENDARY ACTIONS

The jabberwock 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. The jabberwock regains spent legendary actions at the start of its turn.

Tail Attack. The jabberwock makes one tail attack.

Burning Eyes (2 Actions). Unless the jabberwock is blinded, it fires two eye beams.

Rend Attack (2 Actions). The jabberwock makes one rend attack.

Wing Attack (3 Actions). The jabberwock beats its wings. Each creature within 10 feet of the jabberwock must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The jabberwock can then fly up to half of its flying speed.

GRAFTED KING

Large Monstrosity

Armor Class 17 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	21 (+5)	13 (+1)	11 (0)	14 (+2)

Proficiency +5

Saving Throws Wis +5, Cha +7

Skills History +6, Intimidation +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, and three additional ones

Challenge 15 (13,000 XP)

Grip of Many Hands. The grafted king has advantage on saving throws that would cause it to drop an item it is holding.

Legendary Resistance (3/day). When the grafted king fails a saving throw, it can choose to succeed instead.

Spiderclimb. The grafted king can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The grafted king makes four attacks: three with its greataxe and one with its battleaxe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Whirlwind Assault (Recharge 4-6). The grafted king moves up to 30 feet. Any creature in its reach that it passes must make a DC 16 Dexterity saving throw, taking 58 (8d12 + 6) slashing damage on a failed save and half as much on a successful one.

Tremor. The grafted king stomps and causes a tremor within 10 ft. of itself. Each creature other than the king must succeed a DC 16 Strength saving throw or take 10 (3d6) damage and be knocked prone.

LEGENDARY ACTIONS

The grafted king 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. The grafted king regains spent legendary actions at the start of its turn.

Boast. The grafted makes a haughty declaration and gains 10 temporary hit points.

Move. The grafted king moves up to half of his speed.

Flailing Arms (2 Actions). The grafted king makes 2 battle axe attacks against different targets.

Tremor (3 Actions). The grafted king uses its tremor action.

HANGING BALLOON

Large Undead, neutral evil

Armor Class 14

Hit Points 39 (6d10 + 6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	11 (0)	13 (+1)	16 (+3)

Proficiency +2

Skills Perception +5, Stealth +6

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 240 ft., passive Perception 15

Languages Any languages it knew in life.

Challenge 3 (700 XP)

Asphyxiating Noose. A creature grappled through the Hanging Balloon's Hanging Noose can't talk or use verbal components, and can't breathe (see suffocating). Additionally a grappled creature must succeed on a DC 13 Constitution saving throw at the beginning of its turn. On a failed save a creature takes 9 (2d8) necrotic damage and has disadvantage on Strength and Dexterity checks, saves, and attack rolls that use Strength or Dexterity. [Dexterity Based]

Haunting Lift. The Hanging Balloon can drag or carry a creature grappled by its Hanging Noose at its full speed.

ACTIONS

Hanging Noose. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The creature is grappled, escape DC 13. Until the grapple ends, the Hanging Balloon can't use Hanging Noose against another target.

[Dexterity Based]

OWLKIN

Large Fey, neutral

Armor Class 18 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	20 (+5)	19 (+4)	17 (+3)

Proficiency +4

Saving Throws Dex +8, Int +9, Wis +8

Skills Acrobatics +8, Arcana +9, History +13, Investigation +13, Medicine +8, Perception +13, Religion +9, Stealth +8

Damage Resistances poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, petrified, stunned

Senses blindsight 15 ft., darkvision 60 ft., truesight 60 ft., passive Perception 24

Languages All, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The Owlkin's spellcasting ability is Charisma (spell save DC 15). The Owlkin can cast the following spells without material components:

At Will: *Animal Messenger, Identify, Illusory Script*

Spellcasting. The Owlkin is a 12th level spellcaster. It's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Owlkin has the following spells prepared:

- **Cantrips (at will):** *Dancing Lights, Guidance, Mage Hand, Mending, Prestidigitation, Ray of Frost*
- **1st level (4 slots):** *Alarm, Detect Magic, Faerie Fire, Sleep, Unseen Servant*
- **2nd level (3 slots):** *Detect thoughts, Hold person, Silence, Invisibility*
- **3rd level (3 slots):** *Counterspell, Hypnotic pattern, Slow, Nonedetection*
- **4th level (3 slots):** *Banishment, Fabricate, Polymorph*
- **5th level (2 slots):** *Legend Lore, Scrying, Telekinesis*
- **6th level (1 slot):** *Wall of Force*

Legendary Resistance (1/day). If the owlkin fails a saving throw, it can choose to succeed.

Magic Weapons. The owlkin's weapons are magical.

ACTIONS

Multiattack. The Owlkin makes three attacks: two with its claws and one with its beak.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

LEGENDARY ACTIONS

The Owlkin 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. The Owlkin regains spent legendary actions at the start of its turn.

Cantrip (1/round). The Owlkin casts a cantrip.

Detect. The Owlkin makes a Wisdom (Perception) check.

Peck. The Owlkin makes a beak attack.

Swoop (3 Actions). The Owlkin flies up to its speed without provoking opportunity attacks. It makes a claw attack against one creature it passes.

HOOWINK JACK

Medium Fiend, chaotic evil

Armor Class 15

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (0)	9 (-1)	17 (+3)

Proficiency +2

Skills Deception +5, Stealth +5

Damage Resistances cold, fire, lightning

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 60 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The hoowink jack's spellcasting ability is Charisma (spell save DC 13). The hoowink jack can innately cast the following spells, requiring no material components:

At will: *Minor Illusion*, *Prestidigitation*, *Thaumaturgy*

3/day (each): *Catapult*, *Disguise Self*, *Silent Image*, *Unseen Servant*

1/day (each): *Mirror Image*, *Phantasmal Force*

Malicious Boost. Anytime a creature fails its saving throw against one of the hoowink jack's illusions, fails its investigation check to see through its illusions, or destroys one of its mirror images, the hoowink jack deals an additional 4 (1d8) psychic damage if it hits the creature with an attack before the end of its next turn.

Magic Weapon. The hoowink jack's weapons are magical and use its charisma for attack and damage.

Unseen Step (Recharge 5-6). The hoowink jack uses a bonus action to become invisible until the end of its turn.

ACTIONS

Multiattack. The hoowink jack makes two attacks.

Shadow Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) psychic damage.

ASTRAL SAILOR

Medium Humanoid (any), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+1)	11 (0)	7 (-2)	20 (+5)

Proficiency +3

Saving Throws Wis +1, Cha +8

Condition Immunities charmed, frightened

Senses passive Perception 8

Languages Common

Challenge 8 (3,900 XP)

Altered Mind. The astral sailor has advantage on wisdom saving throws.

Astral Taint. The astral sailor lost a part of itself in the astral sea and made part of it their own. At the beginning of their turn they have a 50% and teleport up to 10 ft. to an unoccupied space. After teleporting the sailor is incorporeal and is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks until the beginning of its next turn.

Astral Weapons. The astral sailor's weapons are magical and deals an additional 10 (3d6) force damage (included in the attack).

ACTIONS

Multiattack. The astral sailor makes two weapon attacks and uses haunting vision.

Sabre. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 10 (3d6) force damage.

Haunting Vision. A creature that the astral sailor sees must succeed a DC 16 Wisdom saving throw or take 18 (4d8) psychic damage and can't use reactions until the beginning of its next turn.

Revelation (Recharge 5-6). The astral sailor projects its memories upon each creature within 20 ft. of itself. Each creature in the area that the astral sailor can see must make a DC 16 Wisdom saving throw. On a failed save a creature takes 36 (8d8) psychic damage and is frightened for one minute. On a successful save a creature takes half as much damage and is not frightened. A frightened creature is incapacitated until another creature uses an action to snap it out of its horrific visions. A creature repeats the saving throw at the end of its turns, ending the effect on a success.

DOPPEL HORROR

Medium aberration

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (-1)	13 (+1)	6 (-2)

Proficiency +3

Skills Athletics +7, Perception +4

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Doesn't speak but understands Common and Undercommon

Challenge 6 (2,300 XP)

Two Headed. The doppel horror has advantage on Wisdom (Perception) checks and has advantage on saving throws against being charmed or stunned.

Rend. When a creature that took damage from one of the doppel horror's hooks since the end of its last turn is hit by an attack with the horror's hooks, it takes an additional 14 (4d6) slashing damage.

Double Reaction. The doppel horror can use one additional reaction per round.

ACTIONS

Multiattack. The doppel horror makes two attacks with its hooks. It can make one pull attack in place of one hook attack.

Hooks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Pull. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one medium size creature. *Hit:* The creature is pulled up to 5 ft. towards the Doppel Horror.

REACTIONS

No Escape. The doppel horror makes a hook attack against a creature that attempts to move further than 5 ft. away from it. On a hit the creature's remaining movement speed becomes 0.

ICE WYRD

Medium Elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (0)	8 (-1)

Proficiency +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses 60 ft. darkvision, passive Perception 10

Languages Understands Deep Speech But Can't Speak

Challenge 1 (200 XP)

Creeping Frost. A creature that makes direct contact with the Ice Wyrd, or is hit by one of its attacks must succeed on a DC 13 Constitution saving throw. On a failed save the creature's movement speed is halved and can't dash or disengage until the end of the Ice Wyrds next turn. [Constitution Based]

SINNER

Medium Fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	11 (0)	8 (-1)

Proficiency +2

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses 60 ft. darkvision, passive Perception 10

Languages understands languages it spoke in life, but can't speak

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the Sin Spreader's darkvision.

Spread the Sin. The first time in a turn the Sinner hits a creature with a weapon attack, the creature must make a DC 12 Wisdom saving throw or be infected with Sin. The infected target's Wisdom and Charisma are decreased by 2 (1d4) for every 24 hours that elapse. If the Sin reduces the target's Wisdom and Charisma to 0 it transforms into a Sinner, its variant is reflective of the creature's vices. The Sin can be removed before the creature is transformed by the remove curse spell, or by ingesting holy water. Removing the Sin restores a creature's lost Wisdom and Charisma. [Constitution Based]

ACTIONS

Multiattack. The Sinner makes two attacks: one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Frost Breaker (1/turn). The first time in a turn when the Ice Wyrd hits a target that is under the effect of its own or another Ice Wyrd's **Creeping Frost**, it deals an additional 7 (2d6) cold damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Ice. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sinner Variants.

Envy - When a creature within 5 ft. of the Envy Sinner regains hit points it can use a reaction to make a claw attack against the creature.

Gluttony - When the Gluttony Sinner hits a creature with a bite attack, it gains 3 (1d6) temporary hit points.

Greed - When the Greed Sinner makes an opportunity attack, it can make 2 Claw attacks. If both attacks hit the triggering creature, its movement speed is reduced to 0 until the beginning of the Greed Sinner's next turn.

Lust - The Sloth Sinner can use a bonus action to move its speed towards a hostile creature.

Pride - On its turn when making an attack the Pride Sinner can choose to have advantage on its attack until the end of its turn. When it does all attacks against the Sinner are made with advantage until the beginning of its next turn.

Sloth - When the Sloth Sinner makes a Multiattack and hits a creature with both attacks, its movement speed is reduced by 10 until the end of the Sinner's next turn.

Wrath - When a Wrath Sinner makes a Multiattacks and misses both attacks, it makes one additional bite attack with advantage.

INK BEAST

Medium Ooze, neutral evil

Armor Class 16 (natural armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (0)	12 (+1)	7 (-2)

Proficiency +3

Skills Acrobatics +13, Perception +6, Stealth +8

Damage Immunities poison

Condition Immunities grappled, prone

Senses 60 ft. darkvision, passive Perception 16

Languages Common, Celestial, Draconic, Dwarven, Elven, and Infernal But Can't Speak

Challenge 6 (2,300 XP)

Ambusher. In the first round of combat, the Ink Beast has advantage on attack rolls against each creature it has surprised.

Evasion. If the Ink Beast is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Ink Beast instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

False Appearance. If shaped into writing and remaining motionless, the Ink Beast is indistinguishable from common ink writing (or other forms of ink).

FRIDGID

Medium Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	14 (+2)	16 (+3)	11 (0)

Proficiency +4

Saving Throws Dex +8, Con +8, Wis +7

Skills Perception +7, Stealth +8, Survival +7

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., passive Perception 17

Languages Any languages it knew in life.

Challenge 11 (7,200 XP)

Incorporeal Movement. The fridgid can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The fridgid's spellcasting ability is Charisma (spell save DC 12). The fridgid can innately cast the following spells, requiring no material components:

1/day: *Locate Creature* (target of its vengeance only)

Modular Body. The Ink Beast can form parts of its body into different kinds of weapons at will. Additionally the Ink Beast can contort and squeeze its body through openings that water can pass through.

Sneak Attack (1/turn). The Ink Beast deals an extra 28 (8d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Ink Beast that isn't Incapacitated and the Ink Beast doesn't have disadvantage on the Attack roll.

ACTIONS

Multiattack. The Ink Beast makes two weapon attacks.

Pseudopod (Blade). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage plus 9 (2d8) acid damage.

Pseudopod (Flail). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) bludgeoning damage plus 9 (2d8) acid damage.

Pseudopod (Pierce). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage plus 9 (2d8) acid damage.

Legendary Resistance (1/day). If the fridgid fails a saving throw, it can choose to succeed.

Magic Weapon. The fridgid's weapons are magical and deal an additional 13 (3d8) cold damage (included in the attack).

Sneak Attack (1/turn). The fridgid deals an extra 28 (8d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the fridgid that isn't Incapacitated and the fridgid doesn't have disadvantage on the Attack roll.

Vengeance. At the creation of the fridgid it chooses a creature as the target of its vengeance. Any attacks against that creature made by the fridgid have advantage if no other creature except for the fridgid is within 5 ft. of it. The fridgid has disadvantage on attack rolls against any other creature if the target of its vengeance is within 5 ft. of itself. Additionally the fridgid is always aware of the exact location of the target of its vengeance if it is within 60 ft. of itself.

ACTIONS

Multiattack. The fridgid makes two weapon attacks.

Sabre. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage plus 13 (3d8) cold damage.

MOON SPAWN

Medium Fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (17d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	13 (+1)	19 (+4)

Proficiency +3

Savings Throws Con +9, Wis +4, Cha +7

Skills Deception +7, Perception +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities poisoned

Senses 120 ft. darkvision, passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Binding Rejuvenation. The moon spawn regains 20 hit points at the start of its turn if has a creature under the control of its enthrall. The moon spawn dies only if it starts its turn with 0 hit points and doesn't rejuvenate.

Magic Resistance. The moon spawn has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The moon spawn's spellcasting ability is Charisma (spell save DC 15). The moon spawn can innately cast the following spells, requiring no material components:

At Will: *Charm Person*, *Detect Thoughts*, *Disguise Self*, *Greater Image*, *Minor Illusion*, *Suggestion*

ACTIONS

Multiattack. The Moon Spawn makes two claw attacks and uses command. It can make a drain attack in place of both claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) psychic damage and the target's Wisdom is reduced by 1d4+1 until it finishes a long rest while not being charmed. When this reduces a creature's Wisdom to 0, the creature is driven to a suicidal mania until at least one point of wisdom is restored. The moon spawn can choose to whether to deal the psychic damage or not.

Command. The moon spawn commands a creature under the effect of its Enthrall to move up to its speed and to take an action. Once the enthralled creature does this, it can't move or take actions on its following turn.

Enthrall. The moon spawn touches one humanoid. The target must succeed a DC 15 Wisdom saving throw or be charmed by the moon spawn. The charmed target is loyal to the moon spawn and will do as it commands without question. If the creature is sprinkled with holy water (or another condition determined by the Dungeon Master is fulfilled), the creature can repeat the saving throw, ending the effect on itself on a success. Otherwise the effect lasts for 24 hours or until the moon spawn is destroyed, is on a different plane of existence, or uses a bonus action to end the effect. A creature targeted that is already under this effect automatically fails the saving throw.

STARSPAWN OF AZATHOTH

Gargantuan Aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	1 (-5)	21 (+5)	11 (0)

Proficiency +6

Savings Throws Con +12, Wis +11, Cha +6

Damage Immunities cold, psychic, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical weapons

Condition Immunities blinded, charmed, exhausted, frightened, prone

Senses 120 ft. truesight, passive Perception 15

Languages All telepathy 120 ft.

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If the starspawn fails a saving throw, it can choose to succeed instead.

Beyond Comprehension. A creature that sees the starspawn must succeed on a DC 20 Wisdom saving throw. On a failed save a creature becomes confused, as if under the spell *Confusion* for one minute. A creature repeats the saving throw at the end of its turn, ending the confusion on a successful save. A creature that fails its initial saving throw will not remember the events of the past 2d6 hours once confusion ends as its mind forcefully purged the memory of seeing the starspawn. Once a creature succeeds the saving throw or the effect ends, is immune to the effect of seeing the starspawn for 24 hours.

Reality Rending Weapons. The starspawn's attacks are magical and deal an additional 9 (2d8) force damage on a hit.

Innate Spellcasting. The starspawn of azathoth's spellcasting ability is Wisdom (spell save DC 19). The starspawn can innately cast the following spells, requiring no material components:

At Will: *Contact Other Plane*, *Dream*

1/day each: *Plane Shift*, *Psychic Scream*, *Reverse Gravity*, *Time Stop*

ACTIONS

Multiattack. The starspawn of Azathoth makes 3 appendage attacks.

Appendage. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning, piercing, or slashing damage plus 9 (2d8) force damage.

Unravel (Recharge 5-6). The starspawn of Azathoth channels the chaotic energies of Azathoth themselves. The starspawn unravels reality within 20 ft. centered on itself. Each creature must succeed on a DC 19 Constitution saving throw. On a failed save a creature takes 65 (10d6+30) force damage. Any object not held by a creature in the area with 50 or less hit points is unraveled and destroyed, and objects created by magic such as walls in the area are immediately destroyed. Additionally any spell of 3rd level or lower in the area ends.

LEGENDARY ACTIONS

The starspawn 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. The starspawn of Azathoth regains spent legendary actions at the start of its turn.

Detect. The starspawn makes a Wisdom (Perception) check.

Move. The starspawn moves or flies up to its speed.

Space Distortion. Two creatures within 120 ft. that the starspawn can see must succeed a DC 20 charisma saving throw. On a failed save both creatures teleport into the space the other occupies, effectively switching places. If one of the creatures is grappled, prone, or restrained when teleporting, the other creature will be grappled, prone, or restrained by the same effects the other creature was.

Attack (2 Actions). The starspawn makes an appendage attack.

WINTER MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 195 (225d8 + 78)

Speed 30 ft., fly 30 ft. when in a snow storm (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	22 (+6)

Proficiency +6

Saving Throws Dex +9, Wis +9, Cha +12

Skills Insight +9, Perception +9, Performance +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two additional languages

Challenge 18 (20,000 XP)

Cold Eyes. The winter muse's vision is not impeded by areas obscured by snow storms and similar weather.

Fey Step (Recharge 4-6). As a bonus action, the winter muse can teleport up to 30 feet to an unoccupied space it can see.

Legendary Resistance (3/day). If the winter muse fails a saving throw, it can choose to succeed.

Magic Resistance. The winter muse has advantage on saving throws against spells and other magical effects.

Spellcasting. The winter muse is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse cast the following spells:

Cantrips: *Dancing Lights*, *Message*, *Minor Illusion*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Disguise Self*, *Faerie Fire*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Hold Person*, *Invisibility*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Dispell Magic*, *Hypnotic Pattern*, *Major Image*

4th level (3 slots): *Blight*, *Greater Invisibility*, *Hallucinatory Terrain*

5th level (2 slots): *Dominate Person*, *Enervation (XGTE)*, *Scrying*

6th level (1 slot): *Eyebite*, *Mass Suggestion*

7th level (1 slot): *Finger of Death*, *Mirage Arcane*

Suave Combat. The winter muse uses its Charisma in place of Strength and Dexterity for weapon attacks.

Wintercowl. The winter muse is immune to the effect of its own spells that deal cold damage. While in a snow storm, or in the area of its *Sleet Storm*, ranged attacks against the winter muse are made with disadvantage. Additionally, when the winter muse starts its turn within such an area, it gains 10 temporary hit points and recharges the use of its fey step.

Winterborn Weapons. The winter muse's weapon attacks are magical and deal an additional 7 (2d6) cold damage on a hit (included in the attack).

Winter Magic. The winter muse's spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse can cast the following spells, requiring no material or somatic components:

At will: *Chill Touch*, *Frostbite*, *Fogcloud*, *Gust of Wind*, *Ice Knife* (2nd level)

1/day (each): *Cone of Cold*, *Control Weather*, *Ice Wall*

ACTIONS

Multiattack. The winter muse makes two cold dagger attacks.

Cold Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 7 (2d6) cold damage. This attack scores an automatic critical hit against a charmed or restrained creature.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the muse's next turn. If the creature is an undead it has disadvantage on attack rolls against the muse until the end of the muse's next turn.

Frostbite. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 10 (3d6) cold damage.

Ice Knife. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 5 (1d10) piercing damage. Hit or miss, the projectile explodes. The target and each creature within 5 feet of it must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) cold damage.

LEGENDARY ACTIONS

The winter muse 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. The winter muse regains spent legendary actions at the start of its turn.

Cantrip. The winter muse casts a cantrip against a target it has not targeted with a cantrip since the beginning of her last turn.

Lure. Each creature charmed by the winter muse must make a DC 16 Charisma saving throw or use its reaction to move up to its speed directly towards the winter muse.

Ice Knife (2 Actions). The winter muse casts *Ice Knife*.

Frozen Escape (3 Actions). The winter muse uses its Fey Step if available. Before teleporting, each creature within 5 ft. of the winter muse make a DC 20 Constitution saving throw. On a failed save a creature takes 21 (6d6) cold damage and is restrained until the end of the winter muse's next turn. On a success a creature takes half as much damage and is not restrained.

FLUT FLUT

Medium Beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 1/4 (50 XP)

Lancing Charge. If the flut flut moves at least 20 ft. straight toward a creature and then hits it with a beak attack on the same turn, the attack deals an additional dice of its damage.

Powerful Build. The flut flut's carrying capacity is doubled and it can carry a medium or smaller creature on its back without being slowed down.

Sprinter. A flut flut can dash as a bonus action, but must move in a straight line when doing so.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

SILKMOTH CAT

Tiny Fey, chaotic good

Armor Class 12

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (0)	8 (-1)	12 (+1)	14 (+2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Challenge 0 (10 XP)

Antennae. The silkmoth cat has advantage on Wisdom (Perception) checks that rely on smell.

Fey Finder. Illusion spells such as disguise self or other forms of glamor fail to conceal a fey's true form to a silkmoth cat.

Magic Static. The silkmoth cat can detect if an item is magical or not by touching it. Touching a magic item causes the silkmoth cat's hair to stand on end.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 2 slashing damage.

Soothing Powder (1/day). The silkmoth cat shakes itself and spreads a small cloud of powder in a 5-foot square centered on itself. Each creature in the are must succeed a DC 12 Charisma saving throw or be charmed by the silkmoth cat for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on a success. When a charmed creature takes any damage the charm effect ends.



Artwork by @keymonster

REVUSHKA

Huge Fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 800 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	24 (+7)	16 (+3)	19 (+4)	22 (+6)

Proficiency +6

Saving Throws Str +14, Con+13, Wis +10, Cha +12

Skills Perception +10

Damage Resistance cold, fire, lightning

Damage Immunities poison, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses blindsight 120 ft. (blind beyond), passive Perception 20

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If Revuska fails a saving throw, it can choose to succeed instead.

Magic Resistance. Revuska has advantage on saving throws against spells and other magical effects.

Magic Weapons. Revuska's weapon attacks are magical.

ACTIONS

Multiattack. Revuska uses its Maddening Presence and makes two attacks: one bite and two stomp attacks. If both stomp attacks hit the same creature in one turn, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 10 (4d4) acid damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Maddening Presence. Each creature of Revuska's choice that is within 120 feet of Revuska and is aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 7 (2d6) psychic damage on a failed saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Revuska's Maddening Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Revuska exhales magical acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Revuska 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. Revuska regains spent legendary actions at the start of its turn.

Move. Revuska moves up to half of its speed.

Tail Attack. Revuska attacks with its tail.

Salivate (1/round). Revuska's next bite attack will deal an additional 20 (8d4) acid damage.

Otherworldly Screech (3 Actions). Revuska screams in a reality breaking pitch. Each creature within 60 ft. that can hear Revuska must succeed a DC 20 Wisdom saving throw or take 21 (6d8) psychic damage and will only hear unintelligible gibberish in place of spoken language until the end of its next turn. A creature that fails the saving throw by 5 or more is no longer immune to Revuska's Maddening Presence.

HEADLESS RIDER

Medium Undead, neutral evil

Armor Class 18 (breatplate, 16 if unmounted)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	18 (+4)	13 (+1)	15 (+2)	11 (0)

Proficiency +4

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

Skills Athletics +8

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond), passive Perception 12

Languages Any languages it knew in life.

Challenge 9 (2,900 XP)

Confident Rider. The headless rider can't be knocked prone, dismounted, or moved against its will while mounted. Additionally the headless rider adds +2 to its AC while mounted.

Head-High. When the headless rider is mounted, any attacks made with its battleaxe against medium size humanoids are made with advantage.

Ride-by Attack. If the headless rider moves at least 20 feet straight toward a creature while mounted and then attacks it with a weapon attack on the same turn, it doesn't provoke opportunity attacks from it until the beginning of the rider's next turn.

Unholy Rider. The headless rider can bond with a large quadrupedal creature to make it its designated mount in a 1 hour ritual. The creature's type becomes undead and as long as the headless rider mounts it, its AC is 16 unless its base AC is higher. The headless rider can summon its ride as an action to an unoccupied space within 20 ft. of itself.

Legendary Resistance (2/day). If the headless rider or its bonded mount fails a saving throw, it can choose to succeed.

ACTIONS

Multiattack. The headless rider makes two battleaxe attacks. Before or after the two attacks, if the headless rider is mounted, it makes one trample attack.

Battleaxe (One-Handed). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) necrotic damage.

Trample. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

TEMPLAR INITIATE

Medium humanoid (any), unaligned

Armor Class 18 (plate armor)

Hit Points 52 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	10 (0)	15 (+2)	9 (-1)

Proficiency +2

Saving Throws Str +5, Con +5, Cha +1

Skills Arcana +2, Athletics +5, Insight +4

Senses, passive Perception 12

Challenge 3 (700 XP)

Righteous Smite (1/turn). When the templar hits with a melee weapon attack, it deals 9 (2d8) additional force damage. If the target is a spellcaster, it deals 18 (4d8) additional force damage instead.

Magelayer. When the templar damages a creature that is concentrating on a spell with a melee weapon attack, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Mind Fortress. The templar has advantage on Intelligence, Wisdom, and Charisma saving throws against magic and magical effects.

ACTIONS

Multiattack. The templar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Anti Magic Burst (1/Day). The templar unleashes a burst of purging anti magic in a 20 ft. radius centered on itself. Any spell targeting a creature, object, or magical effect of 1st level or lower ends. For each spell of 2nd level or higher in the area the templar makes a Wisdom check, ending the spell on a success. The DC equals to 10 + the spells level.

TEMPLAR

Medium humanoid (any), unaligned

Armor Class 18 (plate armor)

Hit Points 102 (12d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	18 (+4)	10 (0)	17 (+3)	12 (+1)

Proficiency +4

Saving Throws Str +9, Con +8, Cha +5

Skills Arcana +4, Athletics +8, Insight +7

Senses, passive Perception 13

Challenge 9 (5,000 XP)

Righteous Smite (1/turn). On its turn, when the templar hits with a melee weapon attack, it deals 18 (4d8) additional force damage. If the target is a spellcaster, it deals 27 (6d8) additional force damage instead.

Mage Slayer. When the templar damages a creature that is concentrating on a spell with a melee weapon attack, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Mind Fortress. The templar has advantage on Intelligence, Wisdom, and Charisma saving throws against magic and magical effects.

Spell Sense. The templar can feel the presence of magic within 20 ft. of itself. Additionally a templar can determine if a creature is a spell caster by making a Wisdom (Insight) check against a creature it can see as an action, contested by the target's Charisma (Deception) check. If the templar is successful, it knows whether or not the creature is a spellcaster.

ACTIONS

Multiattack. The templar makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Purge (1/Day). The templar unleashes a burst of purging anti magic in a 20 ft. radius centered on itself. Any spell targeting a creature, object, or magical effect of 1st level or lower ends. For each spell of 3rd level or higher in the area the templar makes a Wisdom check, ending the spell on a success. The DC equals to 10 + the spells level.

REACTIONS

Spell Breaker. The templar makes a greatsword attack against a creature that casts a spell within 5 ft. of itself. To do so the templar must see the creature cast the spell.

WILD SORCERER

Medium humanoid (any), unaligned

Armor Class 15 (mage armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	18 (+4)

Proficiency +3

Saving Throws Con +5, Cha +7

Skills Deception +7, Insight +4

Senses, passive Perception 11

Challenge 8 (3,900 XP)

Chaos Mantle. At the beginning of the Wild Magic Sorcerer's turn, they gain 13 (3d8) temporary hit points.

Font of Magic (Recharge 5-6). When casting a spell the Sorcerer can change the properties of the spell in one of the following ways:

- The damage type of the spell is changed to Acid, Cold, Fire, or Lightning.
- The distance of the spell is doubled or if the spell has a range of touch its range becomes 30 ft.
- If the spell has a casting time of 1 action, its casting time becomes 1 bonus action.

Spellcasting. The sorcerer is a 10 level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit). The sorcerer can cast the following spells:

Cantrips: *Acid Splash, Minor Illusion, Shocking Grasp*

1st level (4 slots): *Burning Hands, Color Spray, Grease, Mage Armor, Witch Bolt*

2nd level (3 slots): *Levitate, Scorching Ray, Shatter, Spider Climb*

3rd level (3 slots): *Blink, Fireball, Hypnotic Pattern, Thunder Step*

4th level (3 slots): *Polymorph, Sickening Radiance, Vitriolic Sphere*

5th level (2 slots): *Bigby's Hand, Cone of Cold*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Chaos Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 13 (3d8) acid, cold, fire, or lightning damage (roll a 1d4 to randomly determine the damage).

Chaotic Spell Overdrive. The Wild Magic Sorcerer casts a spell that they know without expending a spell slot. After casting the spell the Wild Magic Sorcerer either takes 13 (3d8) damage that cannot be negated or reduced, or the Wild Magic Sorcerer rolls on the Wild Magic Surge table twice and chooses the lower result (DMs Choice).

REACTIONS

Flexing Fate. When a creature within 30 ft. of the Wild Magic Sorcerer makes an ability check, attack roll, or saving throw (including themselves), the result of the roll is decreased or increased (Sorcerer's choice) by 1d4, potentially causing the roll to succeed or fail. If the d4 rolls the highest possible number, it is rolled again and is added to the result.

SUMMER MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 225 (30d8 + 90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	22 (+6)

Proficiency +6

Saving Throws Dex +9, Wis +9, Cha +12

Skills Insight +9, Perception +9, Performance +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two additional languages

Challenge 20 (25,000 XP)

Fey Step (Recharge 4-6). As a bonus action, the summer muse can teleport up to 30 feet to an unoccupied space it can see.

Legendary Resistance (3/day). If the summer muse fails a saving throw, it can choose to succeed.

Magic Resistance. The summer muse has advantage on saving throws against spells and other magical effects.

Spellcasting. The summer muse is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +10 to hit). The summer muse cast the following spells:

Cantrips: *Dancing Lights*, *Message*, *Minor Illusion*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Disguise Self*, *Faerie Fire*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Hold Person*, *Invisibility*, *Silence*

3rd level (3 slots): *Dispelling Magic*, *Fireball*, *Hypnotic Pattern*, *Major Image*

4th level (3 slots): *Freedom of Movement*, *Greater Invisibility*, *Hallucinatory Terrain*

5th level (2 slots): *Dominant Person*, *Immolation*, *Scrying*

6th level (1 slot): *Eyebite*, *Mass Suggestion*

7th level (1 slot): *Fire Storm*, *Mirage Arcane*

Suave Combat. The summer muse uses its Charisma in place of Strength and Dexterity for weapon attacks.

Summer Breeze. Any creature of the summer muse's choice that starts its turn within 10 ft. of the summer muse or enters this area for the first time in a turn takes 7 (2d6) fire damage.

Summerbreeze Weapons. The summer muse's weapon attacks are magical and deal an additional 10 (3d6) fire damage on a hit (included in the attack).

Summer Magic. The summer muse's spellcasting ability is Charisma (spell save DC 20, +10 to hit). The summer muse can cast the following spells, requiring no material or somatic components:

At will: *Firebolt*, *Daylight*, *Heat Metal*, *Gust of Wind*, *Scorching Ray*

1/day (each): *Control Weather*, *Fire Wall*, *Sunbeam*

ACTIONS

Multiattack. The summer muse makes two breeze whip attacks.

Breeze Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage plus 10 (3d6) fire damage. If this attack hits a creature charmed by the summer muse, it automatically scores a critical hit.

Firebolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 16 (3d10) fire damage.

LEGENDARY ACTIONS

The summer muse 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. The summer muse regains spent legendary actions at the start of its turn.

Cantrip. The summer muse casts a cantrip against a target it has not targeted with a cantrip since the beginning of her last turn.

Lure. Each creature charmed by the winter muse must make a DC 16 Charisma saving throw or use its reaction to move up to its speed directly towards the winter muse.

Scorching Ray (2 Actions). The winter muse casts *Scorching Ray*.

Firestorm Escape (3 Actions). The summer muse uses its Fey Step if available. Before teleporting, each creature within 20 ft. of the summer muse make a DC 20 dexterity saving throw, taking 21 (6d6) fire damage on a failed save and half as much on a successful one.

SPRING MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 225 (30d8 + 90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	22 (+6)

Proficiency +6

Saving Throws Dex +10, Con +9, Cha +12

Skills Perception +8, Performance +12, Persuasion +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan, two additional languages

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If the spring muse fails a saving throw, it can choose to succeed.

Magic Resistance. The spring muse has advantage on saving throws against spells and other magical effects.

Spring Splendor. Any creature of the spring muse's choice that starts its turn within 20 ft. of the spring muse and can see her must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls targeting the muse and disadvantage on saving throws against being charmed by the muse until the beginning of its next turn. Once a creature succeeds its saving throw against the muse's splendor, it has advantage against its spring splendor for 1 minute.

Spring Splendor Weapons. The spring muse's weapon attacks are magical and deal an additional 10 (3d6) lightning damage on a hit (included in the attack).

Suave Combat. The spring muse uses its Charisma in place of Strength and Dexterity for weapon attacks.

ACTIONS

Multiattack. The spring muse makes two Splendid Bow attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 6 (6) bludgeoning damage plus 10 (3d6) lightning damage.

Splendid Bow. *Ranged Weapon Attack:* +10 to hit, range 80/240 ft., one target. *Hit:* 11 (1d8 + 6) piercing damage plus 10 (3d6) lightning damage. If this attack hits a creature charmed by the spring muse, it automatically scores a critical hit.

Blasting Wind. Each creature within 10 ft. of the spring muse must succeed a DC 20 Strength saving throw or be pushed back 10 ft. and fall prone.

Spring Magic. The spring muse casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 20) without material components:

At will: charm person, dancing lights, disguise self, friends, gust of wind, minor illusion, suggestion

1/day each: eye blight, mass suggestion, mirage arcane, plant growth, wind wall

BONUS ACTIONS

Fey Step (Recharge 4-6). The spring muse teleports up to 30 ft. to an unoccupied space it can see.

LEGENDARY ACTIONS

The spring muse 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. The spring muse regains spent legendary actions at the start of its turn.

Dancing Winds. A creature within 60 ft. of the spring muse must succeed a DC 20 Strength saving throw or be pushed or pulled 10 ft. into a direction of the spring muse's choice.

Lure. A creature charmed by the spring muse must make a DC 16 Charisma saving throw or use its reaction to move up to its speed in a direction of the spring muse's choice.

Wink (2 Actions). A creature that failed its saving throw against the spring muse's spring splendor since the beginning of its last turn and can see the spring muse must succeed a DC 20 Wisdom saving throw or be charmed by the spring muse until the end of the muse's next turn or until the creature takes damage.

Jolting Arrow (2 Actions). A creature the spring muse hit with a splendid bow attack must succeed a DC 20 Dexterity saving throw or take 14 (4d6) lightning damage.

Lightning Bloom Escape (3 Actions). The spring muse uses its Fey Step if available. Before teleporting, each creature within 20 ft. of the spring muse make a DC 20 Dexterity saving throw. On a failed save a creature takes 14 (4d6) lightning damage and at the end of its next turn, it and any creature within 10 ft. of itself takes another 7 (2d6) lightning damage. On a successful save a creature takes half as much damage.

TINDER MOUSE

Tiny magical beast

Armor Class 16 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	5 (-3)	14 (+2)	15 (+2)

Proficiency +2

Skills Stealth +6, Intimidate +4

Damage Immunities fire

Senses passive Perception 12

Languages Doesn't speak but understands Common and Undercommon

Challenge 1/2 (100 XP)

Keen Smell. The tinder mouse has advantage on Wisdom (Perception) checks that rely on smell.

Frightful Flames. While the tinder mouse is ignited, or otherwise is in an area that is on fire (such as a fireplace), the tinder mouse has advantage on Charisma (Intimidation) checks.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 4 (4) piercing damage.

Firestarter. The tinder mouse nuzzles a flammable object within 5 ft. of itself and the object catches on fire.

Fire Form (Recharge 5-6). The tinder mouse is cowed in a mantle of fire. Until the end of its next turn it sheds bright light in a 30-foot radius and dim light in an additional 30 ft., and the tinder mouse can move through a space as narrow as 1 inch without squeezing.

Additionally anytime the tinder mouse hits a creature with its bite it deals an additional 3 (1d6) fire damage and a creature that touches the mouse or hits it with a melee attack while within 5 ft. of it takes 3 (1d6) fire damage.

MIMI

Medium undead

Armor Class 15 (natural armor)

Hit Points 17 (5d8 + 10)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	11 (0)	14 (+2)	18 (+4)

Proficiency +2

Skills Perception +4, Persuasion +6

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, necrotic

Senses blindsight 10 ft. (blind beyond) passive Perception 14

Languages Common, and 2 additional languages

Challenge 1 (200 XP)

Keen Smell. Mimi has advantage on Wisdom (Perception) checks that rely on smell to detect living creatures.

Incorporeal Movement. Mimi can move through other creatures and objects as if they were difficult terrain. Mimi takes 5 (1d10) force damage if Mimi ends their turn inside an object.

Mimi's Coco Brew. Mimi carries a flask of Mimi's Coco Brew. A creature that takes a sip from Mimi's Coco Brew regains (11) 2d8+2 hit points and gains 5 temporary hit points. Additionally until the creature finishes a long rest, the creature can add 1d6 to an ability check, attack roll, or saving throw, potentially turning a failure into a success. Once a creature does so, it can't do so again until the start of its next turn. A creature can only drink from Mimi's flask, if Mimi is willing.

ACTIONS

Spectral Kitty Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) cold damage.

Spooky Meow. Each creature of Mimi's choice within 30 ft. that can hear Mimi must succeed a DC 14 Wisdom saving throw or have disadvantage on all attack rolls against Mimi until the end of Mimi's next turn.

WINTER VANGUARD

Medium Fey

Armor Class 17 (chain shirt & shield)

Hit Points 39 (6d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	14 (+2)

Proficiency +2

Skills Athletics +5, Perception +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Shield of Frost. If the Winter Vanguard is subjected to cold damage it gains temporary hit points equal to the cold damage to a maximum of 10.

Winter Born. The Winter Vanguard can move across and climb icy surfaces without needing to make an ability check and difficult terrain caused by cold weather (such as those caused by the spell *Sleet Storm*) does not impede its movement.

ACTIONS

Rime Covered Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 4 (1d8) cold damage and if the target is a creature its speed is reduced by 10 until the end of its next turn.

REACTIONS

Cold Sentinel. When a creature moves out of the Winter Vanguard's reach, the Vanguard can make a melee weapon attack against the triggering creature. If the attack hits and if the creature's movement speed is currently reduced by the effect of a Rime Covered Blade, the creature's movement speed is 0 until the end of the Winter Vanguard's next turn.

BERRY GOAT

Tiny Fey

Armor Class 13

Hit Points 14 (4d4 + 4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	8 (-1)	13 (+1)	16 (+3)

Proficiency +2

Skills Nature +3, Survival +3

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft. passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

False Appearance. While the berry goat keeps its head and limbs tucked in and remains motionless, it is indistinguishable from a common berry.

Innate Spellcasting. The berry goat's innate spellcasting ability is Charisma (spell save DC 13). The berry goat can innately cast the following Spells, requiring no material components:

- At will: *Prestidigitation* (only to change a flavour to berry)
- 3/day: *Goodberry*

Magic Resistance. The berry goat has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The berry goat can communicate with beasts and plants as if they shared a language.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

LEECH SEAL

Large Monstrosity

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	6 (-2)

Proficiency +3

Skills Perception +4, Stealth +5

Damage Resistance thunder

Condition Immunities blinded

Senses blindsight 30 ft. (120 ft. when submerged in water, blind beyond) passive Perception 14

Challenge 5 (1,800 XP)

Amphibious. The leech seal can breathe air and water.

Lacerating Bite. A creature that starts its turn grappled by the leech seal takes 7 (2d6) necrotic damage.

Mucus. The leech seal has advantage on saving throws against effects that would grapple or restrain it, and it has advantage on checks to escape grapples and restraints.

Ripping Jaw. A creature that escapes the leech seal's grapple with a successful ability check or through forced movement takes 14 (4d6) slashing damage.

ACTIONS

Multiattack. The leech seal makes three attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage and the target is grappled (escape DC 14). The leech seal can have only one creature grappled this way and until the grapple ends, the leech seal can make bite attacks only against the grappled creature.

PSYCHIC WARRIOR

Medium humanoid

Armor Class 17 (splint armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	16 (+3)	17 (+3)	14 (+2)	10 (0)

Proficiency +4

Skills Insight +6, Perception +6

Senses passive Perception 16

Challenge 9 (5,000 XP)

Psionic Strike (1/short rest). When the psychic warrior hits a creature with an intelligence score of 1 or higher with an attack, the warrior can choose the hit to be a psionic strike. A psionic strike deals an additional 21 (6d6) psychic damage and a creature must succeed a DC 15 Wisdom saving throw or can not use reactions and bonus actions until the end of the warrior's next turn. A creature that is immune to the stun condition succeeds the saving throw automatically. When the creature fails the saving throw by 5 or more it is stunned until the end of the warrior's next turn instead.

Psionic Replenishment. Whenever the psychic warrior uses its psionics it refreshes its Psionic Strike and gains 20 temporary hit points.

ACTIONS

Multiattack. The psychic warrior makes two weapon attacks. It can use force or psionics, if available, in place of one weapon attack.

Great Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Force. A large size creature or smaller within 30 ft. of the psychic warrior must succeed a DC 15 Strength saving throw or be pushed or pulled 10 ft. into a direction of the warrior's choice. Alternatively the warrior can throw a large object or smaller that is not held within 30 ft. of itself at a point within 60 ft. of the warrior. If thrown towards itself, the psychic warrior can catch the item (if possible) as part as the same action. If the thrown object impacts with a creature, it must succeed a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage.

Psionics (Recharge 4-6). The psychic warrior unleashes its psionic powers, causing one of the following effects:

- **Absolute Awareness.** Until the end of the psychic warrior's next turn the psychic warrior gains a blindsight of 30 ft., has advantage on all ability checks, attack rolls, and saving throws, and attack rolls against the warrior are made with disadvantage.
- **Psionic Press.** Each creature of the psychic warrior's choice within 20 ft. of itself must make a DC 15 Wisdom saving throw. On a failed save a creature takes 21 (6d6) psychic damage and be knocked prone. On a successful save a creature takes half as much damage and is not prone.
- **Telekinetic Throw.** A creature within 5 ft. of the psychic warrior must succeed a DC 15 Dexterity saving throw or be flung up to 60 ft. into a direction of the warrior's choice and land prone, taking 1d10 bludgeoning damage for every 10 ft. it was thrown.

FROST FANG

Medium Elemental

Armor Class 15 (natural armor)

Hit Points 38 (6d8 + 6)

Speed 40 ft., 30 ft. climbing

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Proficiency +2

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities poisoned, exhausted

Senses darkvision 60 ft., passive Perception 13

Languages Auran

Challenge 2 (450 XP)

Ice Camouflage. The frost fang has advantage on stealth checks in icy terrain and snowy weather.

Ice Walk. The frost fang can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow does not cost it extra movement.

Winter Trail. The ground within 5 ft. of the frost fang is frozen over and is difficult terrain. At the end of the frost fang's turn, any water (or similar liquid) on the ground within 5 ft. of it freezes solid.

ACTIONS

Multiattack. The frost fang makes a bite and a claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8+2) piercing damage plus 4 (1d8) cold damage and if the target is a creature, its speed is reduced by 10 ft. until the end of the frost fang's next turn.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage and 3 (1d6) cold damage.

Marrow Bell

Wondrous Item, Very Rare

This ancient bell has been carved from hallowed wyvern bone by a civilisation long past. Ringing this bell allows you to call upon its guardian spirit that can take on various forms.

This item has five charges, whenever you ring this bell, you can expend the charges by ringing its ancient melody. For each note of the melody you play, you expend one charge.

- Expending one charge, playing the first note of the melody, allows you to conjure the spirit of an beast, dragon or monstrosity of Challenge 1/2 or lower, that has a flying speed. The spirit will understand any language you speak and listen to your orders without question.
- Expending three charges, playing the first harmony of the melody, allows you to conjure the spirit of a beast, dragon, or monstrosity of Challenge 2 or lower, that has a flying speed. The spirit will understand any language you speak and listen to your orders without question.
- Expending five charges, and thus playing the full melody allows you to conjure the spirit of an ancient **wyvern** for one hour. The spirit will understand any language you speak and follow your orders without question.

Each creature conjured by the Marrow Bell is an undead creature in addition to its existing creature type, has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and immunity to poison damage and being poisoned. At the dawn of each day, the Marrow Bell regains 1d4+1 charges.

MASTER SABOTEUR

Medium or Small Humanoid

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Proficiency +4

Saves Dex +9, Int +8, Wis +6

Skills Acrobatics +9, Deception +5, Perception +6, Stealth +9

Senses passive Perception 16

Languages Common, Thieve's Can't, and 2 additional languages

Challenge 10 (5,900 XP)

Cunning Action. On each of their turns, the master saboteur can use a bonus action to take the dash, disengage, or hide action.

Evasion. Whenever the master saboteur is subjected to an effect that allows them to make a dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw. The master saboteur automatically succeeds saving throws against his own bombs, if they can see them detonate.

Saboteur Bombs. The master saboteur's bombs deal double damage against objects and structures.

Sneak Attack (1/turn). The master saboteur deals an extra 42 (12d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the saboteur that isn't incapacitated and the saboteur doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Quick Rig. The master saboteur uses and hides a **Saboteur Bomb** at a point within their reach. They might hide them on the floor, in an object, or other place. When hiding them the saboteur creates a condition under which the bomb will detonate (within reason). Once the condition is triggered, the bomb will explode. A creature can find the bomb without triggering by succeeding a DC 17 Wisdom (Perception) check.

BONUS ACTIONS

Saboteur Bomb (4/day). The master saboteur throws a bomb at a point or a creature within 30 ft. of themselves. The bomb has one of the following effects:

- **Bitterspar.** The bomb causes a 10-foot-radius explosion at the point of impact. Each creature in the area must succeed a DC 16 Constitution saving throw or be blinded until the end of the saboteur's next turn. Additionally the point of impact sheds bright light in a 30 ft. radius and dim light in an additional 30 ft. until the end of the saboteur's next turn.
- **Darkling Smoke.** The bomb creates a 20-foot-radius cloud of darkness at point of impact. The area is heavily obscured until the end of the saboteur's next turn.
- **Elemental Salt.** The bomb causes an 10-foot-radius explosion at the point of impact. Each target in the area must make a DC 16 Dexterity saving throw. On a failed save a target takes 21 (6d6) acid, cold, fire, or lightning damage (saboteur's choice), or half as much on a successful one. Once the saboteur dealt damage of one type, they can't choose this type again until they finished a long rest.
- **Mimic Adhesive.** The bomb spreads sticky goo in a 10-foot-radius centered at the point of impact. Each creature in the area must succeed a DC 16 Strength saving throw or be restrained until the end of the saboteur's next turn. Additionally, the area is difficult terrain until the end of the saboteur's next turn.
- **Purple Spore.** The bomb explodes into a 10-foot-radius cloud of poisonous gas at the point of impact. Each creature in the area must make a DC 16 Constitution saving throw. On a failed save a creature takes 21 (6d6) poison damage and half as much on a successful one.

PROFANE GUNSLINGER

Medium humanoid

Armor Class 15 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	10 (0)	14 (+2)	16 (+3)

Proficiency +3

Skills Arcana +3, Deception +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Celestial, Infernal

Challenge 6 (2,300 XP)

Amplify Curse (Recharge 5-6). The profane gunslinger amplifies one of their blood curses to give it additional effects.

Pistoliero. The gunslinger does not have disadvantage on ranged weapon attack rolls using its revolvers against creatures within 5 ft. of itself.

Magic Weapons. The gunslinger's revolvers are magical and deal an additional 9 (2d8) force damage on a hit.

ACTIONS

Multiattack. The profane gunslinger makes three revolver attacks, or two melee weapon attacks.

Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Revolver. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 7 (1d8+3) piercing damage and 9 (2d8) force damage.

Profane Spellcasting. The profane gunslinger casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

At will: *blade ward*, *mage hand*

2/short rest each: *cause fear*, *mirror image*, *misty step*, *spider climb*

BONUS ACTIONS

Blood Curse. The profane gunslinger uses one of the following curses:

- **Curse of Binding.** A creature within 30 ft. of the gunslinger must succeed a DC 13 Strength saving throw or its speed is reduced to 0 and it can't use reactions until the end of the gunslinger's next turn. **Amplified:** The curse's effect lasts for 1 minute and at the end of the cursed creature's turn it repeats the saving throw, ending the effect on a success.
- **Curse of Marking.** The gunslinger marks a creature within 30 ft. of themselves until the end beginning of their next turn. The gunslinger deals an additional 1d8 force damage against a marked creature with their revolver and any force damage inflicted upon the target can become cold, fire, or lightning instead. The gunslinger can choose which damage type when using the curse. **Amplified:** All attacks rolls against the marked creature have advantage.

ECHO KNIGHT

Medium humanoid (any)

Armor Class 18 (plate)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	18 (+4)	15 (+2)	13 (+1)	9 (-1)

Proficiency +4

Saving Throws Str + 8, Con +8, Wis +5, Cha +3

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common and one additional language

Challenge 10 (5,900 XP)

Indomitable (1/round). When the echo knight or its echo fail a saving throw, it can repeat the saving throw but must use the second result. Once the echo knight uses this trait it can't use it until the beginning of its next turn.

Magic Weapons. The echo knight's maul is magical and deals an additional 7 (2d6) force damage on a hit (included in the attack).

ACTIONS

Multiattack. The echo knight makes three maul attacks. The knight can replace one of these attacks with a rush attack.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus 7 (2d6) force damage.

Rush. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature of size large or smaller. *Hit:* The creature is knocked prone or pushed up to 10 ft. away from the knight.

BONUS ACTIONS

Manifest Echo. The echo knight conjures an echo duplicate at an unoccupied space within 15 ft. of itself. The echo (1 hitpoint, 18 AC, immune to any condition, same saving throws as the knight) can move once per turn up to 30 ft., but is destroyed if it ends its turn further than 30 ft. away from the knight. The echo is an extension of the knight's reach, meaning that the knight can make attacks and opportunity attacks from the echo's position.

Echo Attack. An echo within 30 ft. of the knight makes a maul attack, if the attack hits, the knight's next attack against the same target is made with advantage until the end of the knight's turn.

REACTIONS

Echo Martyr (1/day). When the Echo Knight is hit with an attack or becomes target of a spell an echo within 30 ft. of the knight teleports to an unoccupied space within 5 ft. of the knight and becomes the new target of the triggering attack or spell.

GASTROMANCER

Medium humanoid (any)

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	10 (0)	15 (+2)	11 (0)

Proficiency +3

Saving Throws Str +8, Dex +5, Con +7

Skills Athletics +8, Perception +5, Survival +5

Damage Resistances poison

Senses passive Perception 15

Languages Common and two additional languages

Challenge 8 (3,900 XP)

Tough Stomach. The gastromancer has advantage on saving throws against disease and being poisoned.

ACTIONS

Multiattack. The gastromancer makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

Gastromancy (Recharge 5-6). The gastromancer does one of the following:

- **Mustard Belch.** The gastromancer releases a belch of burning gas in a 20 ft. square adjacent to itself. The gas lightly obscures the area and each creature that starts its turn in the area must make a DC 15 Constitution saving throw. On a failed save a creature takes 21 (6d6) acid damage and is blinded until the beginning of its next turn. On a successful save a creature takes half as much damage. The mustard belch remains for 1 minute or until the gastromancer uses this gastromancy again.
- **Snackification.** The gastromancer touches and transmutes a large or smaller non-magical object to be consumable. For 1 minute, a creature within 5 ft. of the object can use an action take a bite out of it and regains 22 (4d8+4) hit points and the object takes damage equal to the amount healed. The gastromancer can take a bite out of the transmuted object as part of the same action.
- **Tenderize.** The gastromancer makes a single unarmed strike against a creature. On a hit the creature becomes tenderized for one minute. A tenderized creature becomes vulnerable to bludgeoning damage (if it has resistance to bludgeoning damage, the resistance is negated instead) and has disadvantage on attacks that use strength, strength ability checks, and strength saving throws. A tenderized creature makes a Constitution saving throw at the end of each of its turns, ending the condition on a success.

REACTIONS

Cross Counter. When a creature misses an attack targeting the gastromancer while within 5 ft. of it, the gastromancer makes an unarmed strike against the triggering creature.

APOPHIS, THE CHAOS SERPENT

Gargantuan Fiend, Neutral Evil

Armor Class 21 (natural armor)

Hit Points 455 (26d20 + 182)

Speed 40 ft., borrow 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	22 (+6)	26 (+8)	22 (+6)

Proficiency +8

Saving Throws Str +17, Con+15, Wis +16, Cha +14

Skills Athletics +17, Intimidation +14, Religion +12, Perception +16

Damage Resistance bludgeoning, piercing, and slashing while in darkness

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded charmed, frightened, grappled, poisoned, paralyzed

Senses blindsight 60 ft., truesight 120 ft., passive Perception 26

Languages Any, Telepathy 120 ft.

Challenge 26 (90,000 XP)

Command Snakes. Apophis automatically charms any snake-like beast that starts its turn within 120 ft. of Apophis for 1 hour. As long as the creature is charmed, Apophis controls all of its actions.

Divine Retreat. If Apophis is killed outside of its native plane, its body is destroyed, but its essence is banished to its native plane where it reforms in 7 (2d6) days.

Divine Grace. Apophis is treated as if under the permanent effect of the spells *Freedom of Movement*, *Waterwalk*.

Divine Spellcasting. Apophis' spellcasting ability is Wisdom (spell save DC 24, +16 to hit). Apophis can innately cast the following spells, requiring no material components:

At will: *Blight*, *Call Lightning*, *Circle of Death*, *Darkness*, *Dispell Magic*, *Sleet Storm*

2/day (each): *Control Weather*, *Plane Shift*, *Finger of Death*

1/day (each): *Earthquake*, Powerword: Kill, *Storm of Vengeance*

Eclipse (1/week). Apophis can cause an eclipse by performing a 1 minute ritual. The object covering the sun is a moon sized orb of darkness.

Legendary Resistance (3/day). If Apophis fails a saving throw, it can choose to succeed.

Magic Resistance. Apophis has advantage on saving throws against spells and other magical effects.

Magic Weapons. Apophis' weapon attacks are magical.

Regeneration. Apophis regains 20 hit points at the start of its turn or 40 hit points if Apophis starts its turn in darkness, if it has at least 1 hit point and isn't in sunlight. If Apophis takes radiant damage or damage from a sunblessed weapon (or other special condition at the Dungeon Master's discretion), this trait doesn't function at the start of Apophis' next turn. Apophis only dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Apophis uses Frightful Presence and makes two attacks: one bite and a constrict attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) piercing damage and the creature must make a DC 23 Constitution saving throw. On a failed save a creature takes 21 (6d6) necrotic damage and is poisoned for one day, a poisoned creature is blinded. On a successful save a creature takes half as much damage and is not poisoned.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. The target is grappled, escape dc 25 Until this grapple ends, the creature is restrained, and Apophis can't constrict another target

Frightful Presence. Each creature of Apophis' choice that is within 120 feet of Mechuiti and aware of it must succeed on a DC 22 Wisdom saving throw or become Frightened for 1 minute. A Frightened creature repeats the saving throw at the end of each of its turns, ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to Apophis' Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Apophis, the Chaos Snake 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. Apophis regains spent legendary actions at the start of its turn.

Sudden Death (1/round). Apophis casts *blight*.

Darkness. Apophis casts *Darkness* without needing to concentrate on the spell, Apophis can have 3 instances of this spell cast at the same time with the newest instance overriding the oldest.

Move. Apophis moves, borrows, or flies up to half of its speed without provoking opportunity attacks.

Bite (2 Actions). Apophis makes a bite attack.

Mortal Coil (3 Actions). Apophis casts *Finger of Death* (if available) on a creature it has grappled.

VENOM-VORE

Large Monstrosity, unaligned

Armor Class 16

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	2 (-4)	12 (+1)	6 (-3)

Proficiency +4

Resistances poison

Senses blindsight 30 ft., passive Perception 11

Challenge 9 (5,000 XP)

Centiped. The veno-vore has advantage on saving throws against being knocked prone.

Apex Poison. When the veno-vore deals poison damage to a creature, it ignores resistance to poison damage. Additionally a creature cannot benefit from advantage on a saving throw against its poison, unless the creature has disadvantage on the saving throw.

ACTIONS

Multiattack. The veno-vore makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 16 Constitution saving throw. On a failed check a creature takes 14 (4d6) poison damage and is poisoned for one minute. On a successful save a creature takes half as much damage and isn't poisoned. A poisoned creature repeats the saving throw at the end of its turns, taking 7 (2d6) poison damage on a failed save and ending the effect on a successful saving throw. A creature can only be effected by one instance of this poison at a time.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 5 (2d6 + 4) bludgeoning damage and the creature must succeed a DC 16 Strength saving throw or be knocked prone.

TEMPEST ELEMENTAL

Huge elemental, true neutral

Armor Class 16

Hit Points 189 (18d12 + 72)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Proficiency +4

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities lightning, poison, thunder

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 12 (8,400 XP)

Air Form. The tempest elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Raging Storm. A creature that starts its turn in the tempest elemental's space takes 11 (2d10) bludgeoning damage.

Innate Spellcasting. The tempest elemental's spellcasting ability is Constitution (spell save DC 16). The tempest elemental can innately cast the following spells, requiring no material components:

At will: *Gust, Gust of Wind*

1/day each: *Wind Wall, Whirlwind*

ACTIONS

Multiattacks. The tempest elemental makes 2 slam attacks, the tempest elemental can use its fling in place of one slam attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a medium or smaller creature that weighs less than 300 pounds, it must succeed on a DC 17 Strength saving throw or be sucked into its space and trapped inside of the elemental. A creature trapped in the elemental cannot move by its own force and moves along with the elemental. A creature or another creature not trapped inside the elemental within reach can use its action to make a DC 16 Strength check to escape the tempest elemental and land prone within 5 ft. of the elemental. If the elemental dies the creature is released automatically and falls. [Strength Based]

Fling. The tempest elemental hurls a creature or object trapped inside of it up to 60 feet horizontally in a direction of the elemental's choice and land prone, taking 5 (1d10) bludgeoning damage for every 10 feet it was thrown. If the flung creature or object impacts a creature, the impacted creature must make a DC 17 Dexterity saving throw or take 27 (5d10) bludgeoning damage. [Strength Based]

Tornado (Recharge 5-6). The tempest elemental moves up to its speed in a straight line. Each medium or smaller creature it moves through must make a DC 16 Dexterity saving throw. On a failed save a creature takes 42 (12d6) bludgeoning damage and be trapped inside the elemental. On a successful save a creature takes half as much damage and isn't trapped inside the elemental. Non held objects lighter than 300 pounds are also sucked into the elemental and trapped inside it. [Constitution Based]

THE BAT GOD

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	18 (+4)	6 (-2)	15 (+2)	6 (-2)

Proficiency +4

Saving Throws Dex +8, Wis +6

Skills Perception +6, Stealth +8

Senses blindsight 60 ft. (see echolocation), darkvision 120 ft., passive Perception 16

Challenge 11 (8,400 XP)

Echolocation. The Bat God can't use its blindsight while deafened.

Keen Hearing. The Bat God has advantage on Wisdom (Perception) checks that rely on hearing.

Mauling (1/turn). The when the Bat God hits a target it has grappled with a bite attack, it deals an additional 10 (3d6) extra damage.

Standing Leap. The Bat God's long jump is up to 40 ft. and its high jump is up to 30 ft., with or without a running start.

ACTIONS

Multiattacks. The Bat God makes three attacks: one with its bite, and two with its claws. If both claw attacks hit the same target, it is grappled (escape DC 16).

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 16 (3d6 + 6) slashing damage.

Ravage. The Bat God makes three bite attacks against a creature it has grappled. After the attacks it gains for each successful hit 7 (2d6) temporary hit points.

Echoing Screech (1/short rest). The Bat God emits a high pitched screech. Each creature within 40 ft. of the Bat God that can hear it must succeed a DC 16 Constitution saving throw or be stunned until the end of the Bat God's next turn and deafened for 1 minute.

LUPINE ABOMINATION

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (0)

Proficiency +4

Saving Throws Str +8, Dex +6, Wis +5

Skills Perception +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, frightened

Senses 60 ft. darkvision, passive Perception 19

Languages Common

Challenge 11 (7,200 XP)

Keen Smell. The Lupine Abomination has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Lupine Abomination has advantage on an attack roll against a creature if at least one of the Lupine Abomination's allies is within 5 ft. of the creature and the ally is not incapacitated.

Return to the Pack. The Lupine Abomination can use an action to absorb the body of a wolfling it has spawned within 5 ft. of itself. The Lupine Abomination then regains 19 hit points.

Snapping Jaws. The first time during a turn when the Lupine Abomination is hit with a melee attack while within 5 ft. of it, it makes a Snap attack against the target.

ACTIONS

Multiattack. The Lupine Abomination makes four attacks: two bite attacks and two claw attacks, a creature that is hit by two bite attacks must make a DC 16 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Snap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Howling Choir (Recharge 4-6). The Lupine Abomination and each of its Wolflings unleash a mind terrifying howl. Each creature within 20 ft. of the Lupine Abomination and its Wolflings that can hear them must make a DC 16 Wisdom saving throw. On a failed save a creature is frightened for one minute. A frightened creature is incapacitated. The frightened creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Alternatively a creature can spend an action to allow a creature to repeat the saving throw with advantage, ending the effect on a success.

Spawn Wolfling (1/day). The Lupine Abomination splits off part of its body and creates up to 4 Wolflings within 5 ft. of itself, losing 19 hit points for each Wolfling created. A Wolfling has the same statistics as a Wolf (see Monster Manual) except that it is an aberration, has 19 hit points, an AC of 14, and a Strength of 18. Its bite changes to the following: **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. The Wolfling exists for one minute before it dies and is under control of the Lupine Abomination.

LEGENDARY ACTIONS

The Lupine Abomination can take 2 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. The Lupine Abomination regains spent legendary actions at the start of its turn.

Command Pack. A Wolfling spawned by the Lupine Abomination moves up to its speed and makes a bite attack.

Recall the Pack. Each Wolfling within 120 ft. of the Lupine Abomination moves up to its speed towards the Lupine Abomination without provoking opportunity attacks.

Lunge (2 Actions). The Lupine Abomination moves up to half of its speed without provoking opportunity attacks and makes a bite attack.

WILD HUNTER

Medium Humanoid, neutral evil

Armor Class 16 (studded leather armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	10 (0)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Str +8, Dex +7, Wis +5

Skills Perception +5, Stealth +7, Survival +5

Senses darkvision 120 ft., passive Perception 15

Languages Common and any two other languages.

Challenge 8 (3,900 XP)

Bloodhunt. The first time in a turn the wild hunter hits a creature that is missing hit points with an attack, the attack deals an additional 9 (2d8) damage.

Brute. A melee weapon deals one extra die of its damage when the hunter hits with it (included in the attack).

Mobile. When the hunter makes a melee attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hit or not.

Pathfinder. Difficult terrain does not cost extra movement for the hunter to cross.

ACTIONS

Multiattack. The wild hunter makes three attacks: two attacks with their spear and one with their Shortsword. Instead of two spear attacks, the wild hunter can use hamstring or takedown strike.

Hunter's Spear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (2d8 + 5) piercing damage.

Hunter's Spear (Thrown). *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Hamstring. The wild hunter attacks a creature with their spear. If the attack hits the creature becomes injured. An injured creature's movement speed is halved for one minute. An injured creature makes DC 16 Constitution saving throw at the end of its turn, ending the injury on a success.

Takedown Strike (Recharge 5-6). The wild hunter makes a melee attack against a target creature with their spear. If the attack hits the creature must succeed a DC 16 Strength saving throw or is knocked prone. After the attack up to three allies of the wild hunter that sees them and the target creature can use a reaction to move up to half of their movement speed towards the target creature and make a melee weapon attack against it.

CINDER CORPSE

Medium Undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft. (40 ft. when ignited)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Proficiency +2

Saving Throws Wis +0

Damage Resistances fire (when ignited)

Damage Immunities poison

Condition Immunities charmed (when ignited), frightened (when ignited), poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 2 (450 XP)

Battlecry: Ignite. When the cinder corpse rolls for initiative and is not surprised, it uses a reaction to ignite itself.

Burning Dead. A cinder corpse ignites when it ignites itself, or when it takes any source of fire damage. When ignited a cinder corpse takes 5 fire damage at the end of its turn, which cannot be resisted. It remains ignited until it completely burns up or is doused (Dungeon Master's discretion). When ignited the cinder corpse gains additional traits; it gains an additional 10 ft. movement speed, gains resistance to fire damage, becomes immune to being charmed and frightened, as well as having advantage on saving throws against effects that turn undead, and the cinder corpse's slam attacks deal an additional 1d6 fire damage on a hit (included in the attack).

Fire Hazard. When ignited the cinder corpse ignites any flammable objects within 5 ft. of itself at the end of its turn. Additionally creatures that end their turn within 5 ft. of an ignited cinder corpse take 5 (2d4) fire damage.

Illumination. When the cinder corpse is ignited it sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

ACTIONS

Multiattack (Ignited only). The cinder corpse makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage when ignited.

Ignite. The cinder corpse uses its residual pyromancy to set itself on fire (see **Burning Dead**).

MURK LURKER

Medium Monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 77 (9d8 + 36)

Speed 15 ft., swimming 60

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	2 (-5)	12 (+1)	6 (-2)

Proficiency +2

Skills Stealth +5

Condition Immunities blinded

Senses blindsight 60 ft. (as long as in water), passive Perception 11

Challenge 3 (700 XP)

Amphibic. The Murk Lurker can breath air and water.

Echolocation. The Murk Lurker has a blindsight of 60 ft. as long as it is submerged in water. Its blindsight is limited to the body of water it occupies.

Murk Predator. When the Murk Lurker hits a surprised creature with a claw attack, it grapples the creature (escape DC 13) and can use its drown as a bonus action.

ACTIONS

Multiattack. The Murk Lurker makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. Instead of dealing damage, the Murk Lurker can grapple the creature (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be infected with Slight Rot.

Drown. The Murk Lurker drags down a creature it has grappled, or an incapacitated creature within its reach. If the creature is not grappled, the Murk Lurker grapples it (escape DC 13). The creature must make a DC 13 Strength saving throw. On a failed save a creature be knocked prone and pulled up to 15 ft. by the Murk Lurker. Until the end of the Murk Lurker's next turn, the grappled creature is restrained as long as it is grappled.

REACTIONS

Aggitating Struggle. When a creature fails an ability check to escape the Murk Lurker's grapple, the Murk Lurker makes a bite attack against the triggering creature.

UMATH WARRIOR

Medium Monstrosity, neutral evil

Armor Class 17 (splint)

Hit Points 128 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	13 (+1)

Proficiency +4

Skills Athletics +8, Insight +6, Intimidation +6

Senses darkvision 120 ft., passive Perception 12

Challenge 9 (5,000 XP)

Dominus (1/turn). When the umath hits a creature with an melee weapon attack it can deal an additional 5 (1d10) damage to the creature of the same type as the attack and choose one of the following:

- The target must succeed a DC 16 Strength saving throw or be knocked prone.
- The target must succeed a DC 16 Strength saving throw or be pushed back 5 ft. away from the umath warrior.
- The target must succeed a DC 16 Strength saving throw or drop one item of the umath warrior's choice that the target is holding.

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

ACTIONS

Multiattack. The umath warrior makes four attacks: three with its chained blade and one with its bladed fist. Alternatively, the umath warrior makes 3 melee weapon attacks. The umath warrior can use one shadow assault in place of one attack.

Chained Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) necrotic damage.

Bladed Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Shadow Assault. The umath warrior teleports up to 20 ft. to an unoccupied space. If the space is in dim light or darkness, the next attack the warrior makes before the end of its turn is made with advantage.

UMATH TYRANT

Medium Monstrosity, lawful evil

Armor Class 17 (megalomaniac defense)

Hit Points 213 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	18 (+4)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5

Saving Throws Int +8, Wis +9, Cha +10

Skills Arcana +8, History +8, Intimidation +10, Perception +9

Senses darkvision 120 ft., passive Perception 19

Challenge 13 (10,000 XP)

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

Cowl of Shades. Attacks against the umath tyrant can't be made with advantage, if the umath tyrant is in dim light or darkness.

Megalomaniac Defense. While the umath tyrant is wearing no armor and his scepter (or other symbol of authority), its AC includes its Charisma modifier.

Innate Spellcasting. The umath tyrant's innate spellcasting ability is Charisma (spell save DC 18): It can innately cast the following spells requiring no material components:

At will: *Misty Step* (only when in dim light or darkness)

1/day: *Maddening Darkness*

Spellcasting. The umath tyrant is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit). The umath tyrant can cast the following spells:

Cantrips: *Chill Touch*, *Minor Illusion*, *Prestidigitation*, *Ray of Frost*

1st level (4 slots): *Bane*, *Magic Missile*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Magic Mouth*, *Mirror Image*, *Ray of Enfeeblement*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Enemies Abound*, *Fear Hypnotic Pattern*

4th level (3 slots): *Compulsion*, *Greater Invisibility*, *Phantasmal Killer*

5th level (2 slots): *Dominate Person*, *Geas*

6th level (1 slot): *Mass Suggestion*

Tyranny of Shades (1/Short Rest). When the umath tyrant casts an enchantment or illusion spell that forces a creature that is in dim light or darkness to make a saving throw, it imposes disadvantage on that creature's saving throw.

ACTIONS

Multiattack. The umath tyrant makes two melee weapon attacks.

Blade Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 7 (2d6) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the umath tyrant's next turn. If the creature is an undead it has disadvantage on attack rolls against the tyrant until the end of the tyrant's next turn.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (3d8) cold damage and the target's speed is reduced by 10 feet until the start of the umath tyrant's next turn.

REACTIONS

Sacrificial Minion. When an attack hits the umath tyrant, the tyrant can force an ally or a creature it has charmed within 5 ft. of the tyrant to become the new target of the attack. To do so the umath tyrant must see the source of the attack and the ally or charmed creature.

UMATH EMPEROR

Medium Monstrosity, lawful evil

Armor Class 18 (plate)

Hit Points 315 (30d8 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	16 (+3)	18 (+4)	24 (+7)

Proficiency +7

Saving Throws Str+13, Wis +11, Cha +14

Skills History +9, Intimidation +12, Perception +10, Persuasion +12

Senses darkvision 120 ft., passive Perception 20

Challenge 21 (33,000 XP)

Gloom Eyes. The umath emperor can see in magical darkness.

Gloomforged Weapons. The umath's weapons are magical and deal an additional 10 (3d6) necrotic damage on a hit (included in the attack).

Shadow Smite (1/turn). When the umath emperor hits a creature with an attack it deals an additional 35 (10d6) necrotic damage. If the target is in dim light or darkness, it must succeed a DC 20 Strength saving throw or is restrained until the end of the umath emperor's next turn.

Legendary Resistance (3/day). When the umath emperor fails a saving throw, it succeeds instead.

Innate Spellcasting. The umath tyrant's innate spellcasting ability is Charisma (spell save DC 22): It can innately cast the following spells requiring no material components:

At will: *Misty Step* (only when in dim light or darkness), *Darkness*

1/day: *Maddening Darkness*

Spellcasting. The umath tyrant is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit). The umath tyrant can cast the following spells:

Cantrips: *Chill Touch*, *Message*, *Thaumaturgy*, *Toll the Dead*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Protection from Evil and Good*, *Shield*

2nd level (3 slots): *Detect Thoughts*, *Hold Person*, *See Invisibility*, *Shatter*

3rd level (3 slots): *Fly*, *Nondetection*, *Slow*, *Vampiric Touch*

4th level (3 slots): *Black Tentacles*, *Confusion*, *Phantasmal Killer*

5th level (2 slots): *Dispel Evil and Good*, *Hallow*

6th level (1 slot): *Blade Barrier*, *Circle of Death*

7th level (1 slots): *Finger of Death*, *Plane Shift*

8th level (1 slot): *Antimagic Field*

ACTIONS

Multiattack. The umath emperor uses shadow tendrils and makes two melee weapon attacks.

Halberd. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 10 (3d6) necrotic damage.

Shadow Tendril. The umath emperor releases a shadow tendril at a creature or object it can see within 40 ft. of itself. The creature must succeed a DC 21 Strength saving throw or is pushed up to 10 ft. into a direction of the umath emperor's choice. If the creature is in dim light or darkness, it has disadvantage on the saving throw.

LEGENDARY ACTIONS

The umath emperor 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. The umath emperor regains spent legendary actions at the start of its turn.

Attack. The umath emperor makes a weapon attack without using its shadow smite.

Move. The umath emperor moves up to half of his speed without provoking opportunity attacks.

Shadow Tendril. The umath emperor uses its shadow tendril. Once the umath emperor used this action against a target, it can't use this action against the same target again until the beginning of its next turn.

Darkness (2 Actions). The umath emperor casts darkness without having to concentrate on it and the darkness lasts until the end of the emperor's next turn.

Smite (3 Actions). The umath emperor makes a weapon attack and uses its shadow smite on a hit. If the target is in dim light or darkness, the attack is made with advantage.

Hippogryph Cloak*Wonderous Item, Very Rare (requires attunement?)*

This dark cloak is adorned with magically embued feathers of the Hippogryph. When wearing this cloak and you stand on solid ground, you can use an action to launch yourself up to 120 ft. in an upwards direction of your choice. When you fall while wearing this cloak, you can glide using this cloak, granting you a flying speed of 60 ft., but you cannot use this flying speed to ascend and you descend 30 feet per round. While wearing this cloak, you take no damage from falling.

WULFAZ*Medium humanoid (Wulfaz)***Armor Class** 14 (hide)**Hit Points** 45 (6d8 + 18)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	8 (-1)	14 (+2)	13 (+1)

Proficiency +2**Skills** Animal Handling +4, Perception +4, Survival +4**Senses** darkvision 60 ft., passive Perception 14**Languages** Common, Sylvan, Wulfaz**Challenge** 2 (450 XP)

Keen Smell. The Wulfaz has advantage on Wisdom (Perception) checks that rely on smell.

Beast Tongue. The Wulfaz can speak with Wolves, Dire Wolves, and Winter Wolves as if they share the same language.

Pack Leader. When the Wulfaz and its allies roll for initiative at the beginning of combat, the Wulfaz and any ally that has the Pack Tactics trait and is within 60 ft. of the Wulfaz adds +2 to their initiative roll.

Superior Pack Tactics. The Wulfaz has advantage on an attack roll against a creature if at least one of the Wulfaz' allies is within 5 ft. of the creature and the creature is not incapacitated. If the ally has the Pack Tactics or Surperior Pack Tactics trait the Wulfaz' attack deals an additional 3 (1d6) damage on a hit.

ACTIONS

Multiattack. The Wulfaz makes two attacks; one with its weapon and one with its bite.

Spear (One-Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Spear (Two-Handed). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Coordinating Strike. The Wulfaz makes a weapon attack against a creature in range. If the attack hits one of the Wulfaz's allies that is within 60 ft. of it and has the Pack Tactics trait can use its reaction to move up to half of its speed towards the creature and make a melee weapon attack against it. To use its reaction, the ally must be able to see or hear the Wulfaz and see the target creature.

SPLITTING WOLF ABOMINATION*Large aberration***Armor Class** 12**Hit Points** 142 (16d10 + 64)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	19 (+4)	2 (-4)	14 (+2)	5 (-3)

Proficiency +3**Skills** Perception +5**Condition Immunities** charmed, frightened, prone**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14**Challenge** 6 (2,300 XP)

Keen Smell. The Splitting Wolf Abomination has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/day). When the Splitting Wolf Abomination fails a saving throw it can choose to succeed instead. The Splitting Wolf Abomination gains another use of this trait when it splits in two halves, with each half gaining one additional use of this trait.

Split (1/day). When the Splitting Wolf Abomination is reduced to below half of its maximum hit points, it splits into two halves. Each half has half of the Wolf Abomination's remaining hit points and the new half that spawned rolls for initiative and acts as normal on its turn. Both halves share the legendary actions that they halve as if they are one entity and they regain spent legendary actions at the beginning of the original halves turn. After 24 hours the newly spawned half dies.

Pack Tactics. The Splitting Wolf Abomination has advantage on an attack roll against a creature if at least one of the Splitting Wolf Abomination' allies is within 5 ft. of the creature and the creature is not incapacitated.

ACTIONS

Multiattack. The Splitting Wolf Abomination makes two bite attacks. If both attacks hit the same creature it is grappled, escape DC 13.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

LEGENDARY ACTIONS

The Splitting Wolf Abomination can take 2 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. The Wolf Abomination regains spent legendary actions at the start of his turn.

Maul. The Splitting Wolf Abomination makes a bite attack against a creature it has grappled.

Move. The Splitting Wolf Abomination moves up to half of his speed without provoking opportunity attacks.

Double Assault (2 Actions). When the Splitting Wolf Abomination is split, both halves bite the same creature if it is in range of both halves. If both halve's attacks hit the creature must succeed a DC 14 Strength saving throw or be knocked prone.

CLOCKWORK PRIEST

Medium construct

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (0)	15 (+2)	5 (-3)	16 (+3)	3 (-4)

Proficiency +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

DOOM JUGGLER

Medium monstrosity

Armor Class 17 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	12 (+1)	13 (+1)	18 (+4)

Proficiency +4

Saves Str +6, Dex +8, Wis +5

Skills Acrobatics +8, Perception +5, Performance +8

Condition Immunities while performing; charmed, frightened

Senses passive Perception 15

Languages Common and one additional language

Challenge 11 (7,200 XP)

Battlecry: Begin the Performance. When the Doom Juggler rolls initiative, it begins its juggling performance.

Juggling Performance. When the Doom Juggler performs it begins to juggle dangerous items, such as weapons or alchemical flasks. While the Doom Juggler performs, it gains access to new actions. When the Doom Juggler begins a turn incapacitated or prone while it juggles, its performance stops and it is hit by 1d4 randomly determined items that it was juggling.

Legendary Resistance (2/day). When the Doom Juggler fails a saving throw, he succeeds instead.

ACTIONS

Begin Performance. The Doom Juggler begins its juggling performance.

Dagger (Melee). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+4) piercing damage.

Multiattack (Juggling Only). The Doom Juggler throws two Doom Projectiles.

Doom Projectile (Juggling Only). The Doom Juggler throws one of the following items.

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Immutable Form. The clockwork priest is immune to any spell or Effect that would alter its form.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Guiding Flare. Ranged Weapon Attack: +5 to hit, range 60/120 ft., one creature. *Hit:* 7 (2d6) radiant damage and the next attack made against the creature is made with advantage before the end of the clockwork priest's next turn.

Protective Field. Each allied construct within 10 ft. of the clockwork priest gains 6 (1d6+3) temporary hit points.

- **Pie.** A creature within 60 ft. of the Doom Juggler within direct line of sight must succeed a DC 16 Dexterity saving throw or is blinded until the end of the Doom Juggler's next turn, or until it uses an action to remove the pie out of its face.
- **Knife. Ranged Weapon Attack:** +8 to hit, range 60 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the attack was made with advantage, the attack deals an additional 28 (8d6) damage.
- **Acid Vial.** The creature must succeed a DC 16 Dexterity saving throw or take 20 (8d4) acid damage. At the end of the creature's next turn it takes 10 (4d4) acid damage.
- **Bomb.** Each creature in a 10 ft. radius centered at a point within 60 ft. of the Doom Juggler must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed and half as much on a successful one.

Big Finale (Juggling Only, 1/Short Rest). The Doom Juggler throws 5 Doom Projectiles determined at random. The Doom Juggler then ends his juggling performance.

REACTIONS

"Oops!" When the Doom Juggler is hit with a melee weapon attack while it performs its juggling act, it can make a Doom Projectile attack targeting the triggering creature, but chooses the item at random.

LEGENDARY ACTIONS

The Doom Juggler 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. The Doom Juggler regains spent legendary actions at the start of his turn.

Move. The Doom Juggler moves up to half of its speed without provoking opportunity attacks.

Playing it off. If the Doom Juggler was knocked prone during the current turn, it stands up.

Fake Out. The Doom Juggler throws a Knife at a creature that succeeded a Dexterity saving throw against one of the Doom Juggler's Doom Projectiles.

Throw (2 Actions). The Doom Juggler uses Doom Projectile, but chooses the item at random.

The Show Must Go On (2 Actions). The Doom Juggler begins its juggling performance and takes 20 psychic damage.

PHILISTINE

Medium monstrosity

Armor Class 17 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	10 (0)	14 (+2)	19 (+4)

Proficiency +4

Saves Dex +8, Wis +5, Cha +8

Skills Acrobatics +8, Perception +6, Sleight of Hand +8

Senses passive Perception 16

Languages Common and two additional languages

Challenge 11 (7,200 XP)

Tome of Tricks. The Philistine carries a unique magical book with itself. This book contains 1d6 randomly determined wizard spells (DM's discretion).

Legendary Resistance (2/day). When the Philistine fails a saving throw, it succeeds instead.

ACTIONS

Tome Attack (Melee). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage plus 7 (2d6) acid, cold, fire, or lightning damage determined at random by a 1d4.

Tome of Tricks. The Philistine tears a random page out of its tome of tricks to cause a random magic effect. Roll a 1d6 to determine its effect. Each effect is a magical effect that is treated like a 1st level spell for the purpose of dispell magic.

- **Summon Ape.** An ape is summoned at an empty space within 20 ft. of the Philistine. The ape rolls initiative and is a fey creature in addition to being a beast. It exists for 1 minute before it disappears.
- **Whirlwind.** Each creature within 20 ft. of the Philistine must succeed a DC 15 Strength saving throw or be pushed back 10 ft. away from the Philistine. In addition the Philistine gains a flying speed of 60 until the end of its next turn and can fly up to half of its speed as part of this action.
- **Ice Spikes.** *The Philistine conjures up to three 10 by 10 squares of ice spikes within 60 ft. of itself that last until the*

end of its next turn. The area is difficult terrain and when a creature moves into or within the area, it takes 5 (2d4) cold damage for every 5 feet it travels.

- **Dreadful Scream.** Each creature in a 10 ft. radius centered at a point within 60 ft. of the Philistine that is not deafened must make a DC 15 Wisdom saving throw. On a failed save a creature takes 14 (4d6) psychic damage and uses its reaction to move up to its speed away from the center of the radius. On a successful save a creature takes half as much damage and suffers no other effects.
- **Acidic Cloud.** The Philistine conjures a 20 ft. radius cloud at a point within 60 ft. of the Philistine that lasts until the end of its next turn. Each creature that starts its turn inside the cloud or enters it for the first time during its turn must make a DC 15 Constitution saving throw or take 20 (8d4) acid damage. A creature that makes a ranged attack against a target within the cloud or behind the cloud makes the attack with disadvantage.
- **Flaming Meteors.** The Philistine creates three small flaming meteors. Each meteor seeks out a target within 120 ft. of the Philistine. The target must succeed a DC 15 Dexterity saving throw or take 14 (4d6) fire damage.

REACTIONS

Panicked Tearing. When the Philistine is reduced to below half of its maximum hit points and at least one enemy it can see is within 20 ft. of itself, it can use a reaction to tear two different pages out of its Tome of Tricks. Roll 2d6 to determine which two random effects occur. If you roll doubles, roll 3d6 instead to determine three random effects.

LEGENDARY ACTIONS

The Philistine 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. The Philistine regains spent legendary actions at the start of its turn.

Move. The Philistine moves up to half of its speed without provoking opportunity attacks.

Tome Attack. The Philistine attacks with its tome.

Tome of Tricks (2 Actions). The Philistine uses Tome of Tricks.

Research (3 Actions). The Philistine takes a moment to actually to flip through the pages of its tome of tricks. The next time the Philistine uses its Tome of Tricks action, it can choose which magic effect occurs. Once the Philistine uses this legendary action, it must use a different legendary action before it can use this one again.

CIRCUS FREAK

Medium monstrosity

Armor Class 15 (costume)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	7 (-2)	13 (+1)

Proficiency +2

Skills Acrobatics +4, Performance +3

Senses passive Perception 8

Languages Common

Challenge 1/2 (100 XP)

Cackling Cacophony. A creature that starts its turn within 10 ft. of 3 or more circus freaks and can hear them has disadvantage on wisdom saving throws until the beginning of its next turn.

Mob Attack. A circus freak deals an additional 3 (1d6) damage to a creature that is within 5 ft. of at least other allied circus freak and the ally isn't incapacitated.

ACTIONS

Rubber Chicken. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

Juggling Torch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) fire damage and if the target is a flammable object, it is set on fire.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Throwing Knife. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target *Hit:* 6 (1d4+4) piercing damage.

SNAKE MAN

Medium monstrosity

Armor Class 15 (hide armor & shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	6 (-3)	12 (+1)	8 (-1)

Proficiency +2

Senses blindsight 5 ft., darkvision 60 ft., passive Perception 11

Languages Common, draconic

Challenge 1/2 (100 XP)

Snake Tongue. Humanoid creatures have disadvantage on Wisdom (Insight) checks against the snake man.

ACTIONS

Multiattack. The snakeman makes two attacks: one weapon attack and one bite attack.

Sabre. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage and if the target is a creature, it must succeed a DC 12 Constitution saving throw or be poisoned until the end of the snake man's next turn.

Neck Stretch Bite. The snakeman makes a single bite attack with a reach of 15 feet.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target *Hit:* 5 (1d8+1) piercing damage.

for Feenix

OLD POWDER KEG HUNTER

Medium humanoid (human), true neutral

Armor Class 16 (hunter's garb)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	11 (0)	15 (+2)	12 (+1)

Proficiency +4

Saving Throws Str +8, Dex +8, Wis +6

Skills Acrobatics +8, Athletics +8, Perception +6, Survival +6

Senses passive Perception 16

Languages Common

Challenge 10 (5,900 XP)

Legendary Resistance (1/day). When the Old Powder Keg Hunter fails a saving throw, he succeeds instead.

Blood Vials (2). The Old Powder Keg Hunter carries 2 blood vials on him. The Old Powder Keg hunter can use a bonus action to use one of these vials to heal himself for 16 (3d8+3) hit points.

Hunter's Dash. The Old Powder Keg Hunter can use a bonus action to move up to 10 ft. without provoking attacks of opportunity and ignoring difficult terrain.

ACTIONS

Multiattack. The Old Powder Keg Hunter makes 3 stake driver attacks, one of which can be replaced with a blunderbuss attack.

Stake Driver. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Blunderbuss. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one or two targets within 5 ft. *Hit:* 6 (1d4+4) piercing damage.

Stake Discharge (Recharge 5-6). The Old Powder Keg Hunter charges his stake driver and discharges it against a target within 5 ft. of him. The target must make a DC 16 Dexterity saving throw. On a failed save the creature takes 17 (5d6) bludgeoning damage and 17 (5d6) fire damage, or half as much on a successful one. This attack deals double damage against objects and structures.

LEGENDARY ACTIONS

The Old Powder Keg Hunter 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. The Old Powder Keg Hunter regains spent legendary actions at the start of his turn.

Attack. The Old Powder Keg Hunter attacks with his Stake Driver.

Move. The Old Powder Keg Hunter moves up to half of his speed without provoking opportunity attacks.

Blood Vial. The Old Powder Keg Hunter uses a blood vial if available.

Reload. The Old Powder Keg Hunter rolls to recharge the use of his Stake Discharge.

Suppressive Fire (2 Actions). The Old Powder Keg Hunter fires a wide-spread shot with his Blunderbuss. Each creature in a 15 ft. cone originating from the Old Powder Keg Hunter must succeed a DC 16 Dexterity saving throw or take 6 (1d4+4) piercing damage and has its speed reduced to half until the beginning of the Old Powder Keg Hunter's next turn.

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