

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. Its 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.

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 136 (16d6 + 48)

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

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

Bedeveling Censer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and 3 (1d6) 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 7 (2d6) 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.

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.

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 armblade 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.

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.

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.

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.

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.

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