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AZDUL

Large fiend, chaotic evil

ARMOR CLASS: 15 (*natural*)

HIT POINTS: 136 (16D10+48)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	6 (-2)

SKILLS: *Arcana +7, History +7, Perception +5, Stealth +4*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Abyssal, telepathy 120 ft.*

CHALLENGE: 5 (1,800 XP)

FEATURES

ACID BLOOD: The Azdul's blood is a potent acid. Any non-magical weapon that hits the Azdul corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Non-magical ammunition made of metal that hits the Azdul is destroyed after dealing damage. Anyone within 5 ft. of the Azdul when it is struck must succeed on a DC14 Dexterity saving throw, or take 7 (2D6) acid damage from its blood spray.

AURA OF CONFUSION: The Azdul constantly emits an aura of telepathic babble. Each creature within 60 ft. of it must succeed on a DC13 Wisdom saving throw every round or make a melee or missile attack against a randomly determined creature. If the victim of the aura can't attack, it is effectively stunned and does nothing on its turn.

INNATE SPELLCASTING: The Azdul's spellcasting ability is Intelligence (spell save DC 15). The Foldmage can innately cast the following spells, requiring no material components:

* **AT WILL:** *detect thoughts, mage hand, minor illusion*

* **3/DAY EACH:** *charm person, invisibility, sleep*

* **1/DAY EACH:** *weird*

ACTIONS

MULTIATTACK: The Azdul makes three attacks: one with its bite and two with its claws.

BITE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2D10+4) piercing damage plus 4 (1D8) acid damage.

CLAW: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2D6+4) slashing damage.

CONSTRICT: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 13 (2D8+4) bludgeoning damage, and the target is grappled (escape DC16). Until this grapple ends, the creature is restrained, and the Azdul can't constrict another target.

ACID BREATH (recharge 5 - 6): The Azdul exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC14 Dexterity saving throw, taking 54 (12D8) acid damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

A large gray-green, demoniac ophidian thing mottled with bright yellow accents. Its head is festooned with all manner of horns, and barbs, appearing somewhat equine and draconic. Its mouth is full of curving fangs and dripping with venom, further implying some sort of serpentine lineage. Its upper body possesses two rather wiry humanoid arms each ending in three spidery, taloned digits.

It slithers and writhes fitfully as you approach. It seem neither anxious nor afraid. It speaks directly into your mind in a cold and dry voice that evokes thoughts of autumn leaves blown about in a stony corridor. It bids you to come closer.

As you approach nearer the air seems to grow thick and greasy and somehow electric. An acidic tang fills your nostrils and the autumn leaves within the stony corridor of your mind are stirred into a blizzard of murmuring thoughts that reverberate through your skull. It is difficult to speak let alone act. Your instincts cry out in fright and you are driven to lash out at unseen and unfathomable threats.

LORE:

Azdul are thought to be the demonic incarnation of souls driven mad with scheming machinations and envy. Their ability to fog and confuse the minds of all in their vicinity is often attributed to the echoing telepathic quagmire of the innumerable plots and counterplots from the dark souls which have coagulated to form this loathsome being.

The blood and venom of Azduls is acidic. They are capable of spewing forth devastating streams of this acid. This too mirrors the caustic and corroding nature of the malignant personalities that fuel this creature. However, to the corrupt few that find themselves in accord with the Azdul, its blood can halt the slow creep of age and provide a renewed and youthful vigor. It is by this means such creatures often foster cults amongst all manner of folk, especially the aristocracy.

Those that are unfortunate enough to live in the vicinity of an Azdul's lair will experience tormenting night terrors of their loved ones betraying them.

ECOLOGY:

These monsters are fiends and can be encountered anywhere throughout the Multiverse. But, their natural environment is the Abyss. Like all fiends, Azduls are supernatural beings and do not possess mortal biology. They can subsist with or without such mundane necessities as food, water, air or sleep.

When encountered on the Material Plane, these creatures tend to prefer the sewers of old, chaotic and sprawling cities. From these festering putrescent depths they inevitably sow discord and strife. In many cases a group of debased and demented individuals may congregate to form a cult to venerate the loathsome being.

SEEDS:

1.) A ward of the city seems overtaken of late with crimes of passion, larceny and outright murder. The high priests of the city have investigated the phenomenon and have determined a corrupting spiritual presence has been at work in the area. The party has been hired or coerced into investigating. They eventually discover a cult of nobles are worshipping an Azdul that has set up a lair beneath the bleakest and most desperate area of the city. This cult has been pooling resources to fuel the degeneracy and violence of the ward through various means including economic manipulation, illicit narcotics, and prostitution to appease their new lord.

2.) One of the party members has fallen under the romantic sway of an NPC of extreme wealth and beauty. This individual invites the party member and their companions to a fancy social engagement of some sort, something like a masquerade ball or banquet. The NPC says they are leery of the other nobles that will be at the party and wants some sort of informal bodyguard. The NPC will provide a substantial weight of coin as well as sufficient finery to allow the PCs entry to the gathering. The party may be a recruitment gathering for the cult of the Azdul. The NPC may be luring the party in as a sacrifice to the Azdul.

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating, the party is likely to find pamphlets of a lewd and degenerate nature. It is likely this material has been manufactured to lure others into the Azdul's sphere of influence, directly via the cult or indirectly via licentiousness acts.

BOOL

Large aberration, neutral

ARMOR CLASS: 13 (*natural armor*)

HIT POINTS: 85 (*10D10+30*)

SPEED: 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	4 (-3)

SAVING THROWS: Str +6, Con +5

SKILLS: Athletics +6, Perception +4, Stealth +3

DAMAGE RESISTANCES: cold, poison

SENSES: blindsight 120 ft., passive Perception 14

LANGUAGES: Deep Speech, telepathy 120 ft.

CHALLENGE: 5 (1,800 XP)

FEATURES

AMPHIBIOUS: The Bool can breathe air and water.

REGENERATION: The Bool regains 10 Hit Points at the start of its turn. If the Bool takes acid or fire damage, this trait doesn't function at the start of the Bool's next turn. The Bool dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

ACTIONS

MULTIATTACK: The Bool makes two claw attacks.

BITE: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 9 (1D10+4) piercing damage.

CLAW: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2D6+4) slashing damage plus 7 (2D6) poison damage, and the target must succeed on a DC14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STUNNING BLAST: The Bool targets one creature within 120 ft. and blasts its mind with psychic force attempting to stun it into submission. The target takes 34 (8D6+6) psychic damage and must succeed on a DC14 Intelligence saving throw. On a failed save, the creature is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DESCRIPTION:

You hear a low gurgle in middle distance and see a dim glow. As you watch a hulking, faceless creature with a somewhat bulbous and faintly luminous head comes into view. It appears to be about twice the height of a human and physically quite powerful. The being's skin is a weird mottling of dark greens and blues. There is a frill around its elongated lower jaw, and from the jaw, in a pronounced underbite, jut many sharp fangs. The thing's hands and feet end in long, vicious-looking claws. The overall impression one gets upon viewing it is that of a deep-sea creature. It seems to possess attributes of various aquatic species.

The creature is not immediately hostile. In fact, it pauses a moment or two to assess you. If it thinks it can best you easily enough it will attack soon afterward. If you pose a significant threat it will flee. It may communicate with you, but this is not likely to happen unless it has already overpowered you.

LORE:

These alien creatures refer to themselves simply as Bool. It is unknown if this is the singular or plural term. They are not a friendly or even communicative race, but they have announced their name and their intentions in a few recorded accounts. They are conquerors. They are carnivores. They are slavers. They have a deeply ingrained belief in the superiority of their people over all others. For this reason they seek to subjugate any they can. When confronted with a superior force, they will retreat to plot a means of attack.

Their sheer might, durability and utter lack of compassion along with their telepathic minds make them very effective imperialists. They can survive indefinitely underwater and on land but seem to prefer the aquatic domain. For this reason, any holdings of their empire above the waves are likely to be ruled by a proxy, perhaps clandestinely.

The claws of the Bool inject a poison. Some seem especially vulnerable to the toxin. In addition to their claws they can employ a powerful psychic blast which is capable of stunning weaker minds. When a Bool employs this ability, the glow of its head will brighten significantly. The bite of a Bool is also quite fearsome but is usually only used to dispatch poisoned or stunned victims.

ECOLOGY:

These monsters can be encountered anywhere, but their natural environment is aquatic, quite likely the deepest parts of the sea. They are physically very hardy and capable of subsistence anywhere they can access an ample supply of meat. Some sages have suggested that the Bool are not native to our oceans but rather hail from the titanic depths of a primeval sea on some far flung plane.

SEEDS:

1.) The party happens upon a gravely injured Sea Elf washed up on the beach. He is an emissary from a nearby Sea Elven kingdom. The elf is dying but was sent to seek aid from some good folk above the waves to aid them in their plight. As the tale goes, a number of Bool have set about systematically destroying their trade routes. This individual claims to be the sole survivor of a group of skilled warriors. They were set upon and slaughtered by Bool and their Sahuagin slaves.

2.) A beautiful woman of conspicuous wealth has hired the party to guard her on a sea voyage. She wishes to attend her niece's wedding on a private island. She feels it would be wise to travel in disguise and hopes to blend in with the motley party of adventurers. However, she also needs to be assured that her newfound bodyguards are competent enough to defend her honor in the event the shipboard ruffians learn of her station. At some point in the journey, the ship will be boarded by Bool. The Bool once discovered will flee, jumping overboard as soon as possible. However, they will follow the ship and attack later, perhaps once they reach the island.

LOOT:

Individual Bools rarely have any treasure on them. However, Bools have incredible amounts of magical loot stowed in their lair. Unfortunately, their lair is always safely stowed somewhere beneath the waves. If the party manages to locate the hoard, it is advisable the DM scale it to 250% of that indicated for that of a creature of the Bool's CR. The treasure seems to be the ill-gotten gains of piracy and coastal raids.

CINDERGARD

Huge elemental, neutral

ARMOR CLASS: 18 (*natural armor*)

HIT POINTS: 162 (13D12+78)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
28 (+9)	6 (-2)	23 (+6)	10 (+0)	16 (+3)	16 (+3)

SKILLS: Perception +10

DAMAGE RESISTANCES: fire, poison

DAMAGE IMMUNITIES: bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

SENSES: truesight 120 ft., passive Perception 20

LANGUAGES: Ignan, Terran

CHALLENGE: 21 (33,000 XP)

FEATURES

REGENERATION: The Cindergard regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

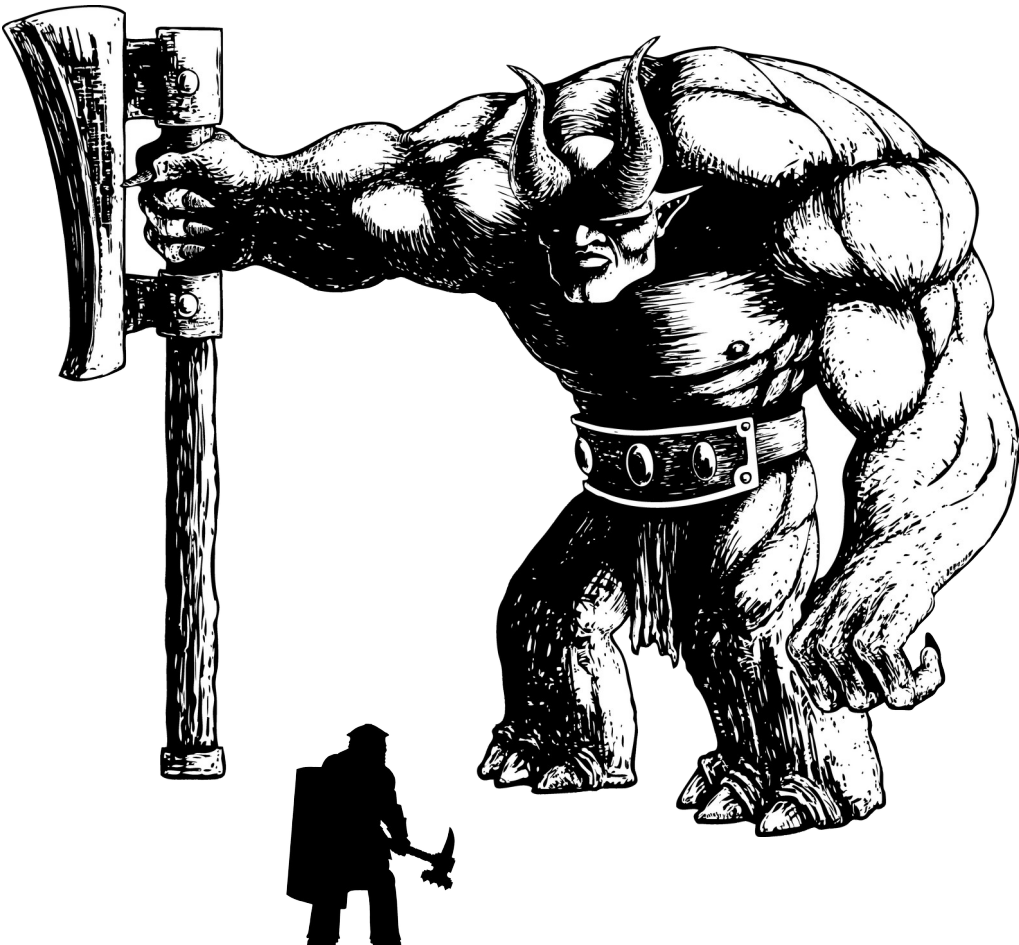
SURPRISE ATTACK: If the Baraqi surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4D6) lightning damage from the attack.

ACTIONS

MULTIATTACK: The Cindergard makes two Greataxe attacks.

GREATAXE: *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 28 (4D12+9) slashing damage.

WALL OF FIRE (recharge 5 - 6): The Cindergard creates a wall of fire on a solid surface within 40 feet. The wall can be up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for 1 minute. When the wall appears, each creature within its area must make a DC18 Dexterity saving throw. On a failed save, a creature takes 45 (10D8) fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 45 (10D8) fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.



DESCRIPTION:

An enormous, hulking and horned being with an immense pole axe stands before you. Its skin is a dusky, stony gray and its eyes are a bright and luminous yellow beneath a heavy craggy brow. The reek of brimstone wafts from it. Its sheer mass and dense body exude a palpable feeling of elemental might. It does not seem immediately hostile despite its fearsome and somewhat demonic appearance.

The creature will try to communicate with any beings that approach it before attacking them. It is capable of speech in both Ignan and Terran. Its voice is a slow avalanche of bass, guttural syllables.

The creature will attack immediately. Despite its size it is extremely quick and slippery. It is capable of delivering deft lethal slices from its blades in melee one moment and sinuously writhing away to safety the next. Occasionally the electricity dancing across its body coalesces into a devastating blast of lightning.

LORE:

Cinderguards are typically encountered as guardians of planar nexuses. They are not demons, devils, elementals, giants or automata despite their resemblance to all those creatures but they are strongly aligned to both the elemental planes of Earth and Fire. They are often placed at vital gateways between planes and must guard their post for considerable spans of time, possibly centuries or even millennia.

They never waver from their vigil. They are unsleeping sentinels of tremendous power but are not particularly hostile unless their post is threatened. If approached respectfully and with the proper languages, these creatures can be great sources of unlikely information due to the accumulated wisdom of their interminable lifespans.

Their thick, rocky hides are proof against mundane weapons which are not at least forged from adamantine. They are highly resistant to damage from flame and toxins. Additionally their dense, stony flesh can reknit itself very rapidly.

Although their huge axe appears quite formidable, it is not their most lethal defense. Their belt is a powerful artifact, it allows them to repeatedly summon

walls of intense flame from the Elemental plane of Fire. How they activate the magic within their belts and shape the fire into barriers is unknown.

ECOLOGY:

Not much is known about the plane these creatures originate from but it is assumed to be heavily influenced by the elemental energies of Earth and Fire as Cindergard speak both Ignan and Terran. The biology of Cindergards also demonstrates a strong influence from the elemental planes of Earth and Fire. This influence is readily apparent in their rocky hide, fiery glowing eyes and resistance to fire as well as the brimstone stench that accompanies them. They do not seem to require air, food, drink or sleep. Nor do they appear to age. No young of their kind have ever been seen. There has never been a recorded account of a female Cindergard.

SEEDS:

1.) The party has been tasked with getting through a Cindergard's portal and into the plane beyond. Perhaps they can parley with the creature and convince it of the merit of their quest. If not, it will be a difficult fight.

2.) The party finds themselves fleeing from a terrifying opponent and the only way to exit it is through a portal guarded by a Cindergard.

3.) The party somehow discovers a plot by an immensely powerful evil being, such as a lich, demon or devil, to bring an invading army into the realm by taking a detour through an elemental plane which exits through a Cindergard's gate. The party must find the portal and convince the Cindergard which guards it of the threat. They may be forced to assist the Cindergard in defending the gate, potentially from the other side of the portal.

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating, all Cindergard are equipped with their gigantic greataxe and magical belt (it is unlikely the party will be able to utilize these huge items). The Cindergard tend to care nothing for the accumulation of treasures, but will stack the remains of those they have defeated near their post.

FOLDMAGE

Large humanoid (fey), neutral evil

ARMOR CLASS: 16

HIT POINTS: 55 (10D10)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	12 (+1)	10 (+0)	20 (+5)	18 (+4)	18 (+4)

SKILLS: Perception +6, Stealth +3

DAMAGE IMMUNITIES: *psychic*

CONDITION IMMUNITIES: *charmed*

SENSES: truesight 120 ft., passive Perception 16

LANGUAGES: Primordial, telepathy 120 ft.

CHALLENGE: 4 (1,100 XP)

FEATURES

INNATE SPELLCASTING: The Foldmage's spellcasting ability is Intelligence (spell save DC 15). The Foldmage can innately cast the following spells, requiring no material components:

- * **AT WILL:** *detect magic, mage hand, minor illusion*
- * **3/DAY EACH:** *alter self, blade barrier, reverse gravity*
- * **1/DAY EACH:** *plane shift, time stop*

ACTIONS

INVISIBILITY (recharge 4 - 6): The Foldmage magically turns invisible until it attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the Foldmage wears or carries is invisible with it.

TELEPORT (recharge 4 - 6): The Foldmage magically turns invisible until it attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the Foldmage wears or carries is invisible with it.

STUNNING BLAST: The Foldmage targets one creature within 120 ft. and blasts its mind with psychic force attempting to stun it into submission. The target must succeed on a DC15 Intelligence saving throw or take 17 (4D6+6) psychic damage and is stunned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DESCRIPTION:

A tall and oddly built humanoid. It appears to have five eyes, two are set in neat pairs beneath a deep, angular brow. And, the fifth is rather large and placed in the center of the creatures forehead. The creature's face is smooth and a bit featureless. It has no nose or ears. It is also quite bald and lacks eyebrows as well. You assume it may be entirely hairless.

It is clad in a shimmering metallic mesh somewhat like a thin and sheer chainmail. It wears large and ornate gauntlets. It appears to be barefoot and its legs are bestial and clawed. Although the creature does not seem particularly bellicose it is about twice as large as an average human and well-muscled. It looks quite capable of defending itself in combat.

LORE:

These beings, known as Foldmages are alien to our plane. They are powerful sorcerers and psychics that come here to abduct living creatures for various mysterious purposes.

These creatures are highly intelligent and will usually communicate with sapients they encounter. However, they are also rumored to be a very proud and haughty people that may just as soon abduct you or your loved ones as acknowledge your words.

These beings possess a technology far beyond the ken of most mortals. They can fold space as well as manipulate time and gravity. Additionally they are able to harness arcane and psychic energy to satisfy their whims.

Some sages claim they visit our plane during certain celestial alignments. They believe this may indicate their plane is quite distant from ours and they must wait for certain cosmic energies to be in harmony before they can step into our world.

ECOLOGY:

Little is known about the plane these creatures originate from. There are only a handful of accounts from individuals that claim to have seen the homeland of these beings, and nothing of value has ever been gleaned from them. The descriptions chiefly describe a bright and white space of indeterminable size filled with a sort of thick fog which distorts sounds. Within the space the

witnesses only ever encountered orbs of living, shimmering light that constantly cycled through an infinite variety of complex geometric shapes. These accounts never describe other beings besides the orbs. Nothing within that strange place indicated the passage of time and memories of it are only ever fragmentary at best.

On our plane, these creatures can be encountered anywhere and at anytime but they do tend to appear more frequently on or around solstices, equinoxes and eclipses.

SEEDS:

1.) One or more important NPCs have recently been abducted by these creatures. The party must seek them out and free them from captivity before the stars are no longer right and the creatures have stepped beyond our realm with the abductees in tow.

2.) An eldritch malady has befallen the land. Some sort of arcane, planar disturbance seems to be emanating from reflective surfaces within the area of the affliction. The disease causes those that gaze into a reflective surface to be slowly transmogrified into highly reflective metal and crystal. Eventually they stiffen into statues. A sage has speculated that Foldmages are the cause and are conducting some bizarre experiment on the local population.

LOOT:

Foldmages encountered on our plane are unlikely to have the usual loot appropriate for a creature of this Challenge Rating. However, all Foldmages have their weird, otherworldly equipment. Both their garment and gauntlets will magically re-size to fit whoever dons them. The garment functions as a +5 Cloak of Protection, except the AC bonus does not stack with armor. And, the gauntlets may be used to cast the spells available to a Foldmage, but only if the proper commands are spoken in the Primordial tongue.

GARGAVORAX

Large monstrosity, neutral evil

ARMOR CLASS: 16 (*natural armor*)

HIT POINTS: 37 (5D10+10)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	15 (+2)	3 (-4)	16 (+3)	16 (+3)

SKILLS: *Perception +6, Stealth +6*

DAMAGE RESISTANCES: *fire, poison*

SENSES: *truesight 120 ft., passive perception 16*

LANGUAGES: *none*

CHALLENGE: 7 (2,900 XP)

FEATURES

BLOOD FRENZY: The Gargavorax has advantage on melee attack rolls against any creature that doesn't have all its hit points.

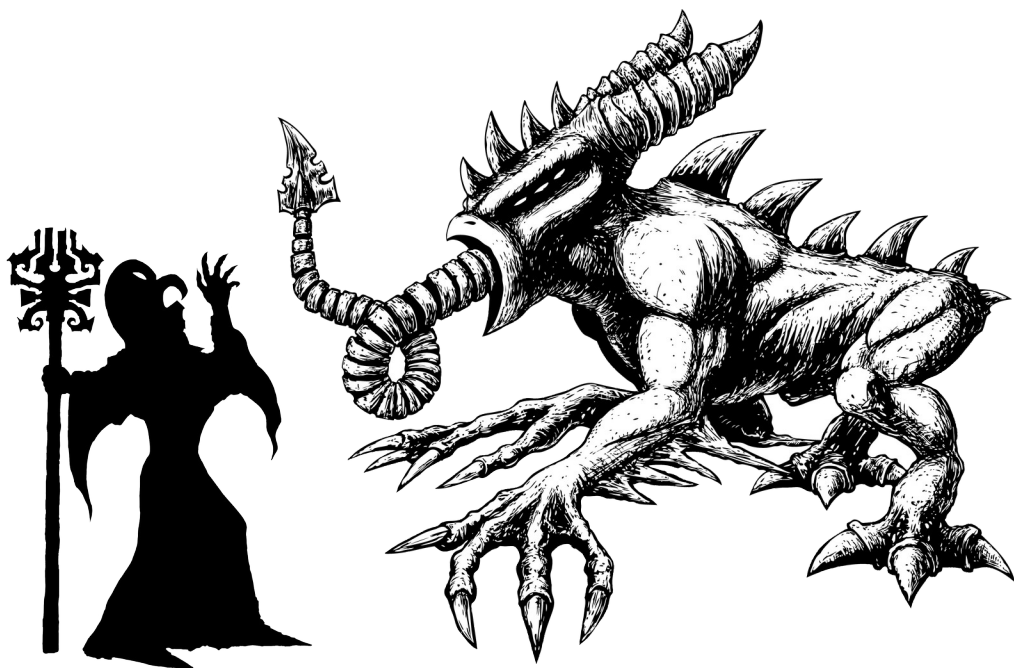
REGENERATION: The Gargavorax regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

MULTIATTACK: The Gargavorax makes two claw attacks.

CLAW: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2D8+4) slashing damage.

TONGUE (recharge 5 - 6): *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 16 (2D8+7) piercing damage plus 7 (2D6) poison damage, and the target must succeed on a DC14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DESCRIPTION:

A large four-legged beast. It is about the size of a draft horse. It has an aspect of something like reptilian gorilla combined with a lion. It is an alpha predator by any metric. It has long, segmented horns and a beaky mouth. Three pairs of glowing eyes are set deeply beneath scaly brows on each side of its skull. An improbably long tongue tipped with something akin to a bony spear point darts in and out of its mouth and at times lingers about coiling and writhing as if scenting something in the air. All four of its limbs end in vicious-looking talons. Its forelimbs are longer allowing for a semi-erect posture. It appears to possess large, somewhat crude hands.

The creature is a bright, iridescent green in coloration with reddish orange accents on its frills, horns, beak and talons. Despite its bestial mien its manner also betrays a considerable degree of cunning. If more than one is encountered they will display pack tactics and basic communication via short barks, guttural chirps, hisses and growls.

LORE:

Rumor holds that these scaly horrors are an invasive species from another plane. A number of those that have encountered them say the monsters prefer to lair in places of extreme heat. And so, their plane of origin is assumed to be a fiery one.

They are formidable opponents, their brute strength combined with their talons and beak are considerably dangerous. Secondly, their long stabbing tongue has an incredible range out to twenty feet or so and can penetrate plate armor with ease. Lastly, the frightening tongue attack also possesses a toxic venom that paralyzes and causes excruciating burning agony. The poison sacs of the beast can fetch at least 200 gold from alchemists' and thieves' guilds if they can be safely extracted.

Invariably these things are hostile to normal folk and fauna. They will quickly dominate most other species in their territory. Thankfully, they do not range far and will always lair in the hottest area they can occupy.

The creatures appear to be reptilian or avian and possibly related to dragons, hence their affinity for heat and venomous nature.

ECOLOGY:

Very little is known about the origin of these creatures. It is speculated they are planar beings but from which plane they came none can truly say. They seem to prefer hot and humid environments, volcanic jungles or tropical swamps would be ideal. But, due to their cunning, durability and aggression they can and do lair in virtually any terrain.

SEEDS:

- 1.) A pack of these beasts has been ravaging the countryside. Several villages have been destroyed and countless numbers slain. Beyond the slaughter, harvest is also drawing near and the grain stores will likely run low with too few to complete the labor.
- 2.) An insane wizard has been summoning these beasts to our plane. The wizard plans to use them as guardians for his tower. He has constructed an immense basalt tower surrounded by a moat of lava. In addition to the Gargavorax, other fiery monsters are likely present.
- 3.) One or more important NPCs have recently gone missing on jungle safari. Recent reports from the area include descriptions of these beasts. The party has been recruited to rescue the NPCs and destroy as many of the monsters as they can. In addition to whatever reward is offered them, the party can collect a 500gp trophy for each carcass returned.

LOOT:

An individual Gargavorax will have no treasure on it. However, its poison sacs may be extracted as described above in the Lore section. The Gargavorax pack will hoard their loot in a communal location of extreme heat. If the party manages to find the trove, softer metals like gold are likely semi-melted. And everything is extremely hot to the touch. At the DM's discretion, the treasure may inflict burning damage on those handling it. Additionally, the area itself may be a hostile environment that also inflicts damage and levels of exhaustion on the party.

GOLGREK

Large fiend, chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 95 (*10D10+40*)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
24 (+7)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	16 (+3)

SAVING THROWS: *Str +9, Con +6*

SKILLS: *Perception +5, Stealth +5*

DAMAGE RESISTANCES: *cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks that are not silver*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *blindsight 120 ft., passive Perception 15*

LANGUAGES: *Abyssal, telepathy 120 ft.*

CHALLENGE: 4 (*1,100 XP*)

FEATURES

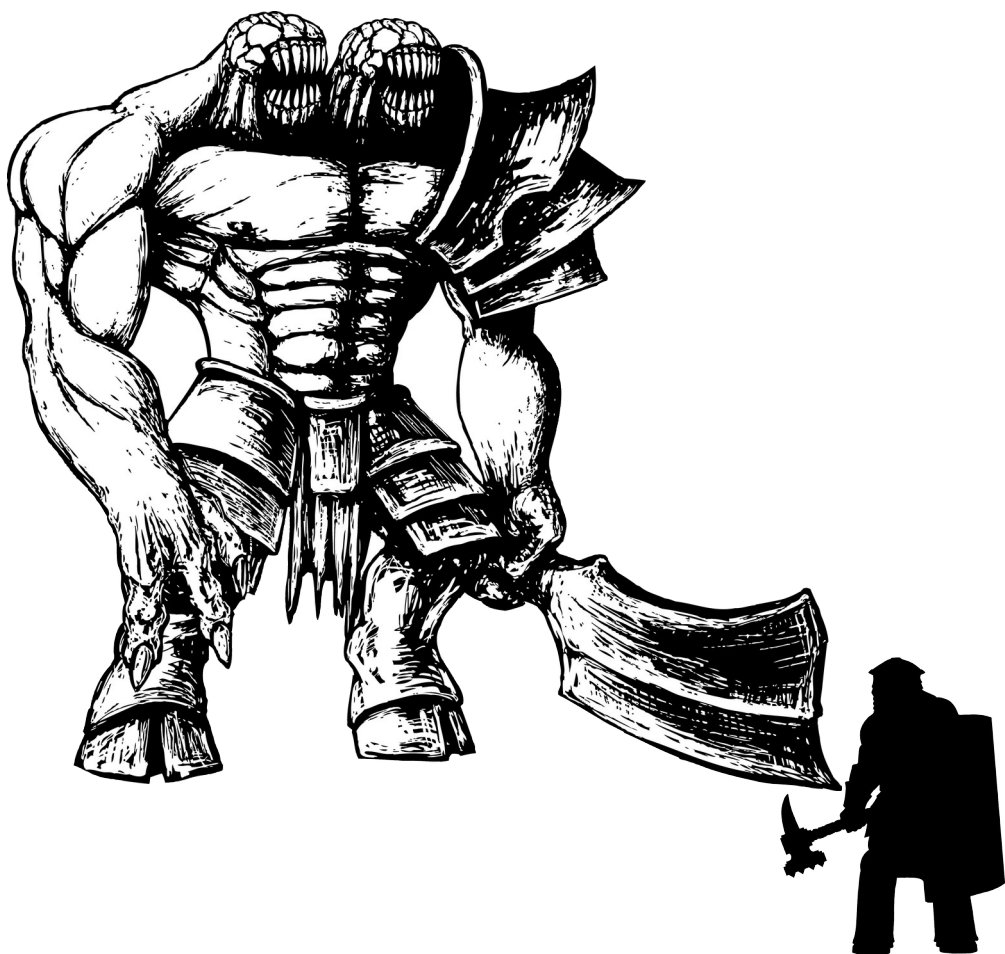
BLOOD FRENZY: The Golgrek has advantage on melee attack rolls against any creature that doesn't have all its hit points.

TWO HEADS: The Golgrek has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

MULTIATTACK: The Golgrek makes two melee attacks, with its cleaver.

CLEAVER: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 16 (2D8+7) slashing damage.



DESCRIPTION:

A massive, two-headed humanoid. Neither of its misshapen heads possesses a face except for a mouth full of jagged teeth. The thing stands about twice the height of a man and has likely twice the mass of an Ogre. How it manages to perceive the environment is unknown, but it does appear to be alert nonetheless.

The thing wields a bladed weapon that looks more like a massive two-handed cleaver than a sword. The faint scent of vanilla seems to waft from the creature. It will shout out to any interlopers in a weird, guttural language that some might recognize as Abyssal. It will likely attack immediately.

LORE:

Golgreaks are known to be some variety of demonic fiend. That much is beyond debate, however speculation over which sort of sinful soulstuff they are wrought from continues.

The most banal theory posits they are merely a sort of unholy and fiendish Ettin. Other more learned sorts suspect they are a pool of souls taken from the conspirators in some foul plot and perpetually war against each other for dominance of the body. But they are forever denied supremacy due to the two-headed nature of their new incarnation.

And the most fanciful of explanations come from the romantic and poetic that suggest they are forged from the tragic souls of lovers turned against one another.

Whatever the source of dark emotion from which these foul creatures coagulate, they unanimously express their discontent with their lot through savage violence against others. They are perpetually on the edge of a rage and will not be soothed, however they may be cowed into submission by mightier and fouler beings.

ECOLOGY:

These creatures are wholly supernatural as such the mortal necessities of breathing, drinking, eating, sleeping, etc. are completely optional. They can experience them if they wish, but do not require them as mortal beings do.

SEEDS:

1.) The party has been hired by a member of the nobility to investigate the death of his/her lover. In the midst of the investigation the party discovers the deceased lover was conspiring with a sibling of their client to usurp the lands and title of their client. But as they dig deeper the plot thickens with further intrigue and betrayal. In the final machinations of the plot, the conniving duo committed ritual suicide believing they would achieve some sort of apotheosis and evolve into a new form from which they could rule the stolen lands eternally. In fact however, they were re-wrought into a Golgrek and are now insane with rage and despair at their current situation.

2.) A wizard with an unhealthy obsession for duality has put the party in labyrinth of mirrors. The wizard may have kidnapped them or tricked them or perhaps even hired them. However it happened, they are now in a dungeon typified by themes such as mirrors, multiplicity and reflection but also duality. Monsters such as Golgreks will be encountered, but also Doppelgangers and other fiends that play on perceptions and distortion of reality.

3.) In the distance the party hears the frightened shrieking of a woman. Upon investigation, the party spies a voluptuous maiden cowering within a circle of standing stones. If the party enters the circle and tries to assist her, she reveals herself to be a succubus and they are transported to a similar labyrinth as described above.

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating, all Golgreks bear the same massive sword. The sword is not enchanted, but it is wrought of Abyssal steel and could likely be sold for a considerable sum to the right sort of buyer.

HAZAKIH

Huge shapechanger, neutral evil

ARMOR CLASS: 13 (natural armor)

HIT POINTS: 137 (11D12+66)

SPEED: 40 ft.

STR	DEX	CON	INT	WIS	CHR
26 (+7)	10 (+0)	22 (+6)	14 (+2)	12 (+1)	18 (+4)

SAVING THROWS: Str +10, Con +9

SKILLS: Deception +7, Insight +4, Perception +4, Stealth +3

SENSES: darkvision 120 ft., passive Perception 14

LANGUAGES: Giant, Infernal

CHALLENGE: 7 (2,900 XP)

FEATURES

AMBUSER: The Hazakih has advantage on attack rolls against any creature it has surprised.

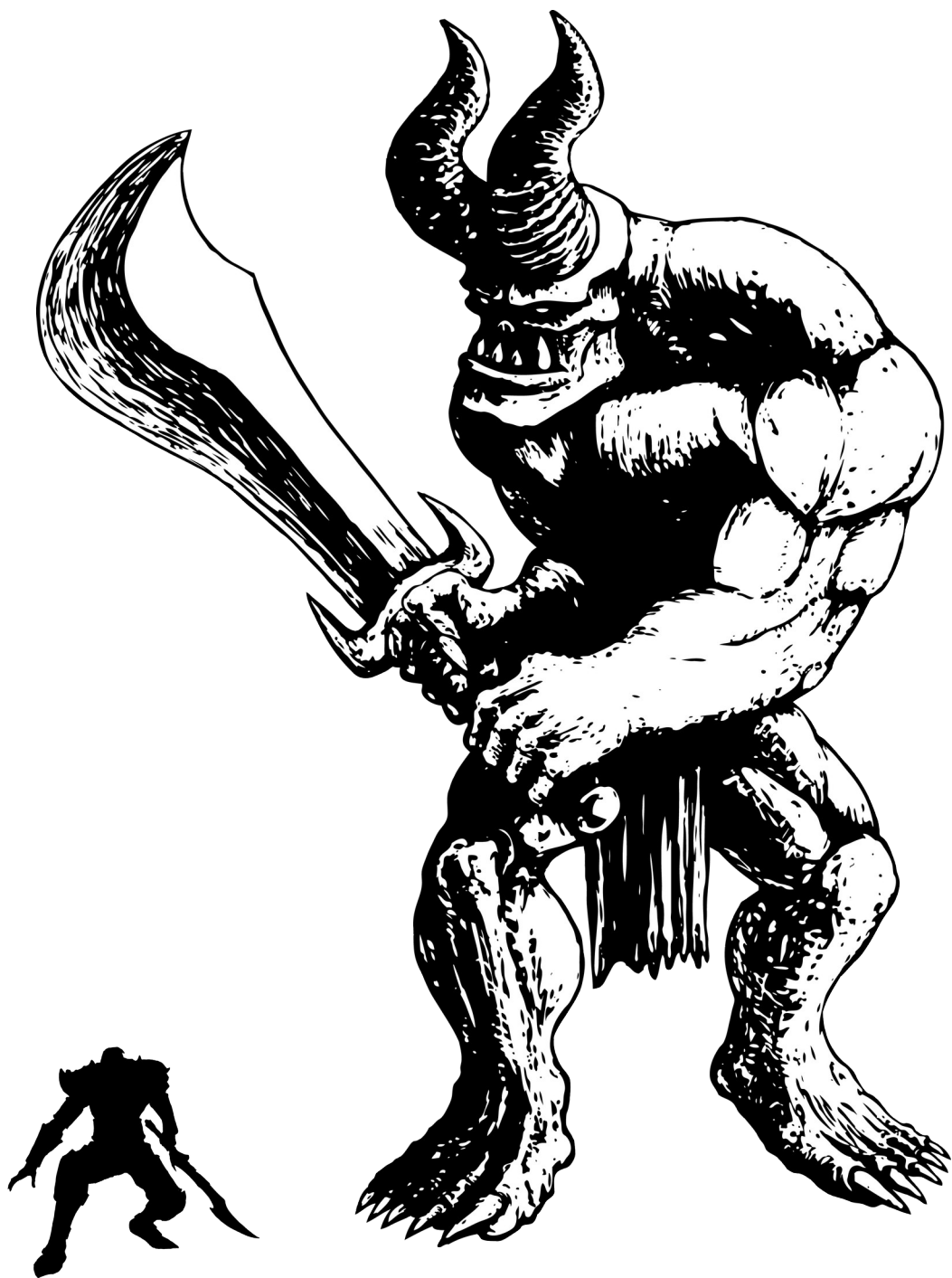
SHAPECHANGER: Hazakih can use a bonus action to change into any creature of its CR or lower. Any equipment it wears or carries melds into its new form. It assumes the size and statistics of the new form including physical ability scores and hit points. It reverts to its original form if it is reduced to 0 hit points or when it uses a bonus action to change back. When it reverts to its normal form, the Hazakih returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the Hazakih's normal form to 0 Hit Points, it isn't knocked unconscious. The Hazakih is limited in the actions it can perform by the nature of its new form.

ACTIONS

MULTIATTACK: The Hazakih makes two Greatsword attacks..

GREATSWORD: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 28 (6D6+7) slashing damage.

FIRE BREATH (recharge 5 - 6): The Hazakih exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC14 Dexterity saving throw, taking 42 (12D6) fire damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

(Remember, this monster can change its shape drastically on a whim. And, it may not reveal its true form to the party immediately, or ever.)

An immense demonic-looking humanoid wielding an equally immense greatsword. It towers over you, easily the size of a small tower. The thing has large curving horns above a protruding brow and beady, luminescent eyes. It has a heavy jaw from which jut large tusk-like teeth. Other than its greatsword, it seems to possess only a girdle.

It does not seem immediately hostile. But, it is certainly very interested in you. If you speak to it, it will only grunt and mumble as if in vague agreement but probably not understanding completely. It does speak Giant and Infernal, but will not reply in Infernal. If spoken to in Giant, it will respond peacefully that it was only curious about the wanderers it saw. It will ask for stories of your travels and adventures.

LORE:

If the party is friendly toward the creature it is friendly towards them, for now. It may even travel with them for a time and defend them if necessary. It is studying them but at some point it will leave, only to return in another form to harass and eventually slay them in some prolonged, calculated way. For example, it may loom behind them as a towering shadow with its immense sword raised only to transform into a songbird in the instant they turn around to address the threat. These sorts of sadistic trickster antics are what the creature craves. Whenever possible, it will isolate and injure members of the party prolonging their torture and its entertainment as long as possible.

These creatures are the misbegotten offspring of devils and giants. They are welcomed by neither line of their parentage and wander the Multiverse utilizing their power to torture and torment those weaker than themselves. Their greatest delight in their miserable existence is to mislead and torture those that it has gained the trust of. If they cannot gain the good graces of the unsuspecting, they will usually follow them in some unassuming and innocent shape until they have the best opportunity to assume their true form and harass their victim.

ECOLOGY:

Hazakih, take most strongly after their fiendish ancestry in regards to their biology. They are wholly supernatural beings and can subsist with or without such mundane necessities as food, water, air or sleep.

They can be encountered anywhere in the Multiverse, but because they are generally regarded as outcasts amongst the denizens of the lower planes they tend to avoid the infernal realms. However since their innate shapechange ability allows them to assume virtually any form they wish, they do not often begrudge their lot as outcast changelings.

SEEDS:

1.) The party encounters a flea-bitten yet spunky mongrel dog. It takes a liking to one or more of the party and follows along with them. This dog is a disguised Hazakih and it is assessing the party. If chased away it will return in another less obtrusive form such as a bird, a rabbit or even a cricket. If accepted, it will prove a loyal member of the group and do its best to become their unofficial mascot. It will be a valued member of the watch and keep them safe many times. But, in a week or so, it will tend to disappear from the side of whoever is on watch at the most inopportune times. In reality, the "dog" disappears and a new threat appears at virtually the same time. And of course, the new threat is the Hazakih in another form.

2.) A rather scholarly NPC type has contracted the party to guard him against a Hazakih he believes has targeted him. The NPC shares all the lore that he knows about such creatures (reveal the Lore to your players?) and even claims to know the name of the beast that is tormenting him. He begs them to protect him and slay the beast.

LOOT:

Most Hazakih tend to travel very light. If slain, the party will find only its immense sword and clothing. If they can locate the creature's lair, they will find whatever treasure is appropriate to the CR of the Hazakih. Additionally they will find trophies taken from previous victims, perhaps even their corpses. They may even find dated journals (written in Infernal) recollecting the Hazakih's torments of these individuals. The catalog of torments always begins innocent enough, mere pranks and such. But, inevitably they end in extreme brutality.

KAGARA

Large humanoid (lizardfolk), chaotic evil

ARMOR CLASS: 13 (*natural*)

HIT POINTS: 85 (10D10+30)

SPEED: 30 ft.

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

SKILLS: *Perception +5, Stealth +4*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Draconic*

CHALLENGE: 5 (1,800 XP)

FEATURES

AMPHIBIOUS: The Kagara can breathe air and water.

BLOOD FRENZY: The Kagara has advantage on melee attack rolls against any creature that doesn't have all its hit points.

POUNCE: If the Kagara moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the Kagara can make one bite attack against it as a bonus action.

RUNNING LEAP: With a 10-foot running start, the Kagara can long jump up to 25 feet.

ACTIONS

MULTIATTACK: The Kagara makes three attacks: one with its bite and two with its claws..

BITE: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 14 (2D10+3) piercing damage plus 7 (2D6) poison damage.

CLAW: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2D6+3) slashing damage.

POISON BREATH (recharge 5 - 6): The Kagara exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC13 Constitution saving throw, taking 42 (12D6) poison damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

A large, reptilian creature about the height of two tall men. It is lean but powerfully muscled. It appears to be built for speed as indicated by its long, powerful limbs. It stands on two legs but often runs on four. It is primarily a drab gray-green in coloration with bright yellow eyes. What little bit of lips it has seems pulled back in a permanent rictus grin revealing the savage, rending teeth of an apex predator. All four of its limbs end in vicious-looking talons. An acidic tang wafts from its scaly flesh.

The creature is reasonably intelligent and capable of speaking in the Draconic tongue, but it usually regards anything fleshy that it encounters as food. This threat of violence is doubly true if the party does not possess any reptilians in their midst.

LORE:

Kagara are descendants of a warrior caste from an incredibly ancient and nearly forgotten empire of reptilians. This empire once dominated more than the current known world but their slave-castes eventually rose up and the masters fled to another plane of existence during the rebellion. The current sentient reptile races of the known realm such as Dragonborn, Lizardfolk, Kobolds and Troglydites all likely descend from this ancient empire of reptiles.

The Kagara are predators first and foremost. They are highly intelligent, but have eschewed much of any culture since the fall of the ancient reptilian empire. As such, they no longer smelt metal, wield weapons or don armor. Nor do they place stone upon stone. They have reverted to tooth, claw and raw savagery. This barbaric philosophy has served them well for they have not turned to dust as much of their ancient home and culture has.

They are exceedingly swift, strong and deadly. They can leap great distances with a short run. They are also amphibious and can remain submerged indefinitely, however they are better sprinters than swimmers. Additionally, they can exhale a cloud of poisonous gas as a Green Dragon might.

ECOLOGY:

The Kagara are a fierce and proud race. They do not fear sapient mammals, but they prefer to avoid them and any of the associated complications. So, they are

encountered in remote locations, deep underground, in dense jungles, on desert islands or within impenetrable swamps. They prefer warmer climates over cooler ones.

They have a tribal culture with a chief typically heading a tribe of twenty or so. If larger groups cohabitate, they will form a council of chieftans that votes democratically on matters of import. The older and more experienced of the council will often be given two votes rather than one in most cases. Sometimes, younger chieftans are granted this privilege of an additional vote if it is known they have had experience in similar situations.

SEEDS:

1.) A Cleric within the party or an NPC has gotten the PCs to embark upon a quest to a remote desert island to collect something. That something could be an artifact, rare components for a ritual, etc. Perhaps a ship carrying a relic from their order was wrecked upon its shores or within its vicinity. Regardless, the group has been charged with going to the island to gather something. The island is home to a tribe(s) of Kagara. They are the dominant species upon the island. Is this known to the party or not? If so, then having someone who can speak Draconic will be a definite asset. If it is not known who rules the island, they will be dealing with a fierce tribe of barbarian giants every step of their quest.

2.) The party has been contracted to travel into a remote and dangerous environment to rescue a group of NPCs that have gone missing. If rescue is impossible, the party is instructed to recover and return whatever might be of import to the client. Why were the NPCs there? Perhaps they were a group of nobles hunting exotic beasts? Perhaps they were sages and naturalists studying a particular kind of plant or animal? Perhaps they were also adventurers that were there in the employ of this same group that is now employing the party. Regardless, the party is going to encounter at least a tribe of Kagara. However, will they know in advance the area is Kagara territory?

LOOT:

Virtually nothing on them. However, they are likely to have a communal hoard of 25% greater value than indicated by their CR. There is a 1 in 20 chance of an Orb of the Wyrm occupying a place of reverence in the hoard as well.

LOGRIVLA

Large fiend, chaotic evil

ARMOR CLASS: 13 (*natural armor*)

HIT POINTS: 85 (10D10+30)

SPEED: 50 ft.

STR	DEX	CON	INT	WIS	CHR
20 (+5)	14 (+2)	16 (+3)	8 (-2)	12 (+1)	6 (-2)

SAVING THROWS: *Str +7, Con +5*

SKILLS: *Perception +3, Stealth +6*

DAMAGE RESISTANCES: *cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that are not silver*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *blindsight 120 ft., passive Perception 13*

LANGUAGES: *Abyssal, telepathy 120 ft.*

CHALLENGE: 4 (1,100 XP)

FEATURES

AMBUSHER: The Logrivla has advantage on attack rolls against any creature it has surprised.

CHARGE: If the Logrivla moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2D8) piercing damage. If the target is a creature, it must succeed on a DC15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

MULTIATTACK: The Logrivla makes two slam attacks or one slam attack and one bite attack.

BITE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2D8+5) piercing damage and the target must succeed on a DC13 Constitution saving throw or be poisoned for 1 minute.

GORE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2D8+5) piercing damage.

SLAM: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 14 (2D8+5) bludgeoning damage.

TELEPORT (recharge 4 – 6): The Logrivla magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the Logrivla can make one attack.



DESCRIPTION:

You hear a low, bassy rumbling growl in the middle distance. As your eyes focus you see a hulking, muscular, six-limbed creature. It has a broad crown of horns and stands on goatish legs. The creature's skin is black and oily-looking. If it were not for your torch's light flickering across the inky sheen of its demoniac form you might not have seen it.

It appears to be twice the size of a large human and every inch of its frame is writ with violent intent. Upon closer inspection you notice the thing's head is heavily armored with bony plates and lacks visible sense organs. It does possess a mouth though. And its frightful maw is filled with gleaming white teeth that jut like jagged ivory daggers of bone.

Within a few moments of you noticing the beast, it drops into a bestial stance and charges. All six of its powerful limbs are employed as it rockets towards you at unnerving speed. Its horned and plated skull leveled squarely at you. Just as the monster comes within melee distance, it disappears as if never there. An odor of brimstone and rot hang in the air where it had been. In the next moment, you are struck from behind.

LORE:

These fiends are something akin to demonic shock troops. They are favored by the Abyssal lords for their aggression and mobility. These beasts, are like most fiends and as such possess a remarkable resilience to mundane elements and weapons. Thankfully they are not warded against silver or magic, this marks them as lesser spawn of the Abyss.

Logrivlas are relatively simple brutes. They are violent and cunning but generally not given to complex planning. One unsuspected tactic at which they excel is teleporting behind their target in the middle of charge and then goring them with their horns. This tactic is very effective. It usually renders their foe prone and trampled within a matter of minutes. This tactic is also very useful at breaking apart enemy formations to separate physically weaker foes, such as wizards, from their more heavily armed and armored companions.

The bite of these fiends contains a debilitating venom which although not especially potent can significantly weaken victims for a time.

ECOLOGY:

These monsters are fiends and can be encountered anywhere. But, their natural environment is the Abyss. Like most fiends, Logrivlas are supernatural beings

and do not possess mortal biology, they can subsist with or without such mundane necessities as food, water, air or sleep.

SEEDS:

1.) The party encounters one or more of these fiends in the midst of a quest. The environment they find themselves fighting in seems tailor-made to favor the teleportation and charge tactics of this type of monster. Things such as dead-end corridors and alcoves branching from a main hallway would be useful for them to ambush from. Also consider a situation where party members might be knocked prone and pushed off the main floor onto another level. Once separated from the main group, such individuals would be easy prey for this demon.

2.) A spiteful Abyssal lord has kidnapped the party in their sleep. They had done the powerful being some slight and now it aims to extract a toll. They awaken in a hellish labyrinth of tall, crumbling stonewalls. Above them hangs a baleful red sun in a preternaturally black sky. The labyrinth is well-stocked with pits, traps and beasts such as Logrivlas.

3.) In the distance the party hears the frightened shrieking of a woman. Upon investigation, the party spies a voluptuous maiden cowering within a circle of standing stones. If the party enters the circle and tries to assist her, she reveals herself to be a succubus and they are transported to a similar labyrinth as described above.

LOOT:

Logrivlas are relatively simple brutes. They do not make use of weapons or armor and have no need of wealth. It is advised that the DM reduce the value of a Logrivla's hoard by 50% of that indicated for a creature of its CR. What items are found, will likely be the gear upon the corpse of a recent victim.

OOZE LICH

Medium undead, chaotic evil

ARMOR CLASS: 13 (*natural armor*)

HIT POINTS: 66 (8D8+30)

SPEED: 20 ft., climb 20 ft., fly 40 ft. (*hover*)

STR	DEX	CON	INT	WIS	CHR
14 (+2)	16 (+3)	20 (+5)	14 (+2)	12 (+1)	18 (+4)

SKILLS: Perception +4, Stealth +6

DAMAGE RESISTANCES: *poison; bludgeoning, piercing, and slashing from nonmagical attacks*

DAMAGE IMMUNITIES: *acid, cold, lightning, necrotic, slashing*

CONDITION IMMUNITIES: *blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone*

SENSES: truesight 120 ft., passive Perception 14

LANGUAGES: Common, telepathy 120 ft.

CHALLENGE: 5 (1,800 XP)

FEATURES

AMORPHOUS: It can move through a space as narrow as 1 inch wide without squeezing.

CORROSIVE FORM: A creature that touches the Ooze Lich or hits it with a melee attack while within 5 feet of it takes 4 (1D8) acid damage and an additional 4 (1D8) necrotic damage. Any nonmagical weapon made of metal or wood that hits the Ooze Lich corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Ooze Lich is destroyed after dealing damage. The Ooze Lich can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

REJUVENATION: If it is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

INNATE SPELLCASTING: The Ooze Lich's spellcasting ability is Charisma (spell save DC14). The Ooze Lich can innately cast the following spells, requiring no material components:

* **AT WILL:** *detect thoughts, mage hand, minor illusion, prestidigitation*

* **3/DAY EACH:** *charm person, darkness, sleep, unseen servant*

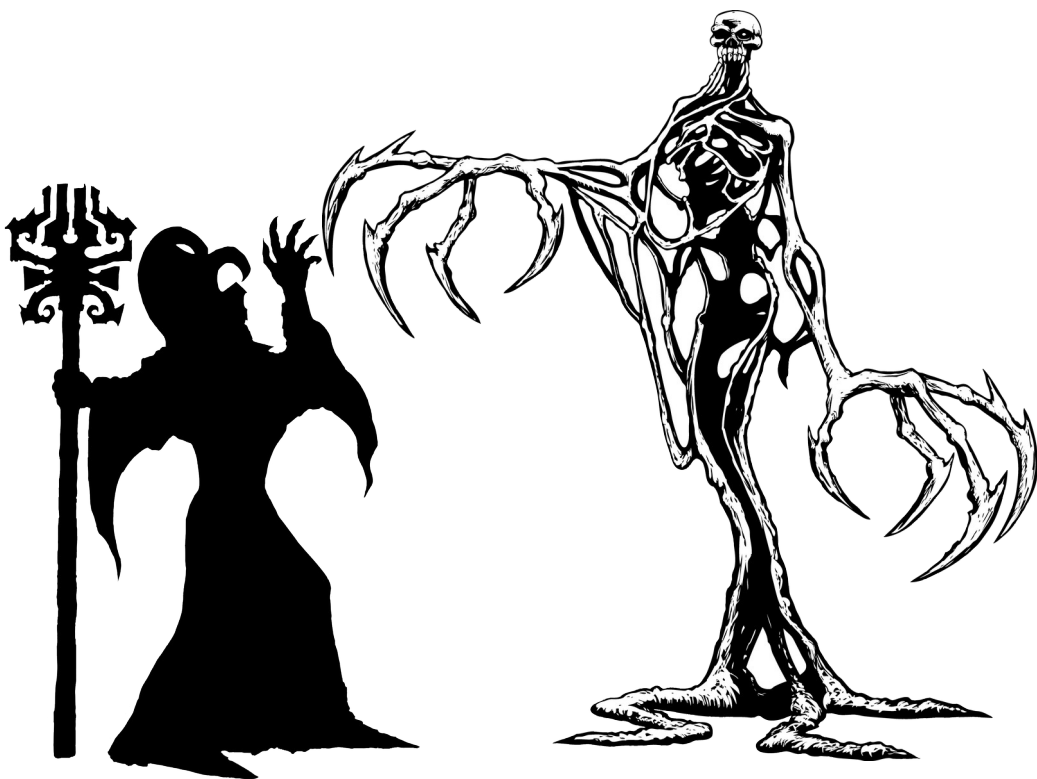
* **1/DAY EACH:** *hold person, major image, misty step*

ACTIONS

SLAM: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1D6+2) bludgeoning damage plus 18 (4D8) acid damage and 18 (4D8) necrotic damage. Additionally, the Ooze Lich is healed by this amount. Further, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

SPLIT: When an Ooze Lich is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original Ooze Lich's, rounded down. New oozes are one size smaller than the original pudding and may only attack with slam attacks.



DESCRIPTION:

A foul, oozing mass of putrescence vaguely resembling a human skeleton. It seems most of its body is composed of some sort of congealed, grayish, semi-translucent, ropy sludge. The skull seems to be the most solid part of the whole sickening thing, but upon closer scrutiny that too is shown to be some sort coagulated gel. The thing reeks of charnel house and rotten sewer.

The creature is intelligent and capable of communication via Telepathy but likely considers anything it comes across as prey. However, if an enterprising and imaginative individual manages to spark its curiosity it might be bartered with.

LORE:

Legends say these creatures are the damned remnants of sorcerers and dabblers in the dark arts that made alliances with or somehow ran afoul of certain demonic forces within the Abyss aligned to a rawer, baser form of Entropy than most demon lords.

These beings possess many of the same qualities as a standard ooze, pudding or slime but are motivated by a much keener and more malign cunning. For, they were once mortal flesh and mortal blood themselves.

In addition to consuming the flesh of their prey, they also consume its life force. It is supposed, that it is for this reason they enjoy toying with their victims. They often lure prey through illusion and other forms of artifice into compromising situations. For example, they might lead a character into a room with a concealed door that slams shut behind them, leaving them in a confined space all alone and at the tender mercies of the Ooze Lich.

While their slimy forms bear a resemblance to common low-life oozes and puddings, they are actually composed of ectoplasm and charged with necrotic energy.

ECOLOGY:

These disgusting things are undead and as such, many mortal necessities and frailties no longer affect them. But it has been surmised that they do weaken over time if denied flesh. Some argue, mere flesh and blood will not sustain

them indefinitely, but they must inflict pain and suffering and bask in the miasma of woe. They say these agglomerations of foulness crave misery as flowers do the light of the sun.

They can be found at the bottom of spiked pits waiting to sup on the last breath of an unlucky soul. They can be found slithering through the blood-soaked muck of battlefields. They may even be found in the sewers and latrines of plague-ridden populations. Nothing is beneath them.

SEEDS:

1.) Whilst exploring an environment, a member of the party is separated from the group. This will be by the design of an Ooze Lich. The separation will likely place the party member in a tight and possibly enclosed space. A space that would make drawing a sword or using somatic components difficult. Once the character is isolated, the Ooze Lich will begin to fill the space with its own form, engulfing them. It will prattle on and insult the character telepathically as its mere presence destroys them, dissolving their flesh and stealing their life.

2.) A once flourishing, now ruined mining village, marked on old maps as being three miles from a plague-ridden wasteland, is rumored to possess fabulous treasures. The PCs have been contracted to seek out the laboratory of an infamous wizard and retrieve as many of his notes and implements as possible. The client wants the research, but gives the party leave to take whatever else they want. What the PCs will not know is that the wizard in question moved to this isolated mining town to more easily commune with some foul spirit from deep within the bowels of the earth. The wizard was at some point transformed into an Ooze Lich and still lurks around its laboratory and the nearby plague-ridden wasteland. The Ooze Lich may even be responsible for the plague.

LOOT:

The usual loot in an Ooze Lich's nest will be exceedingly random but should always include at least D6 books of blasphemous, eldritch lore. These books might cover topics such as demon invocations, planar travel and summoning, as well certain alchemical rites to create more of their wretched kind. These items are intended to be in addition to the usual trove indicated for a creature of this CR.

THAUMAGRUE

Huge fiend (demon), chaotic evil

ARMOR CLASS: 18 (*natural armor*)

HIT POINTS: 250 (20D12+120)

SPEED: 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHR
26 (+8)	10 (+0)	23 (+6)	18 (+4)	10 (+0)	16 (+3)

SAVING THROWS: *Str +13, Dex +5, Con +11*

SKILLS: *Deception +8, Insight +5, Perception +5*

DAMAGE RESISTANCES: *cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons*

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *blindsight 120 ft., passive Perception 15*

LANGUAGES: *Abyssal, telepathy 120 ft.*

CHALLENGE: 14 (11,500 XP)

FEATURES

INNATE SPELLCASTING: The Thaumagruue's spellcasting ability is Intelligence (spell save DC16). The Thaumagruue can innately cast the following spells, requiring no material components:

* **AT WILL:** *charm person, detect magic, dispel magic*

* **3/DAY EACH:** *blade barrier, invisibility, mass suggestion*

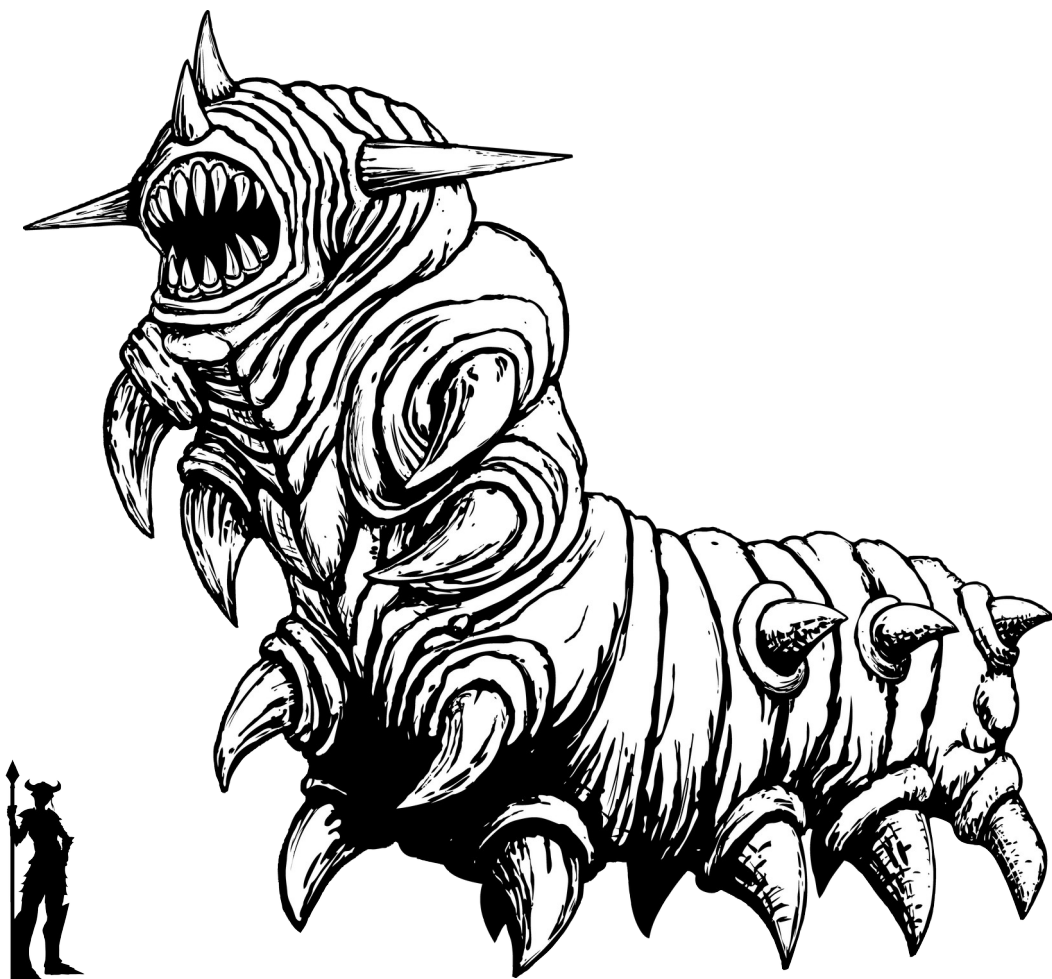
* **1/DAY EACH:** *plane shift*

ACTIONS

BITE: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. Hit: 41 (6D10+8) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC18 Dexterity saving throw or be swallowed by the Thaumagruue. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Thaumagruue, and it takes 21 (6D6) acid damage at the start of each of the Thaumagruue's turns. If the Thaumagruue takes 30 damage or more on a single turn from a creature inside it, the Thaumagruue must succeed on a DC18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Thaumagruue. If the Thaumagruue dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. Additionally, the spells and spell slots of any arcane casters eaten by a Thaumagruue can be utilized by it until cast.

BITE: *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 60 (8D12+8) piercing damage. Additionally, the target must succeed on a DC18 Strength saving throw or be knocked prone.

VOMIT ZOMBIES: The Thaumagruue regurgitates 7 (2D6) medium sized zombies. On the following turn they will act.



DESCRIPTION:

An immense demoniac caterpillar like thing. It towers over you, easily the size of an inn. The thing lacks much of a face other than rubbery lips, a jutting chin and a gaping fang-filled maw. Its lumpen, alien head is bedecked in horns.

The hideous thing's limbs are dirty spikes of sharpened bone. It appears quite capable of doing considerable damage with them. The whole of its pudgy bulk is armored in a thick gray-green leathery hide.

Although the immense brute is obviously an evil and malignant thing from some infernal pit, when it speaks into your mind it is well-mannered and polite. Its mental voice is quite charming and has both a conciliatory and regal quality to it.

LORE:

Thaumagruae are thought to be the demonic incarnation of souls driven mad with power lust as well as a pursuit of magic. They can sense and dispel magic at a whim. They also have the ability to absorb the magic of any arcane spellcaster they eat.

Thaumagruae can charm most beings with relative ease. They are fond of using this tactic to lure a victim close in order to eat them whole once their back is turned. The loathsome beasts laugh and laugh every time they successfully employ this tactic.

If ever in need of reinforcements or servants, a Thaumagruae can regurgitate the corpses of those it has consumed. These half-digested masses of rancid meat will animate to serve the will of the Thaumagruae moments later. It's rumored by many sages, that these unfortunate souls must labor in the service a Thaumagruae for 666 days.

Despite its bulk and obvious lack of maneuverability, it is quite fast. It can also climb at a rapid rate. In addition to its ability to absorb the magic of its victims, it has several magical abilities of its own. Most notably, it can charm lesser minds with relative ease and travel betwixt the planes.

ECOLOGY:

Thaumagruae, like all demons, are native to the infernal realms. Being more closely aligned with chaotic energies they tend to manifest within The Abyss.

However, they can travel from plane to plane with little effort and as such appear anywhere throughout the Multiverse.

As supernatural beings with radically different biological functions to mortal beings, the Thaumagrue have no need to eat, drink or sleep. They are resistant to many forms of damage from various sources including elemental forces.

SEEDS:

1.) A wizard's academy has been targeted by a Thaumagrue and its rotten entourage. So far, the headmaster has proven potent and cunning enough to preserve the sanctuary and protect his wards. But his strength is failing and the call has gone out to heroes of the realm.

2.) One of the party members has fallen under the sway of a Thaumagrue. The individual is convinced the Thaumagrue is a trusted friend. The party member convinces the rest of the party to join them on a multiplanar quest to hunt evil wizards. Once the party has agreed the character reads a scroll which transports them to the lair of a disguised Thaumagrue. The Thaumagrue provides the party with magic items and other things they might need in their quest. The party is instructed that the wizards must be captured and brought to the Thaumagrue alive. Once the quest is complete, the Thaumagrue may or may not reveal its true identity.

LOOT:

Thaumagrue carry little of their treasure with them. And, their hoards are always very well hidden. However, if the party manages to find the Thaumagrue's trove it always contain vast amounts of wealth, especially magical items. It is advisable the DM boost the value of the magic items in the hoard by at least 150%. Additionally, don't be shy about cursed or sentient items. Thaumagrue are likely to keep a large number of them as well.

TOOTHSTONE

Large monstrosity, neutral evil

ARMOR CLASS: 118 (natural)

HIT POINTS: 105 (10D10+50)

SPEED: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHR
19 (+4)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	6 (-2)

SKILLS: Perception +4, Stealth +6

DAMAGE RESISTANCES: bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantite

CONDITION IMMUNITIES: blinded, charmed, deafened

SENSES: blindsight 120 ft., passive Perception 14

LANGUAGES: Deep Speech

CHALLENGE: 6 (2,300 XP)

FEATURES

FALSE APPEARANCE: While the Toothstone remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

GRAPPLER: The Toothstone has advantage on attack rolls against any creature grappled by it.

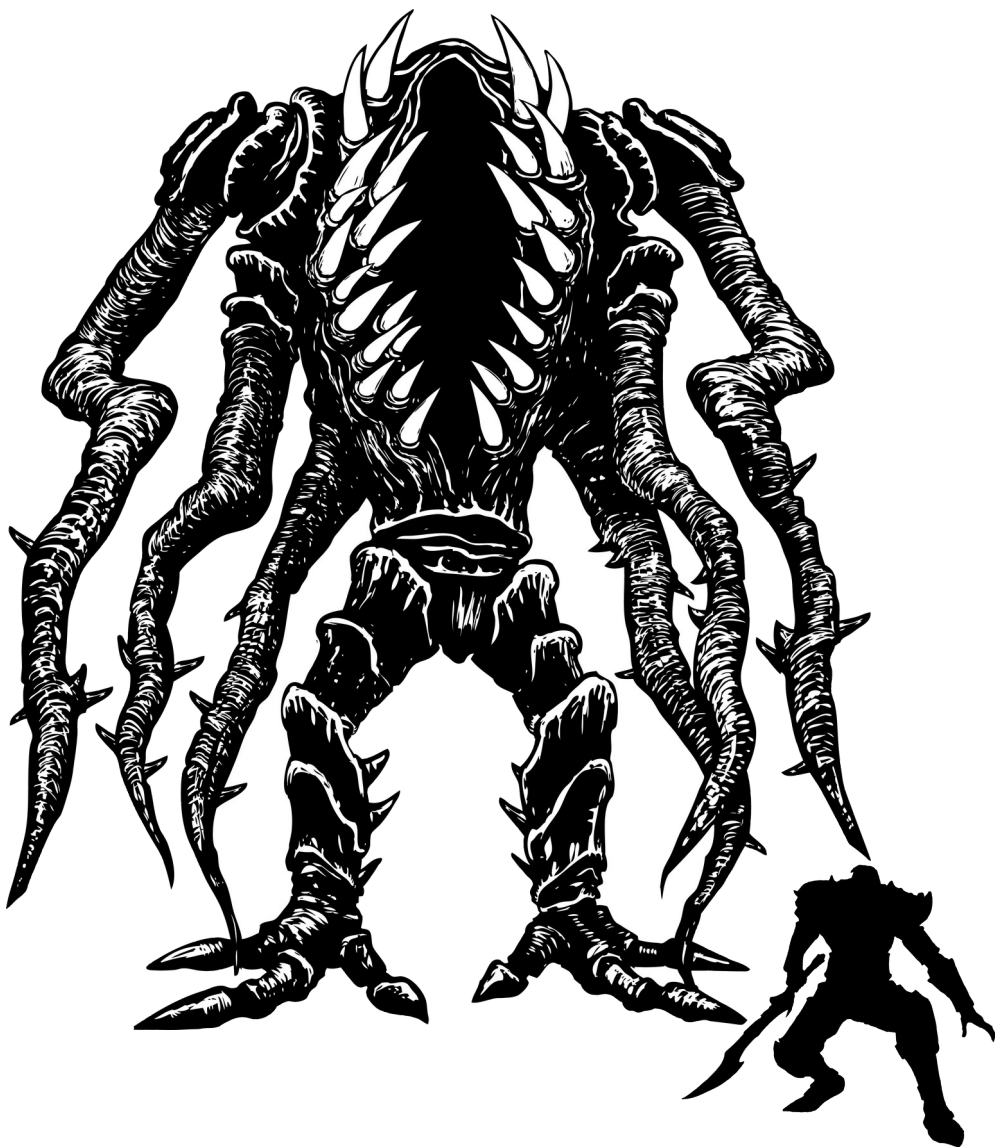
ACTIONS

MULTIATTACK: The Toothstone makes two tentacle attacks and one bite attack.

TENTACLE: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1D8+4) bludgeoning damage plus 4 (1D8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC13) and restrained until the grapple ends. The Toothstone has six tentacles, each of which can grapple one target. Additionally the target must succeed on a DC13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TENTACLE SLAM: The Toothstone slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC14 Constitution saving throw or take 11 (2D6+4) bludgeoning damage and be stunned until the end of the Toothstone's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

BITE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2D10+4) piercing damage plus 18 (4D8) acid damage.



DESCRIPTION:

Out of the corner of your eye you witness the startling transformation of a large rock formation. Six barbed tentacles slowly emerge from the central mass. A long seam then opens along its vertical axis and large, jagged teeth extrude from the either side revealing a large, fearsome mouth. Two segmented legs with clawed feet telescope from the bottom of the thing lifting the whole creature to about twice the height of a man or roughly the size of an ogre. Eerily enough, the whole transformation was done in near complete silence. If you had not noticed its metamorphosis, the thing would have easily ambushed you.

The creature is reasonably intelligent and capable of Deep Speech but it regards anything fleshy that it encounters as food.

LORE:

Toothstones are ambush predators primarily found deep below ground and in very rocky environments. They appear to have no visible sense organs but are able to perceive their immediate environment nonetheless. Their long, barbed tentacles are quite dangerous. These tentacles have considerable reach and Toothstones are very adept at using them to entangle prey. The tentacles can cause paralysis which is convenient when grappling multiple victims at a time. The Toothstone is fond of slamming its prey together or against stone to daze and soften them up prior to digestion. The spittle of the Toothstone is quite acidic as well, this allows them to more fully digest their victims and their gear.

Despite their considerable bulk and rocky exterior they are quite stealthy. Their rocky hide also affords them decent protection from melee and missile attacks. They seem to be resistant to charm magic.

Although typically encountered right-side up, Toothstones are capable of climbing and attaching themselves to ceilings so that they might hang overhead. However, they cannot attack from this position and must drop to the floor to attack. They always land on their feet in a rather disturbing and cat-like fashion.

Toothstones will often form alliances with other evil monsters to serve as guards of a shared territory.

ECOLOGY:

These monsters are most often encountered underground and in rocky environments, places where their camouflage would be the most useful. They are omnivores that consume anything they can but definitely favor meat. Their acidic saliva allows them to digest metal, leather, flesh and bone. They are intelligent, capable of speech and do form social groups but seem to have no culture. It is assumed they reproduce asexually.

SEEDS:

1.) A mining community at the edge of the kingdom has discovered an abundant vein of precious and exotic ores (certainly gold but also possibly mithril and adamantine). Unfortunately, the vein is also claimed by some sort of foul subterranean race (evil dwarves, dark elves, kobolds, etc.) which have made allies of several nasty Toothstones and possibly fouler creatures like Otyughs and Trolls.

2.) They say a monastery of a long-dead faith in the harsh and distant mountains contains an artifact of incredible power. But in the many years since the fall of the religion, the environs of the monastery has been taken over by a brutal, monstrous tribe (orcs, ogres, evil giants, etc.). The trek up the mountain will be perilous and fraught with danger. Monsters such as Toothstones will harass the party as they ascend to the monastery. What else might they encounter?

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating, all Toothstones will have twice the expected hoard of gems.

TORMENTOR

Large fiend, lawful evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 85 (10D10+30)

SPEED: 40 ft.

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

SAVING THROWS: *Str +7, Dex +7, Con +6*

SKILLS: *Deception +4, Insight +7, Perception +7, Stealth +10*

DAMAGE RESISTANCES: *cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered*

DAMAGE IMMUNITIES: *fire, poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *darkvision 120 ft., passive Perception 15*

LANGUAGES: *Infernal, telepathy 120 ft.*

CHALLENGE: 5 (1,800 XP)

FEATURES

AMBUSHER: The Tormentor has advantage on attack rolls against any creature it has surprised.

DEVIL'S SIGHT: Magical darkness doesn't impede the Tormentor's darkvision.

MAGIC RESISTANCE: The Wyrd Weaver has advantage on saving throws against spells and other magical effects.

INNATE SPELLCASTING: The Tormentor's spellcasting ability is Wisdom (spell save DC15). The Tormentor can innately cast the following spells, requiring no material components:

* **AT WILL:** *thaumaturgy*

* **3/DAY EACH:** *darkness, detect thoughts*

* **1/DAY EACH:** *demiplane*

ACTIONS

MULTIATTACK: The Tormentor makes two attacks: one with its bite and one with its claws.

BITE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (1D10+4) piercing damage.

CLAW: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2D8+4) slashing damage.

WHIP: *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 9 (2D4+4) slashing damage plus 21 (6D6) psychic damage, and the target must succeed on a DC15 Wisdom saving throw or become stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally the target must succeed on a DC15 Strength or Dexterity saving throw or be restrained. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DESCRIPTION:

You hear a low guttural chuckle somewhere in the near distance behind you. It sounds almost as if a dire wolf or other large predator has learnt to appreciate humor. As you turn, you see a large, wiry, horned figure with eyes like pinpricks of blazing witchfire. This being seems an obvious fiend of some sort. Whether it be devil, demon or some other sundry abomination, it certainly bears you no good will.

The wretched thing leers at you from a twisted, barbed visage beneath a crown of long horns. It has skin like black oil and seems to blend into the darkness, only the sheen of light on the angles of its form and its blazing eyes reveals its presence. Its limbs appear to be horned and barbed as well. It is naked save for a girdle of brass and leather. Its hands are long and wicked claws. One of them grips a whip that seems to twitch and flex with an inexplicable sentience all its own.

Although the being is clearly possessed of malevolent will and intent, it does not immediately attack. You can hear its voice inside your head. It asks you why you are here. What you are doing, and, why it should not kill you?

LORE:

Many believe these fiends are created from the souls of torturers and sadists. It is thought, that after unknowable gulfs of time in the infernal realms, they are stripped of their humanity and anything resembling compassion. They are then forged anew into these devilish tormentors of living darkness. In their new form and station they are given an unholy remit to blast and excoriate any they deem fit for their lash.

These beings are indeed fearsome and deceptive, but their tactics in combat are fairly straightforward. They will first employ their wretched lash against a target. They are quite skilled with it and capable of entangling most targets easily enough. But beware! The kiss of the lash also wracks the victim with excruciating pain and paralysis. Many that have survived encounters with these monsters claim to have seen visions of hell whilst held in the agonizing coils. Once the creature has entangled a victim thusly, it will reel them in to rend them with tooth and claw.

Tormentors are not unreasoning beasts however, and a convincing argument or barter is always possible. Many recount the beings being totally uninterested in wealth. Some tell of their grace being won by tattling upon a wicked and degenerate noble. And a smaller group still, have told of the beings accepting magical items or lore in exchange for their safety.

ECOLOGY:

These monsters can be encountered anywhere although their natural environment is extraplanar, primarily within The Nine Hells. Being a supernatural creature with very dissimilar biology to mortals, Tormentors do not need to eat, drink, sleep or breathe. They are resistant to many forms of damage and entirely immune to fire and poison.

SEEDS:

1.) A Tormentor has sought out the party for assistance. It offers them magic items and other riches for their assistance in the capture of an individual. The individual is likely to be a wicked and debauched individual. The Tormentor greatly desires to expedite the rancid soul's journey to a just reward. Perhaps the Tormentor's masters want to recycle the debased soul as quickly as possible for some dreadful purpose.

2.) The party happens across a fortified keep atop a virtual pillar of stone. The keep seems abandoned but the party is drawn to it for some reason. It all but exudes the promise of untold riches and adventure. Unfortunately the keep is at least one hundred yards of open chasm away. And the bottom of the chasm cannot be seen with the naked eye. Assuming the party manages to cross, they find themselves soon accosted by a raving madman in the tattered remains of fine clothing. The wretched fellow is going on about some black fiend that has been tormenting him. Unbeknownst to the party, they have just entered the jail of a Tormentor where it can go about its work at leisure thanks to the natural barrier the party just crossed.

LOOT:

In addition to the usual loot appropriate for a creature of this Challenge Rating, all Tormentors will have a few unusual items. All Tormentors will have a large-sized whip that may be enchanted. They will also have several sets of manacles which magically re-size to fit any wrists. Other items might include a scrying mirror, a large ring of brass keys, a tome of summoning, etc. And finally, there is a 1 in 6 chance of finding a journal cataloging the prisoners it has placed it solitary confinement within various demiplanes.

Appendix

MONSTERS BY CHALLENGE RATING

CR4 **Foldmage**

Golgrek

Logrivla

CR5 **Azdul**

Bool

Kagara

Ooze Lich

Tormentor

CR6 **Toothstone**

CR7 **Gargavorax**

Hazakih

CR14 **Thaumagrue**

CR21 **Cindergard**

DESIGNATION OF PRODUCT IDENTITY

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