



HOB

# MONSTER A DAY COMPENDIUM

# 2.0

Homebrew  Content

A COLLECTION OF HOMEBREW MONSTERS  
FOR THE WORLD'S GREATEST ROLEPLAYING GAME





Her life is the brood  
The brood is her life

## ARACHNID QUEEN

Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 84 (11d12 + 12)

**Speed** 30ft, climb 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	1 (-5)	11 (+0)	1 (-5)

**Skills** Stealth +6, Intimidation +3

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Arachnid Sense.** The queen can sense the actions of all spider creatures within 150ft

### Multiattack.

The queen makes two attacks: one with its bite and one with its web shot.

### Spider Climb.

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

### Web Walker.

The queen ignores movement restrictions caused by webbing.

### Web Sense

While in contact with a web, the queen knows the exact location of any other creature in contact with the same web.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 4 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web Shot.** reach 30/60 ft., one creature. Target must make a DC 12 Dexterity saving throw. On a fail the target wrapped tight with sticky web and falls prone, unable to move. A DC 10 saving throw must be made to be freed of the web.

**Queen's Cry** The queen lets out a loud screech, creatures within 20ft must make a DC 10 wisdom saving throw or be intimidated for 1 turn. While intimidated the creature hesitates and cannot make advancing movement on the queen and attack rolls are at disadvantage.



# ARCANAMITE

*Beautiful to look at, horrific to come across,*

Arcanamites scuttle through the deep places of the world, creating massive hive networks that stretch for miles. Drawn to magical energy, they nest closely to area rich in arcane power, draining the region dry. Magic bounces harmlessly from Arcanamites as they swarm around their targets, burrowing into them with razor-sharp pincers and needle beaks.



## ARCANAMITE

*Small monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Damage Vulnerabilities** bludgeoning

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

**Magic Scent.** The arcanamite can pinpoint, by scent, the location of a creature that can cast spells within 60 feet of it.

**Reflective Carapace.** Any time the arcanamite is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the arcanamite is unaffected. On a 6, the arcanamite is unaffected, and the effect is reflected back at the caster as though it originated from the arcanamite, turning the caster into the target.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the arcanamite can attach itself to the target. The arcanamite can be removed if a creature takes an action and succeeds on a DC 15 Strength check against it. The arcanamite detaches if it takes fire damage. Until the arcanamite detaches, it can't bite another target.

**Leech Magic.** If the arcanamite is attached to a creature with spell slots, roll a d4. The target loses a spell slot of that level, or the next highest level if it has no spell slots of that level. If the arcanamite has leeches a number of spell slots with a combined level of 8 or more, it detaches from the creature.

**Prized Possession.** Partially made of arcane-infused gem, an Arcanamite's carapace is valuable to spellcasters and rare jewelcrafters. Expeditions to Arcanamite hives, while dangerous, can provide a fortuitous haul. Spellcasters will sometimes attempt to capture an Arcanamite alive, using it as a defender or to harry other arcane-users.

**Swarm Fighters.** Arcanamites sense arcane energy, moving to the most potent source first. They use needle-like barbs to latch onto their target, draining arcane energy. Arcanamites are rarely alone, living and fighting in large swarms. Once they sense magic energy, Arcanamites rush toward their target, ignoring the attacks and magic that bounce off of their resistant shell.

**Dangerous Friends.** Arcanamites that are kept by lords and spellcasters are not trustworthy pets. Unless an adequate amount of arcane energy is given, Arcanamites will attempt to kill their captors, draining them of their magic or return to their hive.

**Addictive Qualities.** The sensation left by Arcanamite draining is both painful but highly stimulating. Occasionally, spellcasters who experience this effect grow dependent of it. Arcanamites will remain latched on a target for years, draining arcane energy from their host. While the victim is lost in the experience.





## ARMED SKELETON

*Medium undead, lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	6 (-2)

**Skills** Athletics +3

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Armed Advantage.** The skeleton has advantage on Strength (Athletics) checks made to grapple.

### ACTIONS

**Multiattack.** The skeleton makes four melee attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.





## AZURE ENCHANTER

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

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

**Skills** Perception +4, Persuasion +6

**Senses** passive Perception 14

**Languages** any two languages

**Challenge** 7 (2,900 XP)

**Spellcasting.** The enchanter is a 9th-level spellcaster. Its spellcasting ability is Charisma (save DC 14, +6 to hit with spell attacks). The enchanter knows the following sorcerer spells:

Cantrips (at will): *blade ward*, *light*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *mage armor*, *shield*

2nd level (3 slots): *hold person*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*

4th level (3 slots): *confusion*, *dominate beast*

5th level (1 slot): *dominate person*

### ACTIONS

**Mind Lash.** Ranged Spell Attack: +6 to hit, range 30/60 ft., one creature. *Hit:* 11 (2d10) psychic damage and the creature has disadvantage on Wisdom saving throws until the end of the enchanter's next turn.

### REACTIONS

**Invoke Doubt.** If the enchanter is the target of an attack and can see the attacker, it imposes disadvantage on the attack roll.



## AZURE MIND SCULPTOR

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

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

**Saving Throws** Wis +6, Cha +9

**Skills** Deception +9, Perception +6, Persuasion +9

**Senses** passive Perception 16

**Languages** any three languages

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

**Enthralling Aura.** Attack rolls against the mind sculptor have disadvantage.

**Spellcasting.** The mind sculptor is a 13th-level spellcaster. Its spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). The mind sculptor knows the following sorcerer spells:

Cantrips (at will): *blade ward*, *light*, *mage hand*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *mage armor*, *shield*

2nd level (3 slots): *hold person*, *suggestion*

3rd level (3 slots): *counterspell*, *dispel magic*

4th level (3 slots): *confusion*, *dominate beast*

5th level (2 slots): *dominate person*, *seeming*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *prismatic spray*

### ACTIONS

**Melt Mind.** Ranged Spell Attack: +9 to hit, range 60/120 ft., one creature. *Hit:* 16 (3d10) psychic damage, and the creature must succeed on a DC 17 Wisdom saving throw or become stunned until the end of the mind sculptor's next turn.

**Pacify.** The mind sculptor targets one creature that it can see within 60 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed. The charmed creature can't attack or otherwise harm another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The mind sculptor can have only one target charmed at a time in this way. If it charms another, the effect on the previous target ends.





## BANELING

*Small fiend (demon), chaotic evil*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	11 (+0)	3 (-4)

**Damage Immunities** acid

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Abyssal but can't speak

**Challenge** 1/2 (100 XP)

**Death Burst.** The baneling explodes when it drops to 0 hit points. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) acid damage.



## BEAST OF ILL OMEN

*Large monstrosity, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

**Aura of Misfortune.** Bad luck radiates from the beast in an aura with a 60-foot radius. Hostile creatures in that area have disadvantage on attack rolls, ability checks, and saving throws.

**Unfavorable Target.** The beast is unaffected by critical hits.

### ACTIONS

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







## BEHOLDER DRAGON

Large aberration (dragon), neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 179 (17d10 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	17 (+3)	14 (+2)	18 (+4)

**Saving Throws** Dex +5 Con +10 Int +8 Wis +7 Cha +9

**Skills** Stealth +6 Perception +13

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** common, deep speech, draconic, undercommon

**Challenge** 15 (13000 XP)

**Antimagic Cone.** The beholder dragon's central eye creates an area of antimagic, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the beholder dragon decides which way the cone faces and whether the cone is active. The area works against its own eye rays and targets inside of it cannot be affected by banishing breath.

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

### ACTIONS

**Multiattack.** The beholder dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 5 (4d6+8) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 5 (2d6+8) bludgeoning damage.

**Banishing Breath (Recharge 5-6).** The beholder dragon exhales a dimensional rift in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Charisma saving throw, or be banished. If the beholder dragon uses its breath weapon again before the duration of the effect, all other previously affected targets reappear.

**Eye Rays.** The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. **Paralyzing Ray.** The targeted creature must succeed on a DC 16 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.

3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.

4. **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

### LEGENDARY ACTIONS

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

**Eye Ray.** The beholder uses one random eye ray.



## BLACK KNIGHT

Black knights were Lord Gwyn's elite warriors, and often his personal guard. These fearless warriors were once clad in silver like their brothers in Anor Londo, but after the Witch of Izaeth accidentally unleashed chaos and demons into Lordran, their main task became to hunt and exterminate these new evils. After years of fighting demons, their silver armor was burnt black and tempered from the fiery chasm of Izaeth. After Lord Gwyn left to rekindle the First Flame and keep the darkness at bay, the black knights who were left behind wandered through Lordran, forever hunting undead and demons in the name of their king.

### BLACK KNIGHT

*Medium humanoid, lawful neutral*

**Armor Class** 16 (Burnt Breastplate)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft.

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

**Skills** Athletics +9, Perception +5

**Damage Resistances** bludgeoning, fire, piercing, slashing

**Senses** passive Perception 11

**Languages** Common

**Challenge** 12 (8400 XP)

**Versatile.** The black knight has a variety of weapons at his disposal. He has a longsword and shield, a greatsword, and a halberd. He can use a bonus action to switch his weapons. While he is wielding the longsword and shield, his AC increases by 2.

#### ACTIONS

**Multiattack.** The black knight can make 3 longsword attacks, 2 greatsword attacks, or 2 halberd attacks.

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

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 12 (2d6+5) slashing damage.

**Halberd.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 10 (1d10+5) slashing damage.

#### REACTIONS

**Parry.** When the black knight is hit by a melee attack, he can make a Strength (Athletics) check against the attack roll. If the Strength (Athletics) check is higher than the attack roll, he takes no damage from the attack, and can immediately make an attack against the original attacker.





# Bone Golem

A Bone Golem is the defiled abomination of animated skeletons crafted into a singular entity that desires nothing more than to add more material to its hideous form. Similar to other golems, Bone Golems serve the commands of their masters, following them with disturbing ferocity and precision. Sharing traits with its lesser skeletal counterparts, Bone Golems do not try to damage themselves to reach a goal, instead resorting to try a door handle rather than harm themselves by breaking through it.

Necromancers who have created these monstrosities also have the presence of mind to make the Bone Golem itself a master of bone. Capable of gathering bones together into a prison for its victims, Bone Golems serve adeptly as guards of ancient tombs or its master's personal studies.

An empty shell driven by negative energy, the many heads of the Bone Golem still quietly whisper with the pain and suffering of those used to create the construct. Faint screams and cry echo from Bone Golems.

“

At first we scoffed as the bones rattled, then when the entire pile rose, we fled – the screams of the overconfident filling the air behind us.”

– Kendrick Hilt Thief of the Black Nine

## BONE GOLEM

Large construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 9 (5,000 XP)

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

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

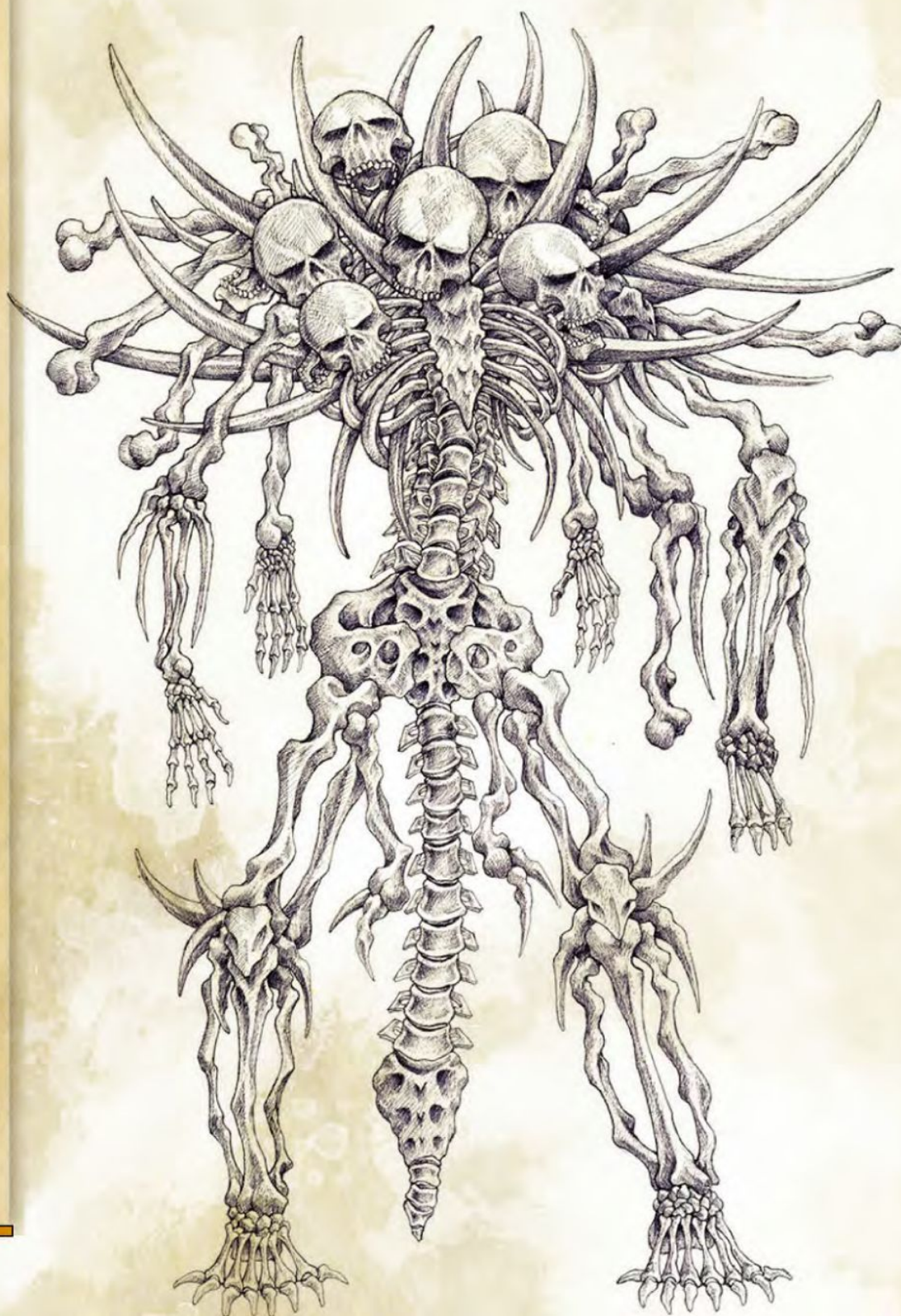
**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

**Bone Prison.** The golem targets one creature it can see within 60 feet of it. A prison of magical bones surrounds the creature. The target must make a DC 15 Dexterity saving throw or become restrained. The restrained creature can break free by succeeding on a DC 20 escape check, or by destroying the bone prison (AC 20; 50 hit points; immunity to poison and psychic damage). The golem can only have one bone prison active at a time. It may dismiss the bone prison as a bonus action.



Art Credit: Yunus Kocatepe





## BROOD BUTCHER

*Huge aberration, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	14 (+2)	7 (-2)

**Saving Throws** Wis +6

**Skills** Perception +6

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

**Languages** -

**Challenge** 9 (5,000 XP)

**Alien Mind.** The butcher has advantage on Wisdom saving throws.

**Ingest Scion.** As a bonus action, the butcher can ingest an eldrazi scion within 10 feet of it, destroying the scion. The butcher then regains use of Consume.

### ACTIONS

**Multiattack.** The butcher makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the butcher can't constrict another target.

**Consume (1/Day).** The butcher targets one creature that it can see within 60 feet of it. The target must make a DC 16 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, its body becomes a pile of white dust.



## BROOD MONITOR

*Huge aberration, chaotic evil*

**Armor Class** 12

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

**Saving Throws** Wis +5

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** -

**Challenge** 7 (2,900 XP)

**Alien Mind.** The monitor has advantage on Wisdom saving throws.

### ACTIONS

**Multiattack.** The monitor makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**Constrict.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the monitor can't constrict another target.

**Spawn Scion (3/Day).** The monitor spawns an eldrazi scion that appears in an unoccupied space within 5 feet of it.





## BULLYWUG SHAMAN

Medium humanoid (bullywug), neutral evil

**Armor Class** 14 (hide armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	9 (-1)	15 (+2)	10 (+0)

**Skills** Perception +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Bullywug

**Challenge** 2 (450 XP)

**Amphibious.** The bullywug can breathe air and water.

**Speak with Frogs and Toads.** The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

**Spellcasting (Bullywug Form Only).** The bullywug is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The bullywug has the following druid spells prepared:

Cantrips (at will): *druidcraft, shape water, shillelagh*

1st level (4 slots): *fog cloud, create or destroy water, cure wounds*

2nd level (3 slots): *invisibility, misty step*

3rd level (2 slots): *tidal wave, wall of water*

**Swamp Camouflage.** The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

**Standing Leap.** The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

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

**Change Shape (Recharges after a Short or Long Rest).** The bullywug magically polymorphs into a giant toad, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics are replaced by the statistics of a giant toad, but it retains its Intelligence, Wisdom, and Charisma scores. Any equipment it is wearing merges into the new form. It reverts to its true form if it dies.







## BURNING SKELETON

*Medium undead, lawful evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

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

**Damage Vulnerabilities** bludgeoning, cold

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Heated Body.** A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

**Heated Weapons.** Any weapon the skeleton wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

### ACTIONS

**Multiattack.** The skeleton makes two melee attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.





## CAUSTIC CRAWLER

*Medium monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** -

**Challenge** 4 (1,100 XP)

**Acidic Blood.** A creature that hits the crawler with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

**Caustic Fumes.** Any creature that starts its turn within 10 feet of the crawler must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the crawler's fumes for 24 hours.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) acid damage.

**Acid Spray (Recharge 6).** The crawler spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.





## CAPRA DEMON

*Large fiend (demon), chaotic evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	8 (-1)	10 (+0)	6 (-2)

**Saving Throws** Str +8, Dex +7, Con +7

**Skills** Athletics +11

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Infernal

**Challenge** 6 (2300 XP)

**Aggressive.** As a bonus action, the demon can move up to its speed toward a hostile creature that it can see.

**Multiattack.** The demon makes two machete attacks.

**Rampage.** When the demon reduces a creature to 0 hit points with a melee attack on its turn, the demon can take a bonus action to move up to half its speed and make a single machete attack.

### ACTIONS

**Machete.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 18 (3d8+5) slashing damage.



## CEASELESS DISCHARGE

The only son of the Witch of Izaeth, the Ceaseless Discharge was once a powerful pyromancer, until the terrible event that cursed his mother and sister corrupted him as well. Now a huge, deformed demon, he constantly spews lava from his body, resulting in incredible constant agony and suffering. Left with only the corpse of his elder sister and the gates to Izaeth, he guards the tomb of his family's legacy.

### CEASELESS DISCHARGE

*Gargantuan, chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 217 (14d20 + 70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	16 (+3)	18 (+4)	12 (+1)

**Saving Throws** Con +10, Wis +9

**Skills** Arcana +8, Athletics +11

**Damage Immunities** fire

**Damage Resistances** bludgeoning, piercing, slashing

**Senses** passive Perception 14

**Languages** Abyssal

**Challenge** 14 (11500 XP)

**Molten Body.** Ceaseless Discharge's attacks deal an additional 4d6 fire damage (included in the attack).

#### ACTIONS

**Multiattack.** Ceaseless Discharge makes 3 tentacle attacks.

**Tentacle Slam.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., *Hit:* 17 (2d10+6) bludgeoning damage, plus 14 (4d8) fire damage.

**Fire Cone (Recharge 5-6).** Ceaseless releases fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.







## CHAINER GEIST

*Medium undead, chaotic evil*

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The geist can see 60 feet into the Ethereal Plane when it is on the Material plane, and vice versa.

**Incorporeal Movement.** The geist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Multiattack.** The geist makes two attacks with its chains.

**Chain.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 13) if the geist isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 3 (1d6) necrotic damage at the start of each of its turns.

**Etherealness.** The geist enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.





## CHAMAELEAN

*Small humanoid (chamaeleon), neutral*

**Armor Class** 14 (hide armor)

**Hit Points** 10 (3d6)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (+0)	10 (+0)	14 (+2)	10 (+0)

**Skills** Perception +6, Stealth +6

**Senses** passive Perception 16

**Languages** Common, Chamaeleon

**Challenge** 1/2 (100 XP)

**Camouflage.** The chamaeleon has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

### ACTIONS

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Tongue.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. Instead of dealing damage, the chamaeleon can attempt to disarm the target, forcing it to drop one item of the chamaeleon's choice that it's holding. The target must make a DC 10 Strength saving throw. On a failed save, the chamaeleon takes the object and holds it with its tongue.





## ANCIENT CHRONOMANCER

Medium humanoid construct, neutral

**Armor Class** 16 (natural armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft.

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

**Saving Throws** Int + 6, Wis +5  
**Skills** Arcane +6, History +6  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** any four languages  
**Challenge** 7 (2,900 XP)

**Spellcasting.** The chronomancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The chronomancer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *mage hand*, *ray of frost*, *prestidigitation*  
 1st level (4 slots): *detect magic*, *expeditious retreat*, *magic missile*, *shield*  
 2nd level (3 slots): *hold person*, *misty step*  
 3rd level (3 slots): *blink*, *haste*, *slow*  
 4th level (3 slots): *banishment*, *dimension door*  
 5th level (1 slot): *cone of cold*

### ACTIONS

**Unmake.** The chronomancer chooses one creature it can see within 60 feet of it, causing the target's flesh to rapidly age and decompose. The target must make a DC 14 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Slow Projectile.** If the chronomancer is targeted by a ranged attack, it can alter the flow of time nearby, causing incoming projectiles to slow down. Until the start of its next turn, the chronomancer has a +10 bonus to AC against ranged attacks.

## TIMELESS CHRONOMANCER

Medium humanoid construct, neutral

**Armor Class** 18 (natural armor)  
**Hit Points** 150 (20d8 + 60)  
**Speed** 30 ft.

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

**Saving Throws** Int + 10, Wis +7  
**Skills** Arcane +15, History +15  
**Damage Resistances** damage from spells  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** all  
**Challenge** 14 (11,500 XP)

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

**Spellcasting.** The chronomancer is a 20th-level spellcaster. Its spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks). The chronomancer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *mage hand*, *ray of frost*, *prestidigitation*  
 1st level (4 slots): *detect magic*, *expeditious retreat*, *magic missile*, *shield*  
 2nd level (3 slots): *hold person*, *misty step*  
 3rd level (3 slots): *blink*, *haste*, *slow*  
 4th level (3 slots): *banishment*, *dimension door*  
 5th level (3 slots): *cone of cold*, *wall of force*  
 6th level (1 slot): *globe of invulnerability*  
 7th level (1 slot): *teleport*  
 8th level (1 slot): *maze*  
 9th level (1 slot): *time stop*

**Stretch Time (Recharge 5-6).** The chronomancer can take one additional action on its turn.

### ACTIONS

**Expose Paradox (Recharge 5-6).** The chronomancer chooses one creature it can see within 60 feet of it, revealing to it a paradox in the space-time continuum. The target must make a DC 18 Wisdom saving throw, taking 42 (12d6) psychic damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Rewind.** When the chronomancer or another creature makes an attack roll, saving throw, or ability check, it must remake the roll and use the new result.





## CLOCKWORK DRAGON

Huge construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	11 (+0)	5 (-3)

**Saving Throws** Dex +5, Con +10

**Skills** Perception +10

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** truesight 60 ft., darkvision 120 ft., passive Perception 20

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

**Challenge** 14 (11,500 XP)

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

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

**Self Destruct.** When the dragon is reduced to 0 hit points, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

**Breath Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

**Fire Tar Breath.** The dragon sprays flaming tar in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is restrained (escape DC 18). While restrained in this way, a creature takes 10 (3d6) fire damage at the start of each of its turns.

**Knockout Gas Breath.** The dragon exhales knockout gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.





## CLOCKWORK PEST

*Tiny construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	1 (-5)

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 1/4 (50 XP)

**Potent Injection (1/Day).** If the pest hits a creature with its stinger, it can inject a larger dose of poison. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

### ACTIONS

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.





## CORRUPTOR

Large monstrosity, unaligned

**Armor Class** 14 (15 with shields)

**Hit Points** 142 (15d10 + 60)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

**Skills** Perception +3

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Zerg

**Challenge** 5 (1,800 XP)

**Corrosion.** When the corruptor deals damage with its caustic spray, any nonmagical armor is corroded. After dealing damage, any nonmagical armor or shield (player's choice) takes a cumulative -1 penalty to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

### ACTIONS

**Caustic Spray.** *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 16 (2d10 + 5) acid damage. If the corruptor hits with this attack and maintains it with concentration, they automatically deal damage on subsequent turns. The damage of caustic spray increases by 5 (1d10) acid damage each round it is maintained. The effect ends when the corruptor loses concentration or when the target is no longer within 60 feet of the corruptor.





"I shuddered at their wailing and cackling. This was true evil, all three heads bickering on the best way to kill my friends as I cried behind the rock"  
 - Camus, Former Caravan Guard

# COVEN HORROR

Hags represent all that is evil and cruel. A Coven Horror is evil and cruelty magnified. A wandering, agonized wretch, the Coven Horror seeks to ruin everything around it, believing that it may free itself from the horrid body it has been bound in.

## COVEN HORROR

*Large monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

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

**Skills** Deception +9, Insight +6, Perception +10

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 9 (3,900 XP)

**Wails of the Unborn.** Humanoids within 60 feet of the horror that can hear it have disadvantage on Constitution saving throws to maintain concentration.

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

### ACTIONS

**Multiattack.** The horror can use its Gaze. It then makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

**Gaze.** The horror makes one gaze at random, choosing one target it can see within 60 feet of it.

- Gaze of Agony.** The target creature must make a DC 15 Charisma saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.
- Gaze of Lethargy.** The target creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Gaze of Despair.** The target creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target becomes overwhelmed with despair for 1 minute, and has disadvantage on attack rolls, saving throws, and ability checks. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



**Vile Origins.** The Coven Horror is the result of multiple witches who had made pacts with a demon and failed to live up to their end of the agreement. The witches were fused along with the wailing bodies of children that they had sacrificed in the name of that demon in order to constantly remind them of their failure. Each head of the horror is in control of the main trunk, but they will frequently snap at either of the two heads if they feel that the other is too close to their own head. The horror is left to wander the Abyssal realm, spreading agony and despair throughout. They will take any chance to escape to the prime material plane so that they can to spread terror and death, believing that fulfilling their original pact by killing anyone they come across will release them from their torment.

**Foe of Demons.** The witches that make up this monstrosity will always remember the demon that bound them together. While prone to quickly attacking the first thing they see in hopes that it will release their bond, the three witches will occasionally listen and help those who promise to show them to their demonic lord. Coven Horrors are fickle, each of the heads continually coming up with a way to free themselves, the most common choice being to kill those nearest to them in order to gain favor with their demonic binding. Demons fear these abominations, tending to steer clear of them throughout the Abyssal plane.



## CROWLOCK

*Tiny monstrosity, chaotic neutral*

**Armor Class** 13

**Hit Points** 10 (4d4)

**Speed** 30 ft., fly 50 ft.

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

**Skills** Deception +6, Perception +4, Stealth +5

**Senses** truesight 30 ft., passive Perception 14

**Languages** Common, Deep Speech

**Challenge** 1/2 (100 XP)

**Perfect Mimicry.** The crowlock can mimic any sounds it has heard, including a person's voice. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

**Mind Pierce.** *Ranged Spell Attack:* +4 to hit, range 60/120 ft., one creature. *Hit:* 7 (1d10 + 2) psychic damage.





## CRYSTAL ELEMENTAL

*Medium elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d8 + 30)

**Speed** 30 ft., burrow 30 ft.

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

**Damage Vulnerabilities** thunder

**Damage Resistances** piercing and slashing from nonmagical weapons that aren't adamantite

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 3 (700 XP)

**Harden.** At the start of its turn, the elemental can choose to have disadvantage on all melee weapon attack rolls during that turn, but attack rolls against it have disadvantage until the start of its next turn.

**Regeneration.** The elemental regains 10 hit points at the start of its turn if it has at least 1 hit point. If the elemental takes thunder damage, this trait doesn't function at the start of the elemental's next turn.

### ACTIONS

**Multiattack.** The elemental makes two attacks with its crystal spear.

**Crystal Spear.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.







## CRYSTALLINE DRAGON

*Huge dragon, any chaotic*

**Armor Class** 20 (natural armor)

**Hit Points** 270 (20d12 + 140)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	18 (+4)	16 (+3)	26 (+8)

**Saving Throws** Dex +8, Con +13, Wis +9, Cha +14

**Skills** Insight +9, Perception +15, Intimidation +14

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 25

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

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

**Prismatic Immunity.** The dragon can use its bonus action to gain immunity to one of the following damage types: acid, cold, fire, or lightning. The immunity lasts until the dragon uses this ability again.

### ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its

turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Prismatic Breath (Recharge 5-6).** The dragon exhales multicolored rays of light. Each creature in a 60-foot cone must make a DC 21 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

**1 Red.** The target takes 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

**2 Orange.** The target takes 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

**3 Yellow.** The target takes 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

**4 Green.** The target takes 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.

**5 Blue.** The target takes 55 (10d10) cold damage on a failed save, or half as much damage on a successful one.

**6 Indigo.** On a failed save, the target is restrained. It must then make a DC 21 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition.

**7 Violet.** On a failed save, the target is blinded for 1 minute.

**8 Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

### LEGENDARY ACTIONS

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



# Cthurkey

The cthurkey has the body of a large bird without feathers, the tentacles and mouth of an octopus, and the legs of a crab. Ancient legends teach that it once was offered as a burnt sacrifice to unknown gods of gluttony, then consumed by the supplicants.

**Ravenous Appetite.** A cthurkey will eat several times own weight in food a day. Its typical diet consists of wild grains, tubers, wild berries, tree berries, small game, fish, shellfish, and mollusks. Because of their tremendous appetite, they can often be lured with food.

**Burow Dwellers** Cthurkey live in dark, solitary burrows with plenty of ways it can ambush potential prey. As such you will usually find cthurkey living in fallen trees, streamside caves, rocky overhangs and shallow caves.

**Dangerous but Tasty.** Despite their fearsome appearance, cthurkey are nutritious, delicious and can be prepared by roasting, frying, baking or smoking. Even their internal organs dissolve into a consistent mush that is tasty and has a hint of spices.

**Sexless Reproduction.** Cthurkey are asexual and reproduce via parthenogenesis. They lay a clutch of between 6 and 12 eggs which hatch in the mid-summer. Hatchlings are more crablike with a hard shell that is shed as they reach maturity. Cthurkey hatchlings reach maturity in 4-5 months. Their eggs are also very edible and so are carefully guarded by the mature cthurkey. When fried, they have a meaty outer shell with a inner white and yolk.

Illustration by Cobaltplasma on Deviantart  
(<http://cobaltplasma.deviantart.com>)  
Stats by Skaldforge on Wordpress  
(<https://skaldforge.wordpress.com>)

## CTHURKEY

*Small aberration, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 153 (34d6+34)

**Speed** 30ft

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

**Saving Throws.** CON +4

**Damage Resistance.** poison

**Condition Immunities** blinded, charmed, deafened, frightened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** understands Common, Deep Speech, and Undercommon but doesn't speak.

**Challenge** 3 (700 XP)

**Amphibious.** The cthurkey can breathe air and water.

**Sure-footed.** The cthurkey has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Stench.** Any creature that starts its turn within 5 feet of the cthurkey must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the cthurkey's Stench for 24 hours.

### ACTIONS

**Multiattack.** The cthurkey attacks with its tentacles. If that attack succeeds, it can make one attack with its bite on the same turn. It can only bite Grappled targets.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.

**Tentacles.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the cthurkey can't constrict another target.







## DEATH WIDOW

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11

**Languages** -

**Challenge** 3 (700 XP)

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

**Web Sense.** While in contact with a web, the widow knows the exact location of any other creature in contact with the same web.

**Web Walker.** The widow ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned in this way, the target is incapacitated and takes 13 (3d8) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## Dwellers in the deep

Their predominant color is greyish-green, with white bellies. They are mostly shiny and slippery, but the ridges of their backs are scaly. Their forms vaguely suggest the anthropoid, while their heads are like fish, with prodigious bulging eyes that never close. At the sides of their necks are palpitating gills, and their long paws are webbed. They hop irregularly, sometimes on two legs and sometimes on four. Their croaking, baying voices, clearly used for articulate speech, hold all the dark shades of expression which their staring faces lack. They are blasphemous fish-frogs of nameless design - living and horrible.

**Deep Descendants.** The Deep Ones descend from Mother Hydra and Father Dagon, whom they also revere as their gods. The only being they revere higher is Great Cthulhu himself. Deep Ones fear nothing within the great deep, except for their deities and the Cthulhi, Spawn of Cthulhu.

**Unto Land.** While the Deep Ones live underwater, they sometimes walk ashore, where they have been known to mate with humans. This unholy act is often the result of monstrous hybrids, that change into Deep Ones themselves over time.

## DEEP ONE

*Large Aberration (Deep One), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d12+42)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	7 (-2)

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons, poison.

**Condition Immunities** blinded, deafened, poisoned.

**Senses** darkvision 150 ft., passive perception 11.

**Languages** Deep Tongue, understands Common.

**Challenge** 6 (2,300 XP)

**Deep One.** The Deep One can breathe both air and water and it can take two reactions every turn.

**Magic Weapons.** The Deep One's weapon attacks are magical.

### ACTIONS

**Multiattack.** The Deep One makes two claw attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage, and the target must make a successful DC 12 Constitution saving throw or be poisoned until the end of its next turn.

**Claw.** *Melee Weapon Attack:* +8 to hit, range 5 ft., one targets. *Hit:* 21 (3d10+5) slashing damage.

**Choke.** *Melee Weapon Attack:* +6 to hit, range 5 ft., one targets. *Hit:* 14 (2d10+3) bludgeoning damage, and the target is grappled. The target must also succeed on a DC 14 Strength saving throw or become restrained. The target is no longer restrained when it is no longer grappled.





## DIRE ANGLERFISH

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	1 (-5)	12 (+1)	7 (-2)

**Skills** Perception +4, Stealth +8

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 14

**Languages** -

**Challenge** 5 (1,800 XP)

**False Appearance.** While the anglerfish remains motionless in dim light or darkness, it appears as dancing lights that resemble floating lanterns.

**Water Breathing.** The anglerfish can breathe only underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Huge or smaller creature, that creature is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the anglerfish, and it takes 17 (5d6) acid damage at the start of each of the anglerfish's turns. The anglerfish can hold only one Huge creature or up to four Large or smaller creatures inside it at a time.

If the anglerfish takes 20 damage or more on a single turn from a creature inside it, the anglerfish regurgitates all swallowed creatures, which fall prone in a space within 5 feet of the anglerfish. If the anglerfish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.





## DRAEGLOTH

Small fiend (demon), Neutral Evil

**Armor Class** 14

**Hit Points** 59 (9d6 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

**Saving Throws** Dex +6 Con +5 Wis +2

**Skills** Athletics +6 Stealth +6 Perception +2

**Damage Resistances** fire, bludgeoning, piercing, and slashing from non magical, silver or cold iron weapons

**Senses** darkvision 120, blindsight 10, passive Perception 12

**Languages** —

**Challenge** 4 (1100 XP)

**Innate Spellcasting.** The draegloth's innate spellcasting ability is Charisma (spell save DC 10). The draegloth can innately cast the following spells, requiring no material components:

At Will: *darkness*, *resistance*

### ACTIONS

**Multiattack.** The draegloth makes four dagger attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage



*Created by: Valdier*

*Art Credit: WotC*



## DRAGONSLAYER ORNSTEIN

Medium humanoid, lawful neutral

**Armor Class** 18 (Dragonslayer's Breastplate)

**Hit Points** 260 (40d8 + 80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

**Saving Throws** Dex +12, Int +7, Wis +9

**Skills** History +7, Religion +7

**Damage Immunities** lightning

**Senses** passive Perception 13

**Languages** Common

**Challenge** 17 (18000 XP)

**Legendary Resistance (1/day).** If Dragonslayer Ornstein fails a saving throw, he can choose to succeed instead.

**Lightning Spear.** Dragonslayer Ornstein's weapon attacks are magical. When Dragonslayer Ornstein hits with his spear, the weapon deals an extra 6d8 lightning damage.

### ACTIONS

**Multiattack.** Dragonslayer Ornstein makes two spear attacks.

**Spear.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., *Hit:* 9 (1d8+5) piercing damage, plus 27(6d8) lightning damage

**Lightning Tackle (Recharge 5-6).** Dragonslayer Ornstein streaks across the ground towards his enemy, clearing everything in his way. Ornstein moves 30 feet in a straight line. Any creature in that line must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 7 (1d8+5) piercing damage and 27 (6d8) lightning damage, or half as much on a successful save.

### LEGENDARY ACTIONS

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

**Swift Dodge.** When Dragonslayer Orstein is hit by an attack, he can move up to 10 feet away from the attacker without incurring an opportunity attack by the same enemy.

**Lightning Bolt.** Dragonslayer Ornstein shoots a bolt of lightning from the tip of his spear. One target within 60 feet must succeed on a DC 17 Dexterity saving throw or take 27 (6d8) damage.

**Fallen Comerade (Costs 3 Actions).** If Executioner Smough falls dead, Dragonslayer Ornstein may touch him and absorb his power. Ornstein's size becomes Large, he gains 30 temporary hit points, and all of his weapon attacks deal an additional 4d6 bludgeoning damage. These effects last for 10 minutes.





## DREAM EATER

*Large aberration, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	19 (+4)	13 (+1)	17 (+3)	18 (+4)

**Saving Throws** Dex +9, Wis +7, Cha +8

**Skills** Perception +7

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** truesight 120 ft., passive Perception 17

**Languages** all, telepathy 120 ft.

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

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

### ACTIONS

**Multiattack.** The dream eater makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) psychic damage, and the target must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion.

**Terrorize (Recharge 5-6).** The dream eater emits nightmarish visions. Each creature within 10 feet of the dream eater must succeed on a DC 14 Wisdom saving throw or become paralyzed until the end of the dream eater's next turn.

### LEGENDARY ACTIONS

The dream eater can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dream eater regains spent legendary actions at the start of its turn.

**Dream Walk.** The dream eater magically teleports up to 40 feet to an unoccupied space it can see.

**Deep Slumber (Costs 2 Actions).** The dream eater targets one creature that it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or fall unconscious for 8 hours. The target wakes up if it takes damage or if another creature takes an action to shake it awake.







"It's better to take them out from the sky then face them on the battlefield" - General Desmond

# Drow Mech

Created via the unlikely union between the underground Deurguard and Drow Elves tasked with creating a weapon of war. The Drow Mech is piloted by a singular Drow Elf that resides in the machines torso, portected by a thick layer of Mithril. Wielding either a Battle Axe or Long Sword flickering with lightning in its main hand and a Hand Mortar incorporated into its offhand, the Drow Mech is an extremely effective war machine even without its pilots spellcasting ability.

Due to its size and lack of long term manueverability, Drow Mechs act more like drop in shock troops, dropping in from skyships right into the thick of battle with devastating efectiveness. Normal weapons merely scratch their surface so when they do appear in a battle it is more than likely that their enemies will flee rather than stand and fight.

The Drow Mech's are rarely seen around the world being incredibly valuable and their owners not wanting to lose their investments. If they are dropped into the battlefield it is made instantly apparent that this is a fight their owners need to win.

**Sprinter** - The Drow Mech can move suprisingly fast in short bursts however it does require a lot of energy, so much so that it won't even bother chasing down distant enemies. In combat though they will move and attack descpetivly fast

**Built Durable** - Built almost entirely out of Mithral the Drow Mech is extremely durable, brushing off most enemy attacks by creating mirror images, magically shielding itself or being able to absorb enemy magical attacks.

**Drow Pilot** - The Drow pilots are selected from a sleect group of magical fighters and while casting spells from within the mech is difficult, they are still able to cast lower level spells. Once the Drow Mech is defeated, the pilot has a chance to escape the wreckage and continue the fight with full access to their spell list.

## Drow Mech

*Large Fey, lawful evil*

**Armor Class** 18 (plate)  
**Hit Points** 120 (14d10 + 50)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	14 (+2)	15 (+2)	17 (+3)	13 (+1)	16(+3)

**Saving Throws** Str +9, Int +7, Cha +7  
**Damage Resistances** lightning, slashing  
**Senses** dark vision 120ft., passive Perception 14  
**Languages** Undercommon and Elvish  
**Challenge** 11 (7,200 XP)

**Drow Pilot.** Once the drow mech is defeated, on a constituiton DC 15 saving throw, the pilot will survive as a drow mage.

**Fey Ancestry.** The drow pilot has advantage on saving throws against being charmed and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow mech's spellcasting ability is charisma (spell save 14). The drow mech can innately cast the following spells, requiring only verbal components:

3/day each: *thundewave, absorb elements, shield*  
 1/day: *mirror image, chain lightning, circle of death*

**Magic Weapons.** The drow mech's weapon attarcks are magical

**Sunlight Sensative.** While in sunligh, the drow mech has disadvantage on attack rolls, as well as on wisdom (perception) checks that rely on sight

## ACTIONS

**Multiattack.** The drow mech makes three melee attacks. It can use its hand mortar as a fourth attack if it has a free hand.

**Battle Axe.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 7 (1d8+5) slashing damage, or 8 (1d10 +5) slashing damage if used with two hands, plus 6 (2d6) lightning damage.

**Hand Mortar.** *Ranged Weapon Attack:* +3 to hit, range 30/60ft., explosive, reload 2, misfire 3. *Hit:* 8 (2d8) fire damage



# Duskdale Wurms

A rumble shakes the ground. Those lucky creatures that can fly take to the air, and those who can't tremble in fear. Erupting from the earth, a Duskdale Wurm emerges to hunt.

**Crushing Might.** A Duskdale Wurm's mouth is tiny compared to its gigantic body, and as such, it is incapable of swallowing prey whole as many other wurms do. Instead, they roll over their prey, crushing it to death before tearing it into chunks small enough to swallow. This attack style unfortunately renders the worm incapable of harming beings larger than itself, and when faced with such creatures, they tend to burrow away.

**Bioluminescence.** Rather than adapting to see in absolute darkness, as many of its kin, the mighty Duskdale Wurm glows with an internal fire. The eyes of the worm are located inside of its mouth, and see in most conditions via the spotlight shining from the wurms eternally open mouth.

**Chinks in the Armor.** Duskdale Wurms thick, plated hide protects them from crushing and slashing, but the openings it breathes through also leave it open to narrow pointed weaponry such as arrows or spears. Many adventurers who know they will be facing one equip themselves with such a weapon before battle.

**Hunters from Birth.** A Duskdale Wurm hatches at a length of "only" ten feet, but within days lengthens to over twenty. It will not leave its hatching cave before this, but once it has entered this stage it needs to hunt. In just two years, it will be full-grown.



## BABY DUSKDALE WURM

Large beast (wurm), unaligned

**Armor Class** 15 (natural armor)  
**Hit Points** 152 (16d10 + 64)  
**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	8 (-1)	8 (-1)

**Saving Throws** Str +8  
**Skills** Athletics +8  
**Damage Vulnerabilities** piercing  
**Damage Resistances** slashing and bludgeoning from nonmagical weapons  
**Condition Immunities** frightened  
**Senses** darkvision 120 ft., passive Perception 9  
**Languages** —  
**Challenge** 6 (2,300 XP)

**Trample.** The worm can pass through the space of any creature (or object) of a size class equal to or less than its own. If it does, that creature takes 18 (2d8 + 5) bludgeoning damage and is knocked prone.

**Seige Monster.** The worm deals double damage to objects and structures.

### LEGENDARY ACTIONS

The worm can take 1 legendary action, using the Rampage option below. The worm regains spent legendary actions at the start of its turn.

**Rampage.** The worm moves up to its movement speed or burrows up to its burrow speed.

## DUSKDALE WURM

Huge beast (wurm), unaligned

**Armor Class** 19 (natural armor)  
**Hit Points** 243 (18d12 + 126)  
**Speed** 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	24 (+7)	3 (-4)	10 (+0)	4 (-3)

**Saving Throws** Str +13, Wis +5  
**Skills** Athletics +13, Perception +5  
**Damage Vulnerabilities** piercing  
**Damage Resistances** slashing and bludgeoning from nonmagical weapons  
**Condition Immunities** frightened  
**Senses** darkvision 120 ft., passive Perception 15  
**Languages** —  
**Challenge** 16 (15,000 XP)

**Trample.** The worm can pass through the space of any creature (or object) of a size class equal to or less than its own. If it does, that creature takes 21 (2d12 + 8) bludgeoning damage and is knocked prone.

**Seige Monster.** The worm deals double damage to objects and structures.

### LEGENDARY ACTIONS

The worm can take 3 legendary actions, using the Rampage option below. It can take only one legendary action at a time, and only at the end of another creature's turn. The worm regains spent legendary actions at the start of its turn.

**Rampage.** The worm moves up to its movement speed or burrows up to its burrow speed.

Art Credit: Don Dos Santos

By: /u/MikennoVaries



## AIR ELEMENTAL, LESSER

Medium elemental, neutral

**Armor Class** 14  
**Hit Points** 39 (6d8 + 12)  
**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 2 (450 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Whirlwind (Recharge 5-6).** Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 5 (1d8 + 1) bludgeoning damage and is flung up 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## EARTH ELEMENTAL, LESSER

Medium elemental, neutral

**Armor Class** 14 (natural armor)  
**Hit Points** 51 (6d8 + 24)  
**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Seige Monster.** The elemental deals double damage to objects and structures.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.



## FIRE ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 13  
**Hit Points** 39 (6d8 + 12)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** fire, poison  
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Ignan  
**Challenge** 2 (450 XP)

**Fire Form.** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

**Illumination.** The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Touch. Melee Weapon Attack:** +1 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

## WATER ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 15 (natural armor)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Aquan  
**Challenge** 2 (450 XP)

**Water Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### ACTIONS

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

**Whelm (Recharge 5-6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 7 (1d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength check and succeeding.



## ICE ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Auran

**Challenge** 2 (450 XP)

**Ice Glide.** The elemental can burrow through nonmagical ice and snow. While doing so, the elemental doesn't disturb the material it moves through. The elemental can move over ice and snow with no ill effects.

**Freezing Touch.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) cold damage.

## MAGMA ELEMENTAL,

## LESSER

*Medium elemental, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Challenge** 2 (450 XP)

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth, stone, and lava. While doing so, the elemental doesn't disturb the material it moves through.

**Seige Monster.** The elemental deals double damage to objects and structures.

**Heated Body.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage. The first time it attacks a creature on a turn, that creature takes 2 (1d4) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 2 (1d4) fire damage at the start of each of its turns.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.



## MUD ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

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

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Terran

**Challenge** 2 (450 XP)

**Viscous Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Harden.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### ACTIONS

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

**Entrap (Recharge 5-6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 11). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 7 (1d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength check and succeeding.

## SMOKE ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 14

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran, Ignan

**Challenge** 2 (450 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Hot Air.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

### ACTIONS

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

**Whirlwind (Recharge 5-6).** Each creature in the elemental's space must make a DC 12 Constitution saving throw. On a failure, a target takes 4 (1d8) poison damage and suffer the effects of a stinking cloud spell until the end of its next turn.

If the saving throw is successful, the target takes half the poison damage and doesn't suffer the stinking cloud effects.



## LIGHTNING ELEMENTAL, LESSER

Medium elemental, neutral

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 2 (450 XP)

**Lightning Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Metal Mastery.** The elemental gains advantage on attacks against creatures who wear metal armor, or are made of metal. Creatures who wear metal armor, or are made of metal suffer disadvantage on saving throws against the elemental's abilities.

### ACTIONS

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

**Storm (Recharge 5-6).** Each creature in the elemental's space must make a DC 14 Dexterity saving throw. On a failure, the target takes 4 (1d8) lightning damage and is stunned until the end of the target's next turn.

If the saving throw is successful, the target takes half the lightning damage and isn't stunned.

## MINERAL ELEMENTAL, LESSER

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Damage Vulnerabilities** acid

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Seige Monster.** The elemental deals double damage to objects and structures.

### ACTIONS

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

**Merge (Recharge 5-6).** The elemental can merge together with another mineral elemental. A merged elemental has the statistics of the larger elemental, with the following changes: increases one size category larger than the bigger elemental; its hit points are the sum of both individuals; and it deals one damage die more per attack of the bigger elemental. A spell of 1st-level or higher that deals lightning damage and has a saving throw causes the elemental to separate into the individual elementals of the merged elemental when the it fails the saving throw.

Upon the separation, the remaining hit points are divided as evenly as possible between the two elementals. Only two elementals can merge at a time.



## RADIANCE ELEMENTAL, LESSER

Medium elemental, neutral

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 2 (450 XP)

**Light Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Illumination.** The elemental sheds bright light in a 60-foot radius and dim light in an additional 60 feet.

### ACTIONS

**Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) fire damage.

**Radiant Burst (Recharge 5-6).** The elemental can let forth a beam of energy in one of 10 colors. Roll 1d10 and consult the table to see what color, saving throw, and damage type it deals. The target must make a DC 13 saving throw. On a failure, the target takes 4 (1d8) of the listed damage and is stunned until the end of its next turn. If the saving throw is successful, the target takes half the listed damage and isn't stunned.

d10	Color	Saving Throw	Damage
1	Red	Dexterity	Fire
2	Orange	Dexterity	Acid
3	Yellow	Dexterity	Lightning
4	Green	Constitution	Poison
5	Blue	Constitution	Cold
6	Indigo	Intelligence	Psychic
7	Violet	Constitution	Thunder
8	White	Wisdom	Radiant
9	Black	Constitution	Necrotic
10	Gray	Strength	Force

## STEAM ELEMENTAL, LESSER

Medium elemental, neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Ignan

**Challenge** 2 (450 XP)

**Mist Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If the elemental is surrounded by mist, clouds, fog, steam, or other water vapor, it counts as invisible. The elemental possesses blindsight of 60 ft. if within an area that is at least lightly obscured by mist, clouds, fog, steam, or other water vapor.

A steam elemental starts out dealing cold damage. If subjected to fire damage, the elemental switches to dealing fire damage instead. Likewise, if subjected to cold damage, it returns to dealing cold damage, even though the elemental itself is immune to cold damage.

### ACTIONS

**Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) fire or cold damage.

**Engulf (Recharge 5-6).** Each creature in the elemental's space must make a DC 12 Constitution saving throw. On a failure, a target gains one level of exhaustion as if subjected to Extreme Heat.

Upon the separation, the remaining hit points are divided as evenly as possible between the two elementals. Only two elementals can merge at a time.



## ASH ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 12

**Hit Points** 45 (6d8 + 18)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Damage Vulnerabilities** fire

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

**Challenge** 2 (450 XP)

**Ash Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Leeching Body.** A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

### ACTIONS

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

**Heat Leech (Recharge 5-6).** Each creature in the elemental's space must make a DC 13 Constitution saving throw. On a failure, a target takes 4 (1d8) cold damage and suffers the effect of a slow spell until the end of its next turn.

If the saving throw is successful, the target takes half the cold damage and isn't slowed.

## DUST ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 13

**Hit Points** 45 (6d8 + 18)

**Speed** 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran, Terran

**Challenge** 2 (450 XP)

**Dust Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

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

**Dust Storm (Recharge 5-6).** Each creature in the elemental's space must make a DC 13 Dexterity saving throw. On a failure, a target takes 2 (1d4) bludgeoning damage and 2 (1d4) slashing damage, and is blinded until the end of its next turn.

If the saving throw is successful, the target takes half the bludgeoning and slashing damage, and isn't blinded.



## SALT ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 12

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan

**Challenge** 2 (450 XP)

**Seige Monster.** The elemental deals double damage to objects and structures.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 2 (1d4) cold damage.

### ACTIONS

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

**Dessicating Touch (Recharge 5-6).** The elemental touches a creature, draining some of the water from its body. The target must make a DC 13 Constitution saving throw. On a failure, the target takes 4 (1d8) necrotic damage and gains one level of exhaustion.

If the saving throw is successful, the target takes half the necrotic damage and isn't exhausted.

## VOID ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 13

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 2 (450 XP)

**Shadow Form.** The elemental is completely invisible in areas of darkness and shadow. It gains the effects of an invisibility spell when in such areas. Darkvision sees through this invisibility.

### ACTIONS

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

**Vacuum (Recharge 5-6).** The elemental creates a vacuum, sucking in the air nearby. In a 5-foot wide, 30-foot long line, any creature caught in it must make a DC 13 Strength saving throw. On a failure, the target takes 4 (1d8) force damage and is pulled 15 feet closer to the elemental.

If the saving throw is successful, the target takes half the force damage and is only pulled 5 feet closer.



## METAL ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities** lightning

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

**Seige Monster.** The elemental deals double damage to objects and structures.

**Electric Susceptibility.** If the elemental takes lightning damage, its speed is reduced by 20 feet until the end of its next turn.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Rusting Touch.** The elemental corrodes a ferrous metal object it can see within reach. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 10 Dexterity saving throw to avoid the touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. If the item is magical, it has advantage on this saving throw.

## NEGATIVE ENERGY ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 11

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Damage Vulnerabilities** radiant

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Aquan, Auran, Ignan, Terran, Undercommon

**Challenge** 2 (450 XP)

**Death Incarnate.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) necrotic damage.

**Healing Susceptibility.** The elemental takes damage from healing spells equal to half of the hit points that would be healed.

### ACTIONS

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

**Death's Embrace (Recharge 5-6).** Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 6 (1d8 + 2) necrotic damage. If it is Medium or smaller, it is also grappled (escape DC 11). Until this grapple ends, the target is restrained. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 6 (1d8 + 2) necrotic damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength check and succeeding.



## POSITIVE ENERGY ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 12  
**Hit Points** 51 (6d8 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

**Damage Vulnerabilities** necrotic  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** radiant, poison  
**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Aquan, Auran, Celestial, Ignan, Terran  
**Challenge** 2 (450 XP)

**Life Incarnate.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it heals 3 (1d6) hit points. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature heals 3 (1d6) hit points and is covered in an ectoplasm-like substance; until someone takes an action to clear the substance, the creature heals 3 (1d6) hit points at the start of each of its turns.

**Too Much of a Good Thing.** The healing properties of the elemental is a double-edged sword. If a creature receives healing from the elemental equal to the elemental's hit points, the target must make a DC 14 Constitution saving throw. On a failure, the target falls to the ground dying from the excess life energy coursing through its body, and must start making death saving throws. If the initial saving throw is successful, the target instead takes 3 (1d6) points of radiant damage equal to the number of hit dice the target possesses.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) hit points

## WOOD ELEMENTAL, LESSER

*Medium elemental, neutral*

**Armor Class** 14 (natural armor)  
**Hit Points** 51 (6d8 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Damage Vulnerabilities** fire  
**Damage Resistances** lightning; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Sylvan, Terran  
**Challenge** 2 (450 XP)

**Woodland Stride.** The elemental can move through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

**Seige Monster.** The elemental deals double damage to objects and structures.

### ACTIONS

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

**Entangling Roots (Recharge 5-6).** The elemental roots itself to the ground, reducing its movement speed to 0, and also gaining immunity to forced movement such as a bull rush. The elemental creates an effect similar to an entangle spell centered on the elemental. Creatures within 10 feet of the elemental must make a DC 13 Strength saving throw. On a failure, the target is restrained by the roots for two turns. A creature restrained by these roots can use its action to make a DC 13 Strength check. On a success, it frees itself.

These roots do not make the area rough terrain.



## ELDRAZI SCION

*Large aberration, chaotic evil*

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	4 (-3)

**Saving Throws** Wis +3

**Skills** Perception +5, Stealth +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** -

**Challenge** 1 (200 XP)

**Alien Mind.** The scion has advantage on Wisdom saving throws.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
*Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the scion can't use its tentacles on another target.







## EMRAKUL, THE AEONS TORN

Colossal aberration (titan), chaotic evil

**Armor Class** 23 (natural armor)

**Hit Points** 612 (35d20 + 245)

**Speed** fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	30 (+10)	24 (+7)	28 (+9)	30 (+10)	16 (+3)

**Saving Throws** Dex +19, Int +18, Wis +19

**Damage Vulnerabilities** bludgeoning, piercing, and slashing from hedron weapons

**Damage Resistances** acid, fire, cold, lightning

**Condition Immunities** paralysed, frightened, charmed, exhaustion

**Senses** truesight 250 ft., passive Perception 29

**Languages** Eldrazi, telepathy 500 ft.

**Challenge** 30 (155,000 XP)

**Innate Spellcasting.** Emrakul's innate spellcasting ability is Wisdom (spell save DC 27). She can innately cast the following spells, requiring no material components:

At will: *Hypnotic Pattern*, *Major Image* (6th level spell slot)

3/Day: *Crown of Madness*, *Dissonant Whispers*

1/Day: *Modify Memory* (9th level spell slot), *Feeblemind*, *Weird*

**Eldritch Mites.** Any creature that occupies a space underneath Emrakul at the beginning of her turn must make a DC 17 Constitution saving throw or take 4d10 psychic damage and become poisoned. For the duration of the poison, the creature is charmed by Emrakul and their strength and constitution become 24 if not already higher.

**Legendary Resistance (5/Day).** If Emrakul fails a saving throw, she can choose to succeed instead.

**Bare the Flesh.** When Emrakul reduces a creature to 0 hit points, that creature's skin becomes a pile of yellow dust.

**Infinite Mind.** Emrakul is not required to maintain concentration on spells and other effects that would normally require it.

### ACTIONS

**Multiattack.** Emrakul can use her Gravity Distortion. She then makes eight tentacle attacks.

**Gravity Distortion.** Each creature of Emrakul's choice within 120 ft. of her must succeed on a DC 20 strength saving throw or be stricken by one of the following effects until the start of Emrakul's next turn.

**Crushing Burden.** The creature's movement speed becomes 0, and if flying they begin falling at 60 ft. per round until this effect ends

**Gravitational Vice.** The creature takes 22 (2d12 + 9) force damage

**Upheaval.** The creature gains a flying speed equal to its movement speed, and begins ascending at 60 ft. per round

**Tentacle.** *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

**Spine Maelstrom.** *Ranged Weapon Attack:* +19 to hit, range 120/600 ft., twelve targets. *Hit:* 23 (2d12 + 10) piercing damage.

### LEGENDARY ACTIONS

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

**Spawn Brood.** 1d4 Eldrazi Scions appear within 5 ft. of Emrakul

**Delusion Spores (Costs 2 actions).** Emrakul casts *Project Image*

**Annihilator (Costs 3 actions).** Target creature with less than 100 hit points must immediately make a DC 15 Constitution saving throw or be instantly reduced to 0 hit points





## EVIL DOLL

*Tiny construct fiend, lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 21 (6d4 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	18 (+4)

**Skills** Deception +6, Perception +4, Persuasion +6, Stealth +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

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

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, Common, telepathy 60 ft.

**Challenge** 2 (450 XP)

**Devil's Sight.** Magical darkness doesn't impede the doll's darkvision.

**Inanimate.** While the doll remains motionless, it is indistinguishable from an ordinary doll.

**Innate Spellcasting.** The doll's spellcasting ability is Charisma (spell save DC 14). The doll can innately cast the following spells, requiring only verbal components:

At will: *suggestion*

1/day each: *dominate person*, *modify memory*

**Undying Evil.** If the doll is destroyed, it regains all its hitpoints and reappears at a nearby location in 24 hours unless a *remove curse* spell is cast on its remains.

### ACTIONS

**Giggle.** One creature of the doll's choice within 30 feet of it must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage and become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the doll is within line of sight, ending the effect on itself on a success.



## EXECUTIONER SMOUGH

Large humanoid, neutral evil

**Armor Class** 16 (Executioner's Breastplate)

**Hit Points** 285 (30d10 + 120)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

**Saving Throws** Str +9, Con +8

**Skills** Athletics +9, Intimidation +4

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Vulnerabilities** lightning

**Senses** passive Perception 11

**Languages** Common

**Challenge** 16 (15000 XP)

**Legendary Resistance (1/day).** If Executioner Smough fails a saving throw, he can choose to succeed instead.

**Magic Hammer.** Executioner Smough's weapon attacks are magic.

### ACTIONS

**Multiattack.** Executioner Smough makes 2 attacks with his hammer.

**Hammer.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., *Hit:* 22 (3d10+6) bludgeoning damage.

**Knockdown.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., *Hit:* 22 (3d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

### LEGENDARY ACTIONS

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

**Execution.** When Smough is hit by a melee attack, he can make a Knockdown action against the attacker.

**Butt Slam (Costs 2 Actions).** Executioner Smough slams his butt on the ground. All creatures within 5 feet must succeed on DC 19 Dexterity saving throws, or take 22 (4d12) bludgeoning damage and be knocked prone.

**Fallen Comerade (Costs 3 Actions).** If Dragonslayer Ornstein dies, Executioner Smough can crush him with his hammer to absorb his power. Executioner Smough gains 30 temporary hit points and his attacks deal an additional 6d8 lightning damage. In addition, he gains damage resistance to lightning damage.

## ORNSTEIN AND SMOUGH

Two of Lord Gwyn's greatest warriors, Ornstein and Smough stand guard over the princess in the castle of Anor Londo. With Ornstein's speed and Smough's power, this duo is nearly unstoppable and have crushed millions of foes who have crossed their path.

### DRAGONSLAYER ORNSTEIN

Captain of the Four Knights of Gwyn, Ornstein is known far and wide for his skill at slaying dragons. He wields a lightning-tipped spear and moves nearly as fast as lightning itself, lunging across rooms and impaling his enemies in the blink of an eye. The only one of the Knights left in Anor Londo, Ornstein is sworn to the service of the princess and has committed the remainder of his life to protecting the castle.

### EXECUTIONER SMOUGH

The royal executioner of Anor Londo, Smough is a cruel being who enjoys grinding up the bones of his victims and using it as seasoning for his dinner. Although he has the strength and skill to compete with the Four Knights of Gwyn, he was rejected from the position because of his cannibalistic and cruel behavior. Now paired with Ornstein to protect the princess, he wields his massive hammer with deadly precision.





# FALLEN ANGEL

Medium celestial, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

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

**Skills** Deception +8, Perception +9

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120 ft., passive Perception 19

**Languages** all, telepathy 120 ft.

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

**Corrupted Weapons.** The angel's weapon attacks are magical. When the angel hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

**Innate Spellcasting.** The angel's spellcasting ability is Charisma (spell save DC 16). The angel can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *death ward, harm*

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

**Shapechanger.** The angel can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## ACTIONS

**Multiattack.** The angel makes two melee attacks.

**Scimitar.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 18 (4d8) necrotic damage.

**Vampiric Touch (3/day).** *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage, and the angel regains hit points equal to half the amount of necrotic damage dealt.



Art Credit: Matthew D. Wilson



## FATHER DAGON

Huge monstrosity (deep one), chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 483 (19d12 + 360)

**Speed** 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	17 (+3)	20 (+5)	22 (+6)

**Saving Throws** Str +13, Dex +9, Int +8, Wis +11

**Damage Immunities** bludgeoning, piercing and slashing from non-magical weapons, poison, psychic.

**Condition Immunities** blinded, charmed, frightened, poisoned.

**Senses** darkvision 600 ft., passive Perception 21

**Languages** Deep Speech, Elder Speak, understands Common

**Challenge** 24 (62000 XP)

**Deep One.** Dagon can breathe both air and water and he can take two reactions every turn.

**Legendary Resistance (3/day).** If Dagon fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Dagon has advantage on saving throws against spells and other magical effects

**Magic Weapons.** Dagon's weapon attacks are magical.

**Palingenesis.** If Dagon is killed she can choose to manifest again within 1d12 days.

### ACTIONS

**Multiattack.** Dagon makes two attacks: one with his bite and one with his claw. He then uses his Deep Call ability.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 51 (8d10+7) piercing damage. The target must make a

successful DC 18 Constitution saving throw or be stunned until the end of its next turn.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (6d8+7) slashing damage.

**Deep Call.** Dagon lets out a deep otherworldly roar, instantly summoning 1d3-1 Deep Ones to the closest empty spaces.

### REACTIONS

Dagon has two reactions every round. He can use Primordial Rage and Furious Roar once every round if he has them ready.

**Primordial Rage (Recharge 4-6).** When Dagon loses hit points from an attack, he immediately lashes out at everyone hostile creature within 30 ft. of him with a claw attack.

**Furious Roar (Recharge 4-6).** When Dagon witnesses his consort, Hydra, take damage from anything other than her Matriarch's Sacrifice ability, he can let out a loud, angry roar, gaining advantage on his next attack.

### LEGENDARY ACTIONS

Father Dagon 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. Father Dagon regains spent legendary actions at the start of his turn.

**Attack.** Dagon makes one bite attack.

**Patriarch's Sacrifice.** When Dagon takes damage, he can chose a deep one within 60 feet of him take twice the damage instead.

**Cultivate the Cult (Costs 2 Actions).** Dagon lets out an otherworldly roar, trying to force his will upon his enemies. All hostile creatures within 60 feet of Dagon, must succeed a DC16 Charisma saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect expires, the creature becomes immune to this ability for the next 24 hours.

## Patriarch of the Deep

Father Dagon is slightly smaller than Mother Hydra, yet he is bulkier and moves almost as one with the water around him - no doubt because he moves about much more than his consort.

**The Father.** Father Dagon is the only being in existence capable of mating with Mother Hydra, which he does every fullmoon. Only so can she keep producing her beloved young. Their bond is one of necessity, and one of mutual respect, albeit tempered with vile feelings for one another as well.

**Deep Schemer.** Dagon doesn't care much for his young, but he does care about spreading his influence - below and above the clashing waves of the sea. He orders his younglings to new shores, where they bribe the inhabitants with bountiful fish and gold from the sea, which is described as having an unusual color. The Deep Ones then, once they have gained the natives trust, set about establishing the Esoteric Cult of Dagon, as well as producing hybrids with the natives. Standard human sacrifices and murder all around.





## Fern Lizard

Fern Lizards are quick land omnivores with the body of a lizard and the upper torso comprised of two small talons, a small fanged mouth and beady eyes. The entirety of a Fern Lizard's body appears as though it is made of foliage. Capable of easily blending into its surroundings, Fern Lizards wait patiently for prey to come to them.

### Patient Hunter:

Capable of standing immobile for hours, Fern Lizards wait for meals to stumble before them rather than waste energy hunting them down. Insects and plant life inspire them to voracious appetites. Fern Lizards are often seen slowly burrowing into tree trunks, using their acidic spittle to bore small holes to devour insects.

### Prized Pet:

Whether caught young or raised from an egg, a Fern Lizard can be trained to serve as a companion. Considered good luck and useful spies for druids, Fern Lizards are often in their company. Nobility view these creatures as exotic additions to their home, investing large sums of money to acquire them.

Once trained, a Fern Lizard is a loyal and useful companion. It bonds with one master for life and serves that master to the best of its abilities. A Fern Lizard requires satiation of its omnivorous appetite. Prone to capture or kidnapping, masters must be careful when bringing Fern Lizards in public as they immediately draw attention to both themselves and their much desired pets.

### Small Stewards:

Fern Lizards make their nests in heavy growths of foliage, well away from the eyes of predators. Establishing their territory as a colony, Fern Lizards work as guardians of their surrounding area. Removing the region of pestilence and danger, these lizards become a druid's ally.

Fern Lizards have been known to help those who support and care for their environment, acting as guides for lost travelers and providing sources of food to those in need. Alternatively, Fern Lizards are extremely aggressive and territorial to those who bring trouble to their home. Fern Lizards harry travelers, steal food and lead wanderers astray until the traveler flees or dies.

## FERN LIZARD

Small beast, unaligned

**Armor Class** 12

**Hit Points** 14 (4d6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 30 ft., passive Perception 13

**Languages** none

**Challenge** 1/2 (100 XP)

**False Appearance.** While the lizard remains motionless, it is indistinguishable from a normal plant, such as a colorful fern.

### ACTIONS

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Venemous Spittle (Recharge 5-6).** The lizard spits a glob of venom at a creature it can see within 15 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the lizard's next turn.



Art Credit: Brent Hollowell

Lore Credit: JHuebsch Design by: u/Stonestrix



## FEYOTE

Medium fey, neutral

**Armor Class** 12

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4, Stealth +4

**Senses** darkvision 30 ft., passive Perception 14

**Languages** understands Sylvan but can't speak

**Challenge** 1/4 (50 XP)

**Innate Spellcasting.** The feyote's innate spellcasting ability is Wisdom. The feyote can innately cast the following spells, requiring no components:

At will: *druidcraft*

1/day: *enhance ability*

1/week: *divination*

**Keen Hearing and Smell.** The feyote has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.





## FROGHOUL

*Medium undead, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 2 (450 XP)

**Leap Attack.** The froghoul doesn't provoke opportunity attacks when it moves out of an enemy's reach.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage. The froghoul has advantage on this attack if the target is grappled by it.

**Tongue.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13) and pulled 10 feet toward the froghoul. If the target is a creature other than an undead, it must succeed on a DC 10 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.







## FROST GIANT JARL

Huge giant, neutral evil

**Armor Class** 16 (dragonscale armor)

**Hit Points** 187 (15d12 + 90)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	11 (+0)	14 (+2)	16 (+3)

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

**Skills** Athletics +11, Perception +6

**Damage Immunities** cold

**Senses** passive Perception 16

**Languages** Giant

**Challenge** 11 (7,200)

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

### ACTIONS

**Multiattack.** The jarl makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 4 (1d8) cold damage.

**Rock.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

**Flash Freeze (Recharge 5-6).** The jarl stomps the ground, creating a wave of intense cold in a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one. If a target fails the saving throw, it becomes restrained by ice. As an action, the restrained target can make a DC 15 Strength check, breaking free of the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to poison and psychic damage).

### LEGENDARY ACTIONS

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

**Shove.** The jarl makes a shove attack.

**Charge.** The jarl moves up to its speed.

**Battle Order.** The jarl directs an allied creature to strike, so long as the creature can see or hear the jarl. That creature can immediately use its reaction to make one weapon attack.





## FUSION ELEMENTAL

Huge elemental, neutral

**Armor Class** 17 (natural armor)

**Hit Points** 250 (20d12 + 120)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	20 (+5)	7 (-2)	10 (+0)	9 (-1)

**Saving Throws** Str +14, Wis +5

**Damage Immunities** acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Auran, Terran, Ignan, Aquan, Primordial

**Challenge** 15 (13,000 XP)

**Volatile Form.** When the elemental dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 10 (3d6) acid damage, 10 (3d6) lightning damage, 10 (3d6) fire damage, and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage plus 9 (2d8) damage of a type chosen randomly from the following: acid, lightning, fire, or cold.

**Hurl Energy.** *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 18 (2d8 + 9) damage of a type chosen randomly from the following: acid, lightning, fire, or cold.

**Elemental Chaos (Recharge 5-6).** The elemental makes one elemental chaos attack at random.

1. **Earthquake.** A seismic disturbance radiates from the elemental in a 100-foot radius circle. Each creature on the ground in that area must succeed on a DC 18 Dexterity saving throw or be knocked prone. Each creature on the ground that is concentrating must also succeed on a DC 18 Constitution saving throw or break concentration. The area becomes difficult terrain after the earthquake.

2. **Fire Breath.** The elemental exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

3. **Tidal Wave.** A massive wave emanates from the elemental. Each creature within 60 feet of the elemental must succeed on a DC 18 Strength saving throw or be pushed up to 60 feet away from the elemental. On a success, the creature is pushed 10 feet away from the elemental.

4. **Whirlwind.** The elemental summons a 10-foot-radius, 60-foot high whirlwind centered on a point within 120 feet of it. Each creature in that area must make a DC 18 Strength saving throw. On a failure, a target takes 27 (6d8) bludgeoning damage and is flung up to 40 feet away in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

### LEGENDARY ACTIONS

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

**Hurl Energy.** The elemental uses its Hurl Energy.

**Harness Energy (Costs 2 actions).** The elemental regains use of its Elemental Chaos.

**Unstable Outburst (Costs 3 actions).** The elemental loses control of its chaotic energies. Each creature within 30 feet of the elemental, including the elemental itself, must succeed on a DC 18 Constitution saving throw or take 21 (6d6) damage of a type chosen randomly from the following: acid, lightning, fire, or cold. A creature takes half damage on a success. The elemental has no immunity to the damage caused by this outburst.



## GAZELLEAN

Medium humanoid (gazellean), neutral

**Armor Class** 14 (padded armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +5

**Senses** passive Perception 13

**Languages** Common, Gazellean

**Challenge** 1/2 (100 XP)

**Sprinter.** The gazellean can take the Dash or Disengage action as a bonus action on each of its turns.

**Alert.** The gazellean has advantage on Dexterity checks for initiative. Additionally, the gazellean can't be surprised, and other creatures don't gain advantage on attack rolls against it as a result of being hidden from it.

### ACTIONS

**Multiattack.** The gazellean makes two melee attacks or two ranged attacks.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.







## Gelectrode

The Gelectrode is a living and breathing heap of electrically-charged plasma. Created in the insanity-ridden laboratories of the Izzet guild, its sole purpose is to harvest any and all sources of magic it comes across.

**Electrifying.** The plasma that makes up the Gelectrode is held together by seemingly endless currents of electricity, generated by the energy it harvests. Coming into contact with the Gelectrode can result in dizziness, paralysis or worse.

**Strange Pet.** The Izzet are known for their weird experiments and hobbies. Keeping diametrically opposing energies in self-sealed plasmodermic bubbles as a pet is no exception. It doesn't listen very well, but it's weird, and that's all that matters!

**Unyielding Balance.** When the Gelectrode takes damage, a visible section of its mass disappears, as if into thin air. But such a robust invention cannot be disposed of so easily. When the Gelectrode is close to perishing, it divides into its most basic components and attempts to reassemble itself.

"THE ONLY THINGS WORTH  
CREATING ARE THOSE WITH  
A RANDOM OUTCOME."  
— IZZET GUILDMAGE

### GELECTRODE

*Large ooze, unaligned*

**Armor Class** 15  
**Hit Points** 122 (12d10 + 56)  
**Speed** 25ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** darkvision 60 ft., Passive Perception 7 (+8 when spellcaster or source of mana is nearby)  
**Languages** —  
**Challenge** 6 (2300 XP)

**Mana Fueled.** The Gelectrode absorbs arcane energy, growing in size and power when it come in contact with spells. When the Gelectrode is hit with a spell it regains 5 hit points and can use any of its actions as a reaction as long as the spell's caster is within range.

**Opposites Attract.** When the Gelectrode reaches 0 hit points it spilt into two blobs of plasma with 30 hit points each, one with a positive charge and the other with a negative charge. Both blobs must be destroyed before the Gelectrode's next turn or it reforms with the combined remaining hit points of the blobs.

**Amorphous.** The Gelectrode can move through a space as narrow as 1 inch wide without squeezing.

#### ACTIONS

**Multiattack.** The Gelectrode makes two electric jab attacks.

**Electric Jab.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Electrostatic Shock.** The Gelectrode launches a bolt of electricity at a single target within 15 feet of it. The target must succeed on a DC 13 Dexterity saving throw or become paralyzed until the Gelectrode's next turn.





## GIANT EEL

*Huge Abberation, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 94 (11d10 + 40)

**Speed** 40ft Swim

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

**Damage Immunities** Lightning

**Condition Immunities** paralyzed

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 5 (1600 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) lightning damage.

The giant eel's found off the coast of Amn, are one of the largest of the species known. Due to the depths in which they make their lairs they are very seldom seen, though on occasion one that has died will float to the surface. Measuring on average over 30 feet long and 3 feet wide, these behemoths of the deep ocean are often mistaken by divers as large sharks or even a kraken, usually only seeing the eel's head poking out of it's lair.

Little is known about the lifecycle or mating practices of these elusive beasts, though what is known by the few that have ventured forth to hunt a giant eel, is that their bite can also impart a large jolt of lightning. Scholars have theorized that this jolt is used to incapacitate it's prey before consuming the unfortunate creature.

EXCERPT FROM THE JOURNAL OF FALTIN CARRET

... SUDDENLY THE WRECK ROSE UP OVER THE EDGE OF THE CORALS, WE SWAM FORWARD EAGERLY, LOOKING FORWARD TO OUR PRIZE. AS WE REACHED THE BOW A GREAT HEAD POKED OUT FROM THE SHIP, BEFORE WE COULD REACT IT HAD TAKEN ALFONS...





## GILL-MAN

*Medium monstrosity, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	7 (-2)

**Skills** Perception +5, Stealth +6

**Damage Vulnerabilities** poison

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Gill-man

**Challenge** 6 (2,300 XP)

**Amphibious.** The gill-man can breathe air and water.

**Regeneration.** The gill-man regains 10 hit points at the start of its turn. If the gill-man is poisoned, this trait doesn't function. If the gill-man takes poison damage, this trait doesn't function at the start of the gill-man's next turn. The gill-man dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Swimby.** The gill-man doesn't provoke opportunity attacks when it swims out of an enemy's reach.

**Torpedo Attack.** If the gill-man swims at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

### ACTIONS

**Multiattack.** The gill-man makes two attacks with its claws.

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





## GINORMOUS SQUIRREL

*Gargantuan beast, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 248 (16d20 + 80)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	20 (+5)	2 (-4)	12 (+1)	10 (+0)

**Saving Throws** Str +13, Dex +8, Con +10

**Skills** Perception +11

**Senses** darkvision 120 ft., passive Perception 21

**Languages** -

**Challenge** 16 (15,000 XP)

**Keen Smell.** The squirrel has advantage on Wisdom (Perception) checks that rely on smell.

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

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Monstrous Chatter (Recharge 5-6).** The squirrel chatters furiously. Each creature within 60 feet of the squirrel and able to hear its chatter must make a DC 18 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw, it becomes incapacitated until the end of the squirrel's next turn.

### LEGENDARY ACTIONS

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

**Tail Attack.** The squirrel makes a tail attack.

**Trample (Costs 2 Actions).** The squirrel moves up to its speed without provoking opportunity attacks. It can move through another creature's space but must end its movement in an unoccupied space. Each creature in the squirrel's path must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone.

**Might of Oaks (Costs 3 Actions).** The squirrel goes into a frenzy, uprooting nearby trees and disrupting the earth around it. Each creature on the ground within 20 feet of the squirrel must make a DC 21 Dexterity saving throw, taking 24 (7d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in that area becomes difficult terrain.





## GLADEBORN TRAPPER

Medium humanoid (any race), neutral

**Armor Class** 16 (breastplate)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft.

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

**Saving Throws** Dex +5  
**Skills** Perception +6, Survival +4  
**Senses** passive Perception 16  
**Languages** Common  
**Challenge** 3 (700 XP)

**Crossbow Expert.** The trapper ignores the loading quality on crossbows. Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on its ranged attack rolls.

### ACTIONS

**Multiattack.** The trapper makes two melee attacks or two ranged attacks.

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) poison damage.

**Conjure Bolas (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is restrained for 1 minute (escape DC 13).

## GLADEBORN HUNTER

Medium humanoid (any race), neutral

**Armor Class** 16 (studded leather)  
**Hit Points** 91 (14d8 + 28)  
**Speed** 30 ft.

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

**Saving Throws** Dex +7  
**Skills** Perception +8, Survival +5, Stealth +10  
**Senses** passive Perception 18  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Magic Weapons.** The hunter's weapon attacks are magical.

**Skilled Tracker.** The hunter magically knows the distance to and direction of its quarry, so long as the creature is within 50 miles of the hunter.

### ACTIONS

**Multiattack.** The hunter makes two melee attacks or three ranged attacks.

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

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) force damage.

**Multishot (Recharge 5-6).** The hunter unleashes a magical volley of arrows in a 90-foot cone. The hunter can make a longbow attack against each creature in that area, dealing an extra 14 (4d6) force damage on a hit. A creature hit by an attack in this way must succeed on a DC 14 Constitution saving throw or be stunned until the end of the hunter's next turn.



## GNOLL DEATHKNIGHT

Medium humanoid (gnoll), chaotic evil

**Armor Class** 17 (half plate)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	11 (+0)	14 (+2)

**Saving Throws** Str +7, Con +6, Cha +5

**Skills** Intimidation +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 6 (2,300 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

**Aura of Malice.** All enemies within 10 feet of the gnoll have disadvantage on saving throws.

### ACTIONS

**Multiattack.** The gnoll makes three attacks: one with its bite and two with its greatsword.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Art Credit: Levente Rückert





## FIENDISH HYENA

Large fiend, chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

**Skills** Perception +3

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** none

**Challenge** 2 (450 XP)

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



## GNOLL DEATHMAGE

Medium humanoid (gnoll), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	13 (+1)	12 (+1)

**Skills** Deception +4, Perception +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 7 (2,900 XP)

**Spellcasting.** The gnoll is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). The gnoll has the following spells prepared:

Cantrips (at will): *acid splash, blade ward, chill touch, poison spray*  
 1st level (4 slots): *mage armor, ray of sickness, shield, Tasha's hideous laughter*

2nd level (3 slots): *alter self, darkness, misty step*

3rd level (3 slots): *fear, slow*

4th level (3 slots): *blight, confusion*

5th level (2 slots): *cloudkill*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

**Conjure Fiends (1/Day).** The gnoll magically summons 1d4 fiendish hyenas. The summoned fiends appear in unoccupied spaces within 60 feet of their summoner and act as allies of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses them as an action.





## GOBLIN ALCHEMIST

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (studded leather)

**Hit Points** 10 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

**Alchemist's Fire (5/Day).** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* The target is covered in flaming adhesive, and takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Acid Vial (3/Day).** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage.



## GOBLIN RITUALIST

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (studded leather)

**Hit Points** 10 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

**Skills** Religion +2, Stealth +6

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**Spellcasting.** The goblin is a 1st-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The goblin has the following cleric spells prepared:

Cantrips (at will): *resistance*, *sacred flame* (deals necrotic damage), *thaumaturgy*

1st level (3 slots): *bane*, *cure wounds*, *sanctuary*

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Design: /u/R-Shig  
Art: Feral Animist by Ron Spears (top)  
Gruul Keyrune by Daniel Ljunggren (right)



## Gruul Goblin

Members of Gruul are not exactly considered to be the most intelligent creatures. Historically, neither are goblins. But where they lack in distinguishing between a river and a bottomless pit, they compensate with ruthless aggression and rarely matched nimbleness. The goblins of Gruul are known as feral animists, an embodiment of a primitive tribal mentality.

### GRUUL GOBLIN

*Small humanoid (goblinoid), chaotic evil*

**Armor Class** 16 (studded leather)

**Hit Points** 14 (4d6)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	6 (-2)	8 (-1)	12 (+1)

**Skills** Acrobatics +5

**Senses** passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

**Goblin-like Reflexes.** When rolling for initiative, add an additional 1d8 to the goblin's roll.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**Gruul Omen.** Whenever the goblin deals damage to a character, double it for each time a goblin has dealt damage this round. (stacks up to 3 times.)

#### ACTIONS

**Multiattack.** The goblin makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.



"HE CHANTED OVER A POT OF BOILING BLOOD AND HONEY. HIS BRAIN BUZZED LIKE A NEST OF HORNETS, AND HIS MUSCLES RIPPLED WITH THE MIGHT OF THE BEAR."



# GRAVE TITAN

A true success in the minds of necromancers across the world, Grave Titans are walking monoliths of the undead. Lumbering forward on its master's command, the Grave Titan leaves a trail of death and lurching zombies. The Grave Titan views the world as a wheat field, reaping and sowing death as it walks.

**Master's Servant.** The necromancers who summon the Grave Titan hold complete control over the being. Grave Titans follow their master or masters without question, moving with menacing grace. If left with no command, Grave Titans will wander towards the next living thing they see, desiring to bring death to the world. Grave Titans are often employed as walking siege engines or guards to dark secrets. The Grave Titan's ability to continually spawn zombies, make them highly desired to those not opposed to bolstering their army's ranks.

**Abominable Creation.** Grave Titans form when powerful necromancers collect the bodies of numerous humanoids and a freshly slain giant. Amassing the corpses into a great mound atop the giant, the necromancers bind their energies to the mound, enriching it with a mass of negative energy. Rising from the mound, a Grave Titan begins to devour the corpses. Once the final body is consumed, the Grave Titan completes its metamorphosis. The bodies that reside in the Titan reanimate, seeking to escape their prison. The torn hole in the Titan's stomach quietly resonates with screams and cries as the restless zombies pull themselves free. Yet, any zombie that emerges from the Grave Titan is subject to the commands of the Titan's master. Following their reanimation, Grave Titans have little memory of their former lives. They understand the language of their master, but beyond that they do not think or act directly for themselves.

## GRAVE TITAN

*Huge undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	3 (-4)	8 (-1)	12 (+1)

**Saving Throws** Wisdom +3, Constitution +10

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Common but can't speak

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

**Undead Fortitude.** If damage reduces the grave titan to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the grave titan drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The grave titan makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage.

**Hurl Zombies.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. After the attack hits or misses, 1d4 + 1 zombies arise adjacent to the target.





## Gravecrawlers

Many a soldier has met an early demise after mistaking a Gravecrawler for just another zombie. These overcharged undead leech life even after being incapacitated, lurching back to fighting potential as soon as another undead passes by.

Many necromancers use them to absorb damage, and in large groups, they are near unstoppable.



### GRAVECRAWLER

*Medium undead, neutral evil*

**Armor Class** 10 (natural armor)

**Hit Points** 48 (4d8 + 20)

**Speed** 10 ft.

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

**Senses** Darkvision 60 ft., passive Perception 5

**Languages** —

**Challenge** 1 (200 XP)

**Return from the Grave.** If the gravecrawler dies, it stays in the encounter. If an undead passes within 5 ft. of it, the gravecrawler returns to life and recovers all hit points.

**Deterioration.** Each time the gravecrawler dies, it loses 1d8 max hit points.

#### ACTIONS

**Multiattack.** The gravecrawler makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.



## THE GREAT GREY WOLF, SIF

Lurking around a tombstone in the middle of a beautiful grove, the great grey wolf, Sif protects the grave of her long-dead master. Her master's blade clutch in her jaws, she attacks with ferocious speed and power. Forever grieving her master's demise, Sif has spent years guarding the grove against would-be grave robbers and adventurers.

### GREAT GREY WOLF SIF

*Large beast, lawful good*

**Armor Class** 16 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 50 ft.

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

**Saving Throws** Dex +10, Wis +7

**Condition Immunities** charmed, frightened

**Senses** passive Perception 12

**Languages** -

**Challenge** 13 (10000 XP)

**Magical Blade.** Sif's weapon attacks are magical. When Sif hits with her weapon, the weapon deals an extra 4d6 radiant damage (included in the attack).

#### ACTIONS

**Multiattack.** Sif makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 10 (2d6+3) slashing damage, plus 14 (4d6) radiant damage.

**Spin Attack (Recharge 4-6).** Sif spins around in a circle, attempting to hit all the enemies around her. All creatures within 10 feet must succeed on a DC 16 Dexterity saving throw or take 10 (2d6+3) slashing damage and 14 (4d6) radiant damage.

#### REACTIONS

**Parry.** When Sif is the target of a melee attack, it can make a greatsword attack against the attacker and quickly leap away, increasing its AC by 2 against the attack.





# GROVE GUARDIAN

A manifestation of nature's own self-defense, the Grove Guardian travels through the wilderness, protecting the land and its inhabitants. Taking the shape of a wolf, the Grove Guardian uses its fangs and powerful magic to drive away anything that threatens its land.

**Neutral Guardians.** Grove Guardians do not think of things in terms of wrong or right, nor do they care for law. Emerging to protect the land it has been bound to, a Grove Guardian attacks all with zealous animosity. Only those who can convince it of their desire to protect the land are left alone. Druids are recognized by Grove Guardians but not exempt from their judgment, having to prove their loyalty to nature before a Guardian will ignore them.



**Silent Sentinels.** Prior to attacking, Grove Guardians will make their presence known to outsiders. Observing from a distance and gradually drawing closer. If outsiders do not demonstrate proper respect or fail to acknowledge Grove Guardians in communication, the Guardians will attack.

**Force of Nature.** The land calls Grove Guardians to its aid. Their numbers increase in accordance to the danger of the situation. Often only one Guardian will be called in defense against wandering outsiders, but a whole pack may appear in the wake of cataclysmic events.

## GROVE GUARDIAN

Large fey, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d10 + 11)

**Speed** 50 ft.

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

**Saving Throws** Dex +6, Wis +7

**Skills** Perception +10, Stealth +6

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The guardian's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The guardian can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *thorn whip* (11th level)

3/day each: *spike growth*, *silence*

1/day each: *conjure animals*, *plant growth*

**Keen Hearing and Smell.** The guardian has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Speak with Beasts and Plants.** The guardian can communicate with beasts and plants as if they shared a language.

**Tree Stride.** Once on its turn, the guardian can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

### ACTIONS

**Multiattack.** The guardian makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



## The Stuff of Nightmares

It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone, and the head of the awakened gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown with coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.

**The Dreamlands.** Gugs worship the Great Old Ones. They are spawned in the Dreamlands, by the terrible will of their gods, assaulting any who cross into their domain. Should a mortal creature venture into the Dreamlands during their sleep, they might find an angry gug, slashing and biting at them, until it has shredded their dreaming body, ripping its way out of the Dreamlands through a now lifeless dreamer, his spirit forever torn and stuck in the Dreamlands, while the gug roams freely.

**Eyes in the dark.** When a gug enters the physical realm, it will often try to satisfy its hunger, leaving behind a bloody mess, before it seeks way below ground. Caverns, tunnels and similar are the gug's favourite hunting grounds, although a cellar might do from time to time. He it causes terror, in the name of its dark master's. Gugs do not possess any speech, and when several gug occupy the same area, they communicate solely through facial expressions. When without prey for longer periods of time, gugs might build large monoliths, with strange alien runes carved into them. Or they move on, to wherever there is a fresh supply of meat. Regardless, they never sleep, nor do they ever close their eyes.

### GUG

Large aberration (dreamlander), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	21 (+5)	6 (-2)	14 (+2)	9 (-1)

**Skills** Athletics +17, Intimidation +5

**Condition Immunities** frightened

**Senses** darkvision 120 ft. passive Perception 12

**Languages** -

**Challenge** 4 (1100 XP)

**Reckless.** At the start of its turn, the gug can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Four Arms.** The gug has four arms. Each arm can attack once, giving the gug four attacks. For each creature the gug is grappling, up to a maximum of four, the gug has one less attack.

#### ACTIONS

**Multiattack.** The gug makes up to four claw attacks. If the gug is grappling a creature, the gug can also use its bite.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage. The target is grappled (escape DC14) if it is a Medium or smaller creature and the gug doesn't have four other creatures grappled.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target grappled by the gug. *Hit:* 28 (4d10+6) thunder damage. The target must succeed a DC15 Strength (athletics) or Dexterity (acrobatics) saving throw, being critically hit by the gug's bite on a failed save.





## The King in Yellow

Hastur is the most mysterious of the Great Old Ones. The physical manifestation of this entity is known as the Yellow King, and though most consider this creature - a vaguely human-shaped figure draped in a yellow cloak - to be synonymous with Hastur himself, many scholars believe that the King in Yellow is nothing more than an avatar used by the true Hastur to move among the denizens of the physical world. In either case, Hastur does not require air, food, drink or sleep. Hastur himself is said to dwell upon a distant world called Carcosa on the shores of the monstrous lake of Hali, and his power on a world is strongest when the baleful light of Carcosa's star is visible in the night's sky.

**Yellow Cults.** Hastur's cult is primarily composed of decadent nobles, playwrights, and aristocrats who have

grown bored with life and have sought out increasingly deviant, bizarre, and self-destructive methods of achieving gratification in life. His temples are opulent and excessive - opera houses, manors, and the like that contain hidden chambers for pastimes best indulged in secret. His cultists are particularly eager to bring innocents into their fold, exposing them to the Yellow Sign so that their bodies and minds can serve as portals through which the King in Yellow may walk the world.

**The Yellow Sign.** Hastur's cult is associated with decadence, disorder, and nihilism, and its symbol is the Yellow Sign. The least varieties of these symbols are non-magical - and somewhat inaccurate - representations of the sigil, though the more powerful cults possess methods by which they can craft fully functional Yellow Signs.

### HASTUR

Medium aberration (great old one), unaligned

**Armor Class** 22 (natural armor)  
**Hit Points** 762 (36d8 + 600)  
**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24	17	30	28	26	29
(+7)	(+3)	(+10)	(+9)	(+8)	(+9)

**Saving Throws** Str +16, Dex +12, Con +19, Int +18, Wis +17, Cha +18

**Skills** Insight +17, Perception +17

**Damage Immunities** bludgeoning, piercing and slashing from nonmagical weapons, necrotic, poison, psychic

**Condition Immunities** blinded, charmed, frightened, petrified, poisoned, prone, restrained, stunned

**Senses** truesight 600 ft., passive Perception 27

**Languages** Elder Speak, Telepathy 120 ft.

**Challenge** 30 (155000 XP)

**Aura Of Insanity.** A creature that starts its turn within 120 feet of Hastur, must succeed a DC26 Charisma saving throw or become affected by a random short-term madness for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on

a success. If a creature's saving throw is successful or the effect expires, the creature is immune to this ability for the next 24 hours.

**Great Old One.** If Hastur is killed he can choose to manifest again after 1d3 days.

**Keen Senses.** Hastur has advantage on Wisdom (perception) checks.

**Limited Magic Immunity.** Unless he wishes to be affected, Hastur is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

**Otherworldly Anatomy.** Hastur can move across and climb any surface without making ability checks and difficult terrain does not cost him extra movement.

**Legendary Resistance (5/day).** If Hastur fails a saving throw, he can choose to succeed instead.

**Magic Weapons.** Hastur's weapon attacks are magical.

### ACTIONS

**Multiattack.** Hastur uses his touch of the yellow king once and his royal gaze three times.

**Royal Gaze.** Ranged Spell Attack: +18 to hit, reach 5 ft., or range 120/360 ft., two targets. Hit: 22 (4d10+0) psychic damage. Hastur does not

suffer disadvantage when using this attack while within 5 ft. of an enemy.

**Song Of The Broken Children (Recharge 5-6).** Hastur emits a soul-splintering howl-like song. Each creature in a 60-foot radius around Hastur must make a DC 25 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save and being deafened until the end of its next turn, or half as much damage on a successful one. A creature spawns within the closest free space of each creature that fails the save. The creature is either a Dao, Djinni, Efreeti or Marid, and it will focus only on killing the creature that failed the save. Once a spawned creature is reduced to half its hit point maximum or below, it disappears. Not being able to hear does not protect against this attack.

**Touch Of The Yellow King.** Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 44 (8d10+0) psychic damage. The target has to succeed on a DC 25 Wisdom saving throw or become confused until the end of its next turn. A confused creature can't take reactions and rolls a d8 at the beginning of its next turn. On a roll of 1 or 2, the creature cannot take an action. On a roll of 3 or 4, it makes a melee attack against a random creature within reach other than the King in Yellow or one of his allies. If no creature is within reach, it

can neither take an action nor move. On a roll of 5 or 6, the creature must take the dash action and use all its movement to wander off in a random direction. On a roll of 7 or 8, the creature makes a melee attack against itself with advantage.

### LEGENDARY ACTIONS

Hastur 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. Hastur regains spent legendary actions at the start of its turn.

**Attack.** Hastur uses his royal gaze or touch of the yellow king ability.

**Eldritch Focus.** Hastur focuses his mind, recharging his song of the broken children on a 4-6 the next time he tries to do so.

**King's Call (Costs 2 Actions).** Hastur chooses a confused creature he can see. The creature uses a spell or spell-like ability of the King's choice. Should the confusion status end while the creature is still casting the spell, it can choose to interrupt the casting.

**Death Gaze (Costs 2 Actions).** All hostile creatures within 120 ft. of Hastur must succeed a DC26 Constitution saving throw or take 33 (6d10) necrotic damage. If this damage reduces a creature to 0 hit points, the creature dies.





## HAWKFOX

*Medium monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	14 (+2)	7 (-2)

**Skills** Perception +6, Stealth +5

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

**Languages** -

**Challenge** 2 (450 XP)

**Dive Attack.** If the hawkfox is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

**Keen Sight and Smell.** The hawkfox has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Nimble Action.** On each of its turns, the hawkfox can use a bonus action to take the Dash or Disengage action.

### ACTIONS

**Multiattack.** The hawkfox makes one bite attack and one talon attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.





## HEADLESS HORSEMAN

*Medium fiend, lawful evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	17 (+3)

**Saving Throws** Con +7, Cha +6

**Skills** Animal Handling +5, Perception +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands Common, Abyssal, and Infernal but can't speak

**Challenge** 8 (3,900 XP)

**Mounted Combatant.** The horseman can force an attack targeted at its mount to target itself instead.

**Ride-By.** While mounted, the horseman and its mount don't provoke opportunity attacks when they move out of an enemy's reach.

### ACTIONS

**Multiattack.** The horseman makes two melee attacks.

**Vorpal Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. When the horseman rolls a 20 on the attack roll, if the damage would reduce the creature to 0 hit points, the horseman cuts off the creature's head.

**Jack-o'-lantern (Recharge 6).** *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) fire damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become stunned until the end of the horseman's next turn.

### DREAD STEED

A headless horseman always hunts for heads while riding its mount. Some may be found riding a living or skeletal warhorse. Particularly powerful horsemen ride dread steeds, hellish mounts that invoke as much fear as their riders. A dread steed uses the statistics of a nightmare, except that it has no fly speed.



# Herald of Rot

## HERALD OF ROT

Large fiend (demon), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 104 (11d10 + 44)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

**Saving Throws** Dex +5, Con +7, Wis +4

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

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

**Aura of Decay.** Negative energy radiates from the herald in an aura with a 120-foot radius. Any creature in that area can't regain hit points.

### ACTIONS

**Multiattack.** The herald makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. While diseased in this way, the target takes 9 (2d8) necrotic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the disease on a success.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

**Fetid Cloud (Recharge 5-6).** A 20-foot-radius cloud of disease extends out from the herald. The cloud spreads around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become diseased. While diseased in this way, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. A target can repeat the saving throw at the end of each of its turns, ending the disease on a success.



*The living embodiment of disease and decay, a Herald of Rot looks like the abomination of humanoid, vulture and goat. Eyeless sockets stare at prey as a constant cloud of putrid offal hangs about the demon.*

*If summoned, a Herald of Rot will fixate on a given or freely chosen target. Once fixated, the Herald will speak to its prey telepathically, detailing how it will bring decay and desolation to everything around the victim.*

*Vanguard of demon armies, a Herald of Rot is a living chemical arsenal. Serving more powerful demon lords, they are often seen guarding important structures or enhancing torture by their mere presence. Heralds of Rot are most commonly found in the service of Demon Lord Jublex, but their services expand far from the noxious lord's control.*

*Art Credit: Yunus Kocatepe  
Design Credit: u/Stonestrix  
Lore Credit: JHuebsch*



## Death from above

And in the air about him were great viperine creatures, which had curiously distorted heads, and grotesquely great clawed appendages, supported themselves with ease by the aid of black rubbery wings of singularly monstrous dimensions.

**Shifting Physique.** Hunting Horrors resemble enormous ropy, black serpents or worms with bat-like or umbrella-like wings. Their forms are said to continually shift and change, twitching and writhing, so that it is hard to view them. Some may have only a single large wing, while others might have none. However it looks, a Haunting Horror glides through the air with ease.

**Serving A Master.** These beings are dispelled by daylight, though a strong enough burst of light could sear one to dust. They do, however, require neither air, food, drink or sleep, yet they do enjoy feasting upon the souls of the dead and the dying. Hunting Horrors move swiftly and serve as harriers for the Crawling Chaos, Nyarlathotep. One of Nyarlathotep's avatars, is similar to a Hunting Horror.

### HUNTING HORROR

*Large aberration, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 115 (14d10+38)

**Fly** 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	6 (-2)

**Damage Resistances** bludgeoning, piercing and slashing from nonmagical weapons, poison, necrotic.

**Damage Vulnerabilities** radiant.

**Condition Immunities** blinded, charmed, frightened, grappled, incapacitated, petrified, prone, unconscious

**Senses** darkvision 120 ft., truesight 30 ft., passive perception 11.

**Languages** Understands Elder Speak and Common, Telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Flyby.** The Hunting Horror doesn't provoke opportunity attacks when flying.

**Messenger of Chaos.** Hunting Horrors are spawned from, and thus the messengers and enforcers of Nyarlathotep, the Creeping Chaos, and they obey him slavishly. If the Master so wishes, he can take direct control of any or all Hunting Horrors.

**Sunlight Hypersensitivity.** The Hunting Horror takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

#### ACTIONS

**Multiattack.** The Hunting Horror makes two attacks with its tentacle claws and one attack with its bite or siphon soul ability.

**Tentacle claws.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) necrotic damage, and the target must make a DC 15 Constitution saving throw or be 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.

**Siphon Soul.** The Hunting Horror can siphon the soul of any dead or dying creature within 5 feet of it, granting it 25(4d10+3) temporary hit points. If the siphoned creature is dying, but not yet dead, it gains a failed death save.

**Haunting Scream (Recharge 5-6).** The Hunting Horror emits a terrifying scream. Each creature within 30 feet of the Hunting Horror that can hear the howl must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn. In addition, affected creatures take 5 (1d10) psychic damage on a failed save, or half as much on a successful one.





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## HYDRALISK

Medium monstrosity, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 109 (14d8 + 42)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Zerg

**Challenge** 5 (1800 XP)

**Burrow.** The Hydralisk is able to burrow into the ground, but cannot move while burrowed. While burrowed, the Hydralisk is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

**Piercing Spikes.** The spikes from a Hydralisk are able to penetrate almost any surface. The Spike attack ignores any damage resistances, but not immunity.

### ACTIONS

**Multiattack.** The Hydralisk can make two Claw or Spike attacks

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Spike.** *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 12 (2d8 + 3) Piercing damage.



## ICE GOLEM

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 8 (3,900 XP)

**Frozen Aura.** Intense cold radiates from the golem in an aura with a 20-foot radius. A creature that starts its turn in that area takes 3 (1d6) cold damage. Additionally, the ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a DC 12 Dexterity saving throw or fall prone.

**Ice Walk.** The golem ignores difficult terrain caused by ice.

**Icy Death.** When the golem is reduced to 0 hit points, it shatters in an explosion of jagged ice. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

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

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

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 4 (1d8) cold damage.





## ILLITHID CLAW

*Tiny undead, lawful evil*

**Armor Class** 11 (natural armor)

**Hit Points** 2 (1d4)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	16 (+3)	16 (+3)	4 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Blindsight 60 ft. (blind beyond this radius), passive Perception 13

**Languages** Understands Deep Speech and Common but can't speak

**Challenge** 0 (10 XP)

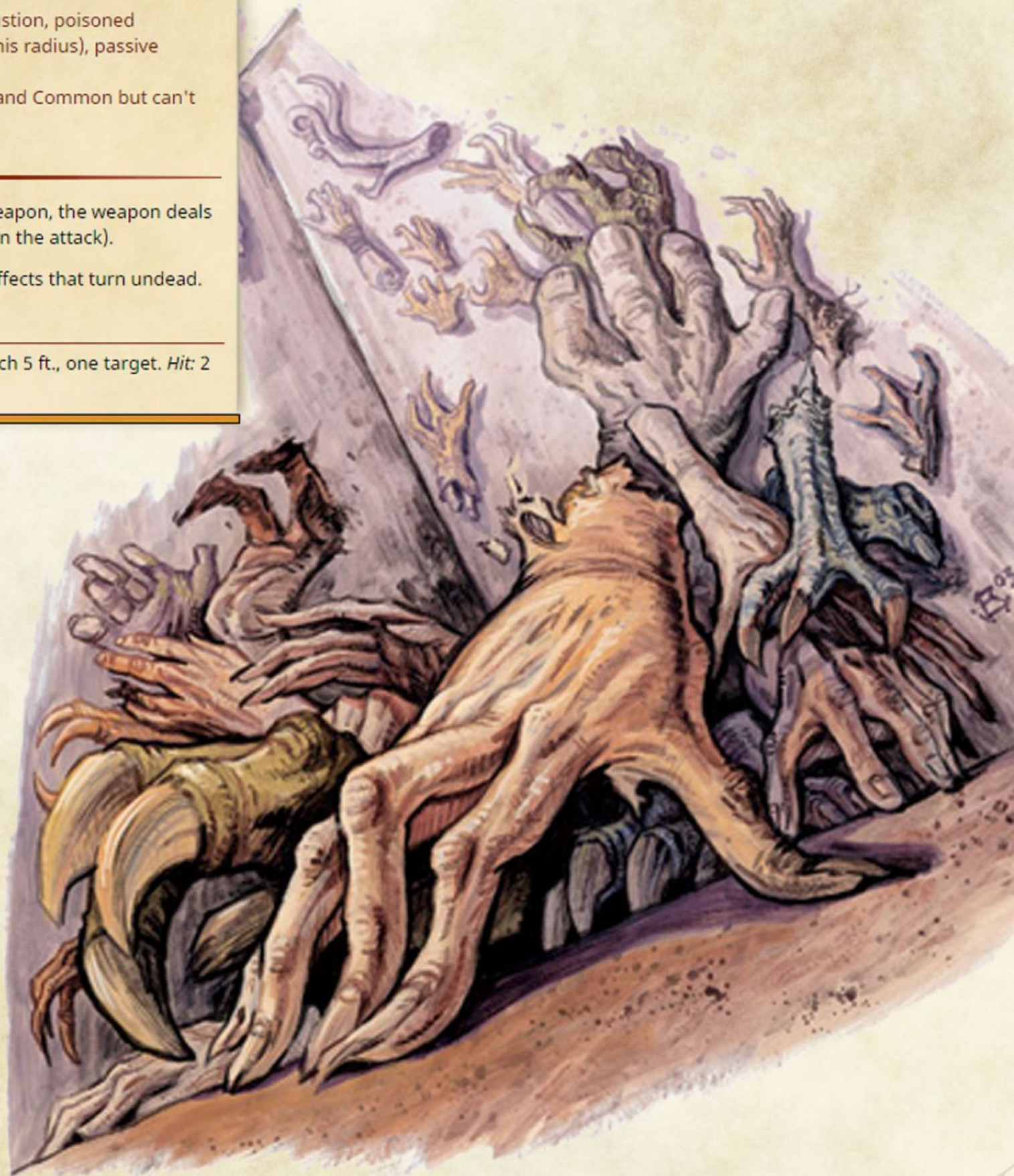
**Psionics.** When the claw hits with any weapon, the weapon deals an extra 1d4 psychic damage (included in the attack).

**Turn Immunity** The claw is immune to effects that turn undead.

### ACTIONS

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

By: /u/MikennoVaries





# IMP DRAGON

*Tiny Dragon, Lawful Evil*

**Armor Class** 15

**Hit Points** 14(4d4 + 4)

**Speed** 29ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Arcana +4, Perception +3, Stealth +7

**Senses** Darkvision 60ft., passive Perception 13

**Languages** Draconic, sylvan

**Challenge**

**Superior Invisibility.** As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other imp dragon within 60 feet of it.

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

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the dragon ages and lightens from black to white, it gains additional spells as shown to the right.

## Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 1 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.)

**Madness Sting (Recharge 5-6).** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 1 piercing damage, and the dragon injects its madness venom into one creature that must succeed on a DC 11 Con saving throw or it must roll a 3d6 and suffer the the result:

**3.** The target must roll on the Indefinite madness table.

**4-15.** The target must roll on the long term madness table.

**16-18.** The target must roll on the Short term madness table.

Shiny Black, 1/day each: *Vicious Mockery*, *Mage Hand*, *Thaumaturgy*

Dull Black, 1/day: *Dissonant Whispers*

Dark Grey, 1/day: *Mirror Image*

Pure Grey, 1/day: *Crown of Madness*

Light Grey, 1/day: *Fear*

Dull White, 1/day: *Phantasmal Killer*

Shiny White, 1/day: *Polymorph*

# IMP DRAGON

A imp dragon is physically similar its multicolored cousin the faerie dragon, with three important difference, its wings are batlike and leathery, it contains absolutely no color in its scales or skin, and it has an abnormally sharp stinger at the end of its tail. Its demeanor seems to always be that of gloom and despair, only showing its barbed smirk at the misfortune of others.

**Sadistic Rascal** Imp dragons can only derive pleasure from causing pain and misery. Staying invisible until its chosen a target, the dragon attempts to create a sense of dread using its supernatural ability to manifest minor wonders. Once sufficiently afraid its targets are often bombarded with insults and maddening mind altering effects.

**Creative Cruelty** The imp dragon uses its keen mind to plan and strategize before finally descending upon its prey. Usually using its bite to incapacitate someone important before a fight, then proceeding to wreak havoc with spells and jabs with its stinger.

**Shadowfell Adaptation** Originally imp dragons were faerie dragons trapped on the plane of shadow, losing all color and developing perverse and ruthless personalities. Imp dragons use their dark coloration early in life as an additional layer of camouflage, eventually turning a shiny white over the course of about 50 years.

Dragon color	Age Range
Shiny Black	5 years or less
Dull Black	6-10 years
Dark Grey	11-20 years
Pure Grey	21-30 years
Light Grey	31-40 years
Dull White	41-50 years
Shiny White	51 years or more

**Madness Venom** Sought after by many a would be assassin, the imp dragon's venom gland is a modified breath gland from its euphoric heritage. Capable of causing intense madness to fall upon its victims, the only time you may see an imp dragon smile is as it watches your allies go insane before your very eyes.



# Indominus Rex

The Indominus Rex a genetically modified therapod built on the idea of creating the world's first hybrid dinosaur. Extremely large and highly intelligent the I. rex is at the top of the food chain, killing anything that poses a threat.

**Appearance.** Standing roughly 20 ft. tall and 50 ft. long, the I. rex is the single largest therapod to ever walk the planet. Light grey in color, the I. rex has osteoderms across its body and horn-like decorations above its eye orbits, giving it a very well armored hide. It also has well-developed forelimbs with opposable thumbs and a giant sickle claw on each middle finger that it uses to grab prey.

**Unique Traits** The I. rex has the ability to mask its own thermal signature, hiding it from most methods of detection. It can also detect the thermal signatures of others allowing it to find prey in almost any situation. Among its most deadly abilities is its camouflage capabilities. When remaining still the animal can change the color and patterns on its skin to blend into almost any surrounding.

**Titanic Jaws.** The I. Rex has a very unique set of double-hinged jaws. It has a bite force greater than that of a tyrannosaurus and can wrap its mouth around things much larger than the mouth itself. Its roar is considered to be the single loudest sound to come from a living creature, often causing temporary deafness to those around it on top of being down right terrifying.

**Intelligence.** Despite its size and violent nature, the I. rex is an amazingly intelligent creature capable of setting up complex traps and even showing signs of high memory retention. While not quite to the level of human intelligence, the I. rex has been known to communicate and even manipulate other similarly intelligent animals.



## INDOMINUS REX

*Huge Beast, unaligned*

**Armor Class** 22 (natural armor)

**Hit Points** 546 (28d20 + 252)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	28 (+9)	8 (-1)	14 (+2)	5 (-3)

**Saving Throws** Str +10, Dex +7 Con +16

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 25

**Languages** —

**Challenge** 24 (36,500 XP)

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

**Chameleon Camouflage.** As long as the Indominus Rex remains motionless it is indistinguishable from its surroundings.

**Signature Masking.** Checks made against the Indominus Rex to reveal its location have disadvantage.

### ACTIONS

**Multiattack.** The Indominus Rex can use its Roar. It then makes three attacks: one with its bite and two with its claws. The claw attacks do not grapple.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage and the target is grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the Indominus Rex has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

**Roar (3/day).** Each creature that fails a DC 18 Wisdom savingthrow is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

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

**Thermal Senses.** The Indominus Rex makes a Wisdom (Perception) check. On a success, it knows the location of any hidden or invisible enemies within 120 ft.

**Tail Attack.** The Indominus Rex makes a tail attack.

**Crunch (Costs 3 Actions)** . The Indominus Rex makes a bite attack with advantage against a target grappled with its claw attack. If the target dies the Indomus Rex eats its corpse and regains 20 (2d20) hit points.





## INFESTATION SWARM

Medium swarm of Tiny monstrosities, unaligned

**Armor Class** 14

**Hit Points** 44 (8d8 + 8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	5 (-3)	12 (+1)	3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** passive Perception 11

**Languages** -

**Challenge** 4 (1,100 XP)

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

### ACTIONS

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

**Infest (Recharge 6).** One creature in the swarm's space must succeed on a DC 14 Constitution saving throw or become infested by the swarm; the swarm then disappears inside the host, and the target is incapacitated and loses control of its body. The swarm now controls the body but doesn't deprive the target of awareness. The swarm can't be targeted by any attack, spell, or other effect, and it retains its Intelligence, Wisdom, and Charisma. It otherwise uses the infested target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The infestation lasts until the body drops to 0 hit points, the swarm ends it as a bonus action, or the swarm is forced out by an effect that removes disease like the *lesser restoration* spell. When the infestation ends, the swarm reappears in an unoccupied space within 5 feet of the body. The target is immune to this swarm's Infest for 24 hours after succeeding on the saving throw or after the infestation ends.





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## INFESTOR

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

**Skills** Perception +4, Stealth +5

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Zerg

**Challenge** 3 (700 XP)

**Burrow.** The infestor is able to burrow into the ground. While burrowed, the infestor is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

### ACTIONS

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

**Fungal Growth (Recharge 5-6).** The infestor can expel an acidic, sticky substance at a point up to 60 feet away. The fungal growth fills a 20-foot square on the ground. For up to 1 minute, the area is considered difficult terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on DC 13 Dexterity saving throw or take 10 (3d6) acid damage and be restrained. A restrained creature that starts its turn in the area automatically takes 10 (3d6) acid damage. A restrained creature can free itself by using its action to make a DC 13 Strength or Dexterity check (their choice). On a success, they are no longer restrained.

### BONUS ACTION

**Neural Parasite (Recharge 6).** The infestor attempts to infect one creature within 100 feet with a parasite. The target must succeed on a DC 13 Charisma saving throw or be charmed by the infestor for up to 1 hour. This ability requires concentration. While charmed, the infestor can issue commands to the target via a telepathic link. The target makes a new Charisma saving throw at the end of each of their turns, ending the effect on a success.





## THE IRON GOLEM

Standing atop Sen's Fortress, the Iron Golem is the last challenge standing between adventurers and Anor Londo. Crafted from the bones of legendary dragons, it wields a massive greataxe with one hand and pummels creatures to dust with the other. The gatekeeper to the capital city of Anor Londo, it is a being to be fought by only the bravest and most skilled warriors.

### SEN'S FORTRESS

During the end of the Age of Fire, when Lord Gwyn left to tend to the First Flame, he decreed that a fortress be built to protect Anor Londo. The fortress, created by the trap master Sen, was made to test the mettle of every warrior and adventurer, beginning with their first steps inside. The fortress was rigged bottom to top with devious traps and deadly monsters, meaning only the smartest, fastest, and toughest adventurers were able to make it through. The final test for these adventurers, standing atop the great fortress, was the Iron Golem.

## IRON GOLEM

*Huge construct, lawful neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 190 (20d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Str +9, Con +8

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Vulnerabilities** lightning

**Senses** passive Perception 10

**Languages** -

**Challenge** 11 (7200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the iron golem hits with it.

**Sweeping Strikes.** When the iron golem makes a greataxe attack at a target, the attack also targets any creature within 5 feet of the target.

### ACTIONS

**Multiattack.** The iron golem makes 2 greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 15 (3d6+5) slashing damage.

**Grab.** One target of medium size or smaller within 5 feet of the iron golem must make a DC 17 Dexterity saving throw or be grappled (escape DC 17). Until this grapple ends, the target is restrained, and the iron golem can't grab another target.

**Throw.** A creature that is grappled by the iron golem is thrown in a straight line for 30 feet. Any creature in the straight line must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage. The thrown creature must succeed on a DC 17 Dexterity saving throw or take 28 (8d6) bludgeoning damage and land prone. On a success, the target takes half that damage and lands prone.



# Kalag

The first documented sighting of the Kalag was during the reign of the 11th Emperor when they started to claim the abandoned forests of Ramulia. With no record of their prior existence, and no sightings beyond Ramulia, it was assumed the Kalag were a post-divine race developed from beasts. Thier highly aggressive nature made contact with them all but impossible and with earthquakes still plaguing the land no effort was made to remove them from the area.

What is known about the Kalag stems almost solely from the works of the scholar Adrian Knox, who went through a great many trails in order to study the Kalag and their way of life. What he discovered is the Kalag traced their origin to deep underground caverns, possibly making them much older than previously thought. He also discovered they had an intense cultural hatred of all metal and often melted it down to pour upon intruders in their lands.

While Knox was able to make peaceful contact with the Kalag they are almost always hostile to outsiders and have for many decades lead raids on neighboring farming communities of imperial citizens.

**Metal Hatred.** For reasons the Kalag will not explain they have a deep loathing for metal and make their tools from wood and bone instead. Often when fighting foes armed with iron weapons or full plates the Kalag prefer to knock them out before destroying their equipment in front of them.

**Territorial Aggressors.** The Kalag are always looking to expand the land's under their control, preferring dark forested areas and cavern systems to open fields. Whenever the Kalag's population increase they move to conquer more land, killing and driving out anyone in their way.

**Savage Fighters.** What the Kalag lack in discipline they make up for in dedication to the kill. The Kalag fight with almost no fear and if they can weaken a powerful enemy enough for their kin to slay then they regard it as a worthy sacrifice.



## KALAG

Medium humanoid(kalag), chaotic neutral

**Armor Class** 14 (hide armor)

**Hit Points** 30 (5d8)+8

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

**Senses** Darkvision 60ft., passive Perception 11

**Languages** Kalag

**Challenge** 1/2 (100 XP)

**Heavy Strike** When the kalag hits with a melee attack using a two handed weapon it can choose to reduce it's damage by half and force it's target to make a DC 12 Athletics check or fall prone.

**With My Dying Breath** When the kalag is reduced to 0 hit points by a melee attack, it can as a reaction make a single melee attack with advantage against it's attacker.

### ACTIONS

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

**Javelin** *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

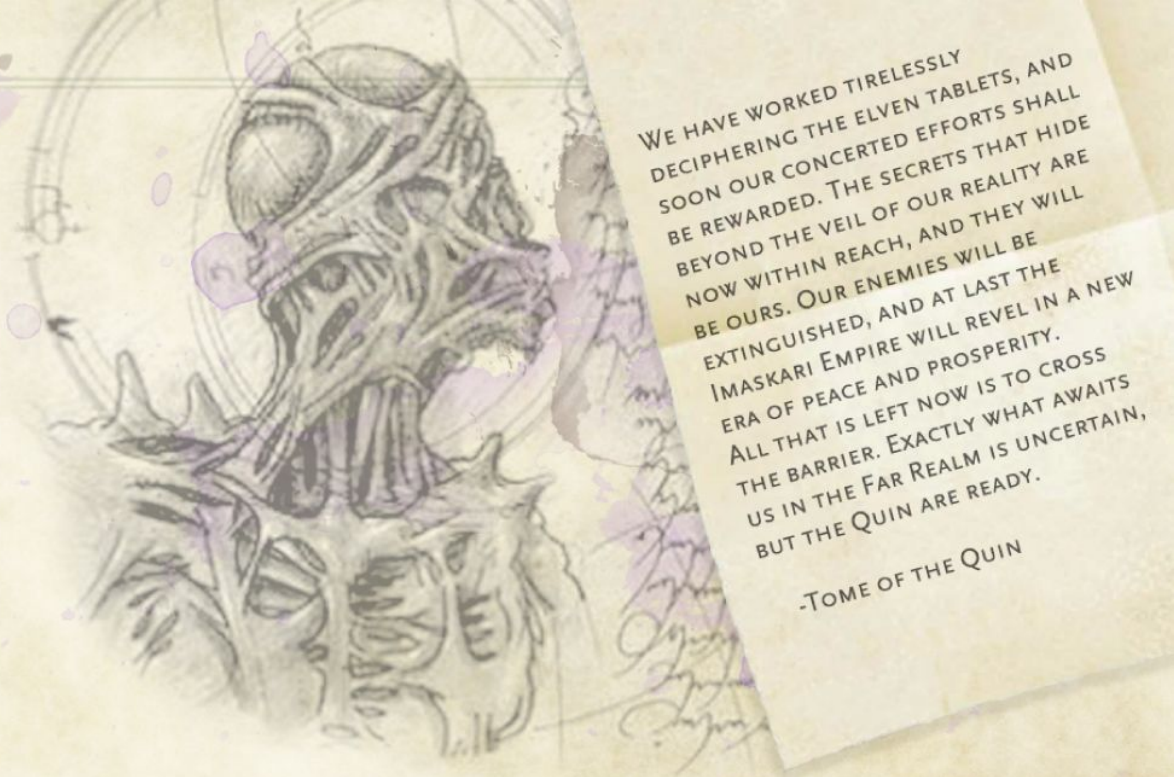


# Kaorti

In ancient times, a group of powerful Imaskari wizards known as the Quin sought to pierce the boundaries of reality and explore the alien dimensions beyond the known multiverse. This region, which scholars refer to as the Far Realm, is a source of pure madness and inexplicable horrors. The Quin were successful in their expedition. Yet upon their arrival in the Far Realm the wizards were overcome with insanity and corrupted beyond recognition, becoming the first kaorti.

**Tainted Memories.** Even after their transformation, the kaorti retained traces of memories from home. The material plane served as a source of both longing and pain, a distant reminder of the lives they left behind. For this reason the kaorti obsessively seek to spread their corruption to the material plane.

**Protective Resin.** Kaorti that first found their way back to the material plane quickly learned that it was uninhabitable to their alien forms. To protect their bodies they developed a specialized resin, functional not only as durable armor but also versatile weaponry. The resin is incredibly malleable and resembles a black, tar-like substance.



WE HAVE WORKED TIRELESSLY  
DECIPHERING THE ELVEN TABLETS, AND  
SOON OUR CONCERTED EFFORTS SHALL  
BE REWARDED. THE SECRETS THAT HIDE  
BEYOND THE VEIL OF OUR REALITY ARE  
NOW WITHIN REACH, AND THEY WILL  
BE OURS. OUR ENEMIES WILL BE  
EXTINGUISHED, AND AT LAST THE  
IMASKARI EMPIRE WILL REVEL IN A NEW  
ERA OF PEACE AND PROSPERITY.  
ALL THAT IS LEFT NOW IS TO CROSS  
THE BARRIER. EXACTLY WHAT AWAITS  
US IN THE FAR REALM IS UNCERTAIN,  
BUT THE QUIN ARE READY.  
-TOME OF THE QUIN

**Bearers of Madness.** The twisted minds of the kaorti are infectious. Empowered by their arcane heritage, kaorti have powerful spellcasting abilities fueled by the essence of the Far Realm. Their magic specializes in warping the psyche, invoking fear and confusion. Kaorti even have the ability to infuse their victims with their madness, transforming unfortunate humanoid into new kaorti.

## KAORTI

Medium aberration, chaotic evil

**Armor Class** 16 (natural armor)  
**Hit Points** 83 (11d8 + 33)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	16 (+3)	12 (+1)	18 (+4)

**Damage Resistances** fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** acid, cold, poison, psychic

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Roushoum

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

**Magical Resistance.** The kaorti has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting.** The kaorti's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *levitate*, *mage hand*, *phantasmal killer*

3/day each: *misty step*, *shield*, *hunger of Hadar*

1/day each: *power word stun*, *plane shift*

**Manipulate Resin.** The kaorti can shape and control its resin as if under the effects of the *Bigby's Hand* spell, but it requires no concentration and has an unlimited duration. The resin appears as a black, tar-like substance. Once destroyed, the kaorti cannot create more resin until it finishes a long rest.

**Vile Transformation.** If the kaorti spends 8 hours infusing an incapacitated or willing creature with its essence, the creature must make a DC 16 Constitution saving throw. On a failed save, the creature is transformed into a kaorti.

### ACTIONS

**Ribbon Dagger.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 17 (5d6) psychic damage.





# Kapre

Hidden in the trees, the kapre observes passersby, playfully casting illusions to trick them or marveling at the beauty of those that pique their interest. While not immediately dangerous, the kapre can be vengeful when angered. As it jumps from tree to tree, it will beguile and confuse its opponents and strike them down with the large cigar or pipe that it uses as a club.

**Tree Spirits.** Kapre are spirits that like to live in big trees like the acacia, mango and banyan. They stay hidden, invisible to the normal person, choosing to protect their homes by confusing passersby and misdirecting them.

Those that disturb or destroy their trees are often cursed to deter them from returning. Some stories even say that particularly mischievous children have disappeared because they angered a kapre.

## KAPRE

Large fey, chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 30ft., climb 20 ft.

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

**Skills** Athletics +6, Perception +5, Stealth +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The kapre's innate spellcasting ability is Charisma (spell save DC 14). The kapre can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *bestow curse*, *confusion*

2/day each: *enthrall*

3/day each: *sleep*, *tasha's hideous laughter*

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

### ACTIONS

**Multiattack.** The kapre makes two greatclub attacks.

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d8 + 3) bludgeoning damage.

**Standing Leap.** The kapre's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

**Superior Invisibility.** The kapre magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the kapre wears or carries is invisible with it.

**Charm.** The kapre targets one humanoid it can see within 30 feet of it. If the target can see the kapre, the target must succeed on a DC 14 Wisdom saving throw against this magic or be charmed by the kapre. The charmed target regards the kapre as a trusted friend to be heeded and protected. Although the target isn't under the kapre's control, it takes the kapre's requests or actions in the most favorable way it can.

Each time the kapre or the kapre's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the kapre is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

The kapre can have no more than one humanoid charmed at a time.

THE LEAVES ARE RUSTLING, BUT THERE IS NO WIND.  
SMOKE IS BILLOWING FROM THE TREE, BUT THERE IS NO FIRE.  
I'VE LOST MY WAY; AM I OUT OF MY MIND,  
OR AM I THE OBJECT OF A KAPRE'S DESIRE?

- MARIA CLARA

**Tricksters.** Kapre spend their time observing passersby and playing tricks on them. These tricks are usually harmless and do not physically hurt the targets. Although they sometimes confuse their targets to protect their home, they also relish in it.

Sometimes, they will follow people home and play tricks on them there. People can forget how they got home or that they are even at their home already; they can walk into a room and forget why they went inside in the first place, and they can leave the room and return only to find that all the furniture had been moved around.

**Jealous Stalkers.** Oftentimes, as they observe the passersby that go near their tree homes, they will begin to develop obsessions with attractive people. They will begin to follow the object of their affection and become very possessive of them.

Any potential suitors become privy to their tricks. They will become very forgetful and clumsy, get lost in the forest often, and even become very sick.

While many are content, protecting the object of their affection from afar, some want more. Sometimes, they will abduct people, keeping them in their trees and never allowing them to leave.







Taken from Battle of Westeros Board Game

## SPEARMAN

Medium humanoid (human), unaligned

**Armor Class** 12 (leather)

**Hit Points** 11 (2d10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	8 (-1)	8 (-1)	10 (+0)

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/4 (50 XP)

**Unit Loyalty.** If another member of the spearman's unit has taken damage since the beginning of his last round, the spearman deals an additional 1d4 with his next spear attack.

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. Deals 5 (1d8 + 1) damage if two-handed.



Taken from nationstates.net

## INFANTRYMAN

Medium humanoid (human), unaligned

**Armor Class** 14 (studded leather, shield)

**Hit Points** 17 (3d10 + 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

### ACTIONS

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

**Defensive Posture.** The infantryman holds his shield up defensively, providing half cover to all units behind him and imposing disadvantage on all the next attack made against the infantryman.

## INFANTRY

An army is nothing without its foot soldiers. Either in small groups or large armies, men and women travel the King's lands, enforcing laws and maintaining peace.

**Modular Units.** A unit of the King's Army is composed of 4 to 5 infantryman, 2 to 3 spearmen, 3 to 4 archers, 1 to 2 cavalry scout, and 1 war mage under the leadership of a sergeant. This is the smallest unit of troops that the King deploys into his lands.

**Pieces of Whole.** The small units of the King's army occasionally come together under the leadership of a high ranking military official. However, due to the sheer number of troops, each group is still under the authority of the sergeant.



## CAVALRY SCOUT

Medium humanoid (human), unaligned

**Armor Class** 12 (leather)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft., 60 ft. when mounted

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	8 (-1)	13 (+1)	9 (-1)

**Skills** Animal Handling +3, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 1/2 (100 XP)

**Scout.** A cavalry scout has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



## WAR MAGE

Medium humanoid (human), unaligned

**Armor Class** 11 (14 with mage armor)

**Hit Points** 25 (5d6 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

**Skills** Arcana +6

**Senses** passive Perception 10

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Spellcasting.** The war mage is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The war mage has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *mage hand*, *message*, *prestidigitation*  
 1st level (4 slots): *burning hands*, *fog cloud*, *mage armor*, *thunderwave*  
 2nd level (3 slots): *scorching ray*, *see invisibility*, *web*  
 3rd level (2 slots): *counterspell*, *lightning bolt*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage. Deals 3 (1d8 - 1) damage if two-handed.







## ARCHER

Medium humanoid (human), unaligned

**Armor Class** 12 (leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	8 (-1)	8 (-1)	9 (-1)

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/4 (50 XP)

**Coordination.** If there are multiple archers, instead of attacking they may take the Volley action.

### ACTIONS

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Volley.** Multiple archers launch a volley of arrows in a target area within 150 feet. All creatures in a 20 foot radius must make a DC 10 Dexterity saving throw. On a failed save, the creature takes 3 (1d4 + 1) damage per archer firing, taking half damage on a successful save.

## SERGEANT

Medium humanoid (human), unaligned

**Armor Class** 16 (half plate)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

**Skills** Athletics +5, Persuasion +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The sergeant makes two attacks with his greatsword.

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

**Rally Troops (Recharge 5-6).** The sergeant rallies his troops with a war cry, giving all friendly units with 30 feet advantage on their next attack roll.





## WYVERN RIDER

Though only few in number, wyvern riders are known throughout the kingdom. Always on the back of their trusted companions, they can be seen darting through the sky, doing the King's bidding quickly and efficiently.

**Chosen.** The art of wyvern taming and riding is a closely guarding secret in the kingdom. Once every five years, all the half-elves in the kingdom are inspected by an Overseer. If the Overseer sees potential in the young half-elf, they are presented with a wyvern egg. If the egg hatches before a year has passed, they are accepted as a future wyvern rider and trained, alongside their wyvern, to be vassals of the King.

**Two Bodies, One Mind.** The wyvern rider bonds with her wyvern on a raw, magical level. Since the moment of the wyvern's birth, the future rider is tasked with raising and caring for the creature until it matures. Through this multi-year process, the two bond and become inseparable, both on and off the battlefield. Those unlucky riders who lost their wyverns, known as *fallen riders*, fly into an inconsolable rage, killing everything in their sight. The only escape that has been found for these lost riders is death, and they are killed quickly before they do irreparable harm to the kingdom.

### WYVERN RIDER

*Medium humanoid (half-elf), unaligned*

**Armor Class** 17 (studded leather)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

**Saving Throws** Dexterity +9, Wisdom +6

**Skills** Acrobatics +9, Animal Handling +8, Perception +8

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

**Languages** Common, Elvish

**Challenge** 9 (5,000 XP)

**Bond of Beast and Man.** While within 10 feet of her wyvern, the rider has advantage on all Dexterity and Charisma saving throws.

**Feral Protector.** If the rider's wyvern has taken damage since the rider's previous turn, the rider has advantage on her next attack.

**Mark of the Beast.** The wyvern rider can cast the spell *hunter's mark* as a bonus action, giving both her and her wyvern the benefits of the spell.

**Rage of Loss.** If the rider's wyvern dies, the rider transforms into a fallen rider. She gains an additional attack per round with both weapons but falls into an unconsoleable rage, attacking everything in sight.

#### ACTIONS

**Multiattack.** The wyvern rider can make two attacks with her lance and one attack with her whip.

**Lance.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 3) piercing damage. If the rider is within 5 feet of her target, he has disadvantage on her attack roll.

**Whip.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.



## BLUE ELF

Medium humanoid (elf), unaligned

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 75 (10d6 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	20 (+5)

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

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

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Fey Ancestry.** A blue elf has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Spellcasting.** The blue elf is a 10th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The blue elf has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, firebolt, message, minor illusion*  
1st level (4 slots): *charm person, fog cloud, magic missile, mage armor*  
2nd level (3 slots): *hold person, levitate, misty step*  
3rd level (3 slots): *blink, fireball, fly*  
4th level (3 slots): *confusion, dimension door, ice storm*  
5th level (2 slots): *cone of cold, dominate person*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage. Deals 4 (1d8) damage if two-handed.

### REACTIONS

**Reflect Spell (5/Day).** Magic is attracted to the blue elf as if he were a magnet. If a spell is cast targeting the blue elf or another creature within 15 feet, the blue elf can roll a Charisma saving throw against the spellcaster's spell save DC. If the blue elf's roll succeeds, he absorbs the magic, taking no damage, and reflects it back at the caster, including all additional effects and modifiers tied to the spell, using the blue elf's spell save DC and spell attack bonus. This works for spells of all levels and does not consume a spell slot. On a failed save, the spell continues as intended, but deals only half damage.

## BLUE ELF

Blue elves are peculiar creatures. Many elves show a natural disposition to magic at an early age; blue elves, however, display this proficiency differently. As these elves reach their teenage years, their skin develops a light blue sheen, a glow which distinguishes them from their peers and all others. Around the same age, they begin showing an aptitude in magic, a few years after other elves.

**Primitive Casting.** Once a blue elf's magical aptitude is revealed, they immediately begin training at the Magic Academy. However, though they go through the same rigorous training all initiates go through, the blue elves never show an aptitude with offensive spells, excelling instead at domination and manipulative spells.

**Magnetic Aura.** Blue elves are trained separately from other initiates. This is not meant to segregate them for their skin color or primitive casting. Each blue elf is separated because the magic of others seem to be attracted to him. A spell cast in his vicinity will be redirected towards the elf and spit back at the unintentional assailant. At first, a blue elf has no control over this, but through years of study and training, learns to control this mysterious and powerful ability.

**Magical Lightning Rod.** The King and his military advisors saw the power of the blue elves and knew that their power can be used to protect the large army under the King's control. Blue elves are used as a magical deterrent, their control of domination and manipulation spells make them the most effective tools at killing enemy magic users.





# MITHRIL GUARD

The Mithril Guard is known throughout the kingdom. The personal bodyguards of the king, they follow His Majesty to all destinations, a fearsome and deadly entourage. Little is known about these guards, except that they are tough warriors who are loyal only to the King.

**Birthright.** The men and women who make up the Mithril Guard are chosen at birth. Their growth is carefully watched, and if the Overseers deem the child fit, he is chosen to become a guard. Once they reach the age of ten, these young children begin training which will last them ten years, during which their bodies and minds will be carved into the perfect king's guard.

**Well-Travelled.** Every guard travels throughout the kingdom during his training. He spends times amongst the dwarves and the elves, learning their culture, not to be closer to the King's subjects, but so they can think like potential enemies of the King. A Mithril Guard has memorized the layout of the land and is never lost inside the King's domain.

**Special Equipment.** The Mithril Guard gets its name from the dull green glow of their full plate armor and their great swords. The common people whisper, attributing the glow to magic, others saying that the glow is a visualization of their power. The truth, known only to a select few, is that their armor and weaponry is specially crafted. The unique metal mithril is used to create the weapons and armor of the guard, making his armor stronger and his weapons hit harder. The aftereffect of this special treatment process is the dull green glow ever-present on every Mithril Guard.

## MITHRIL GUARD

Medium humanoid (human), unaligned

**Armor Class** 18 (plate)

**Hit Points** 115 (11d12 + 66)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	13 (+1)	14 (+2)	10 (+0)

**Senses** passive Perception 12

**Languages** Common, Elvish

**Challenge** 7 (2,900 XP)

**Magical Armor.** The guard's armor is made out of a special mithril blend, causing it to be resistant to all magical effects, such as the spell *heat metal*.

**Indomitable.** The guard is unable to be intimidated.

### ACTIONS

**Multiattack.** The mithril guard can make up to three attacks with his great sword. He can use Sweeping Strike or Trip Attack in place of two of the attacks.

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

**Sweeping Strike.** The guard swings his sword in a large arc, hitting all creatures in a 5 feet radius. The guard makes an attack roll against all enemies within 5 feet, dealing damage to all targets hit.

**Trip Attack** The guard chooses one creature within 5 feet and delivers a devastating blow aimed at knocking the target creature prone. The guard makes a weapon attack roll, and on a successful hit, the target creature must pass a DC 16 Dexterity saving throw or be knocked prone.



Image by <http://mabuart.deviantart.com/>





## ALYNN

Medium humanoid (half-elf), unaligned

**Armor Class** 18 (studded leather, dual wielding)

**Hit Points** 112 (15d8 + 45)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

**Saving Throws** Dex +9, Int +5

**Skills** Acrobatics +13, Stealth +13

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Elvish

**Challenge** 10 (5900 XP)

**Fey Ancestry.** Alynn has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Ventriloquist.** Alynn is a master of the voice. After listening to a creature speak a single sentence, she gains the ability to imitate their voice perfectly and can even throw her voice up to 100 feet in any direction.

**Master Of Shadows.** If Alynn spends 1 minute preparing, she can blend into any background. While hiding, she cannot move without risking detection. A DC 25 Perception check will alert creatures to Alynn's presence.

**Sneak Attack.** If Alynn attacks a surprised creature, or has advantage on her attack, she deals an additional 44 (8d6) damage. She can only deal this damage once per round.

### ACTIONS

**Multiattack.** Alynn can make three attacks with her

scimitars.

**Scimitar (dual-wield).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. or 52 (1d6+5+8d6) damage on sneak attacks.

**Garrote (Recharges After A Short Or Long Rest).** Alynn slips a garrote around the neck of a creature within 5 feet. She makes an attack roll with +7 to hit. On a hit, she slices through their windpipe, causing the creature to start bleeding for 39 (6d6) damage at the beginning of each of their turns until healed. In addition, the creature loses the ability to speak or cast spells with verbal components.

**Smoke Bomb (1/Day).** Alynn throws a smoke bomb at her feet. All creatures in a 30 foot radius are shrouded in putrid black smoke which provides full cover and restricts all sight to 5 feet. All creatures who start their turn in the smoke, except Alynn, must pass a DC 14 Constitution save or spend the turn coughing.

### LEGENDARY ACTIONS

Alynn 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. Alynn regains spent legendary actions at the start of its turn.

**Return To Shadows.** Alynn slithers back into the shadows, moving up to 10 feet and taking the Hide action.

**Backstab (Costs 2 Actions).** Alynn maneuvers around one creature within 5 feet until she is behind it. Once here, she makes one attack with her scimitar with advantage. This movement does not provoke opportunity attacks.

**Vanish (Costs 3 Actions).** Alynn vanishes from sight, reappearing within 30 feet of her original location at the end of the next creature's turn.



## SANE

Medium humanoid (half-elf), unaligned

**Armor Class** 13 (16 with mage armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	20 (+5)

**Saving Throws** Wis +5, Cha +9

**Skills** Insight +9, Stealth +14

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Elvish

**Challenge** 11 (7200 XP)

**Fey Ancestry.** Sane has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Void Eye.** Sane's eye has been corrupted by the void. Through it, she can see invisible creatures and cannot be surprised.

**Void Blood.** If Sane deals force damage to a target, she heals hit points equal to the damage dealt.

**Spellcasting.** Sane is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Sane has the following warlock spells prepared:

Cantrips (at will): *control flame*, *eldritch blast*, *message*, *friends*

1st level (4 slots): *charm person*, *fog cloud*, *mage armor*, *sleep*

2nd level (3 slots): *detect thoughts*, *invisibility*, *misty step*

3rd level (3 slots): *fly*, *hypnotic pattern*, *major image*

4th level (2 slots): *confusion*, *greater invisibility*

5th level (1 slot): *eyebite*

### ACTIONS

**Multiattack.** Sane can make two attacks with her force dagger.

**Force Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) force damage.

**Swallow Soul.** Sane stares directly at an incapacitated or restrained creature within 30 feet with her void eye, sapping their life energy. The creature must make a DC 17 Wisdom saving throw. On a failed save, the creature takes 49 (14d6) force damage and suffers two levels of exhaustion. On a successful save, the creature takes half damage and does not gain exhaustion.

### LEGENDARY ACTIONS

Sane 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. Sane regains spent legendary actions at the start of its turn.

**Glitterdust.** Sane dips into the ethereal realm for a moment. The position of all creatures in a 30 foot radius are revealed to her.

**Eye Of The Void.** Sane looks directly at one creature with her Void Eye, freezing them in place. The creature must make a DC 17 Wisdom saving throw or be stunned until the end of its next turn.

**Force Leech (Costs 2 Actions).** Sane targets a wounded creature and saps their lifeforce. The target creature must make a DC 17 Wisdom saving throw. On a failed save, the creature takes (21) 6d6 force damage. On a successful save, the target creature takes half damage.





## PAIGE TRUESTRIKE

Medium humanoid (human), unaligned

**Armor Class** 20 (plate, shield)

**Hit Points** 220 (21d10 + 105)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	18 (+4)

**Saving Throws** Wis +9, Cha +10

**Skills** Religion +8, Insight +9

**Condition Immunities** frightened

**Senses** passive Perception 13

**Languages** Common, Elvish

**Challenge** 20 (25000 XP)

**Animate Shield.** With a whispered word of power, Paige can activate her animated shield, which will begin floating around her. This gives her the bonus of the shield for 1 minute while freeing up both her hands.

**Aura Of Courage.** All allies within 30 feet of Paige are immune to fear effects.

**Divine Smite.** All of Paige's attacks carry divine power. Each attack deals an additional 1d8 radiant damage. She can increase this damage by expending a spell slot. The damage increases by 1d8 per spell slot level.

**Spellcasting.** Paige is a spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Paige can use any spell from the Paladin spell list. She has the following spell slots at the listed levels:

1st Level: 4 slots  
2nd Level: 3 slots

3rd Level: 3 slots

4nd Level: 3 slots

5nd Level: 2 slots

### ACTIONS

**Multiattack.** Paige can make 4 attacks with her longsword, Frost.

**Longsword (Frost).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) cold damage, and 3 (1d8) radiant damage.

**Lay On Hands (5/Day).** Paige has a blessed healing touch. She can touch one creature within range, or target herself, and heal them for 35 hit points.

**Sprout Wings (1/Day).** Paige channels her devotion to her goddess, and sprouts angel wings from her back. The wings last for 1 hour and Paige gains a flying speed of 60 feet.

### LEGENDARY ACTIONS

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

**Dash.** Paige moves or flies half of her total movement in a given direction. This does not provoke opportunity attacks.

**Find Weakness (2 Actions).** Paige quickly inspects one creature, gaining advantage on her next attack roll against the target creature.

**Exploit Weakness (3 Actions).** Paige looks for a weakness in one creature's armor. She makes a DC 12 Perception check. On a success, if her next attack against that target hits, it will automatically critically hit.



Image from: Mortal Online



## TAI FENG

Medium humanoid (half-orc), unaligned

**Armor Class** 20 (plate, shield)

**Hit Points** 218 (19d12 + 95)

**Speed** 50 ft.

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

**Saving Throws** Str +11, Con +11

**Skills** Athletics +11, Intimidation +7

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Vulnerabilities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft. passive Perception 13

**Languages** Common, Orc

**Challenge** 18 (20000 XP)

**Endless Rage.** Tai Feng is always under the effects of Rage, even if he is hiding it from others. He has advantage on Strength checks and Strength saving throws.

**Lover Of Battle.** Tai Feng has advantage on initiative rolls and can attack on a surprise round.

**Relentless Endurance (1/Day).** When Tai Feng is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks.** When Tai Feng scores a critical hit, he can roll 4 additional weapon damage die for a total of 6 damage die.

### ACTIONS

**Multiattack.** Tai Feng can make three attacks with his great axe.

**Greataxe.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (1d12+9) slashing damage.

**Aura Of Anger.** Each creature within 30 feet under the command of Tai Feng is whipped into a war frenzy. They gain advantage on all attack and spell attack rolls. They are also immune to being frightened. These effects last until the beginning of Tai Feng's next turn.

**Slam (Recharge 5-6).** Tai Feng makes two attacks with his greataxe before slamming into a target creature. The creature must succeed a DC 20 Dexterity check. On a failed save, the creature is thrown back 15 feet knocked prone, and take 2d8+9 damage.

### REACTIONS

**Savage Cry.** Upon taking damage, Tai Feng can let out a savage war cry at his attacker. The creature must make a DC 20 Constitution save or be frightened of Tai for 1 minute. The creature can make another Constitution saving throw at the end of each his turns to end the effect.





Image from: Legend of the Cryptids

## NIX RIVERSONG

Medium humanoid (elf), unaligned

**Armor Class** 14 (17 with mage armor)

**Hit Points** 170 (20d6 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	20 (+5)	20 (+5)	15 (+2)	17 (+3)

**Saving Throws** Int +12, Wis +9

**Skills** Arcana +12, Insight +9, Perception +9

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Common, Elvish

**Challenge** 21 (33000 XP)

**Fey Ancestry.** Nix has advantage against being charmed and magic cannot put him to sleep.

**Master Of Ice.** Nix is a master of all cold magic. All of Nix's summons deal an additional 1d8 cold damage on attacks.

**Spellcasting.** Nix Riversong is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Nix Riversong has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *frostbite*, *gust*, *ray of frost*

1st level (4 slots): *absorb elements*, *charm person*, *fog cloud*, *mage armor*

2nd level (3 slots): *misty step*, *web*, *see invisibility*

3rd level (3 slots): *counterspell*, *sleet storm*, *stinking cloud*

4th level (3 slots): *arcane eye*, *conjure minor elementals*, *ice*

*storm*

5th level (3 slots): *cloudkill*, *wall of stone*, *conjure elemental*

6th level (2 slots): *flesh to stone*, *wall of ice*

7th level (2 slots): *force cage*, *teleport*

8th level (1 slots): *control weather*

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d6+0) bludgeoning damage.

**Summon Minor Creature.** Nix channels his magic to summon a creature to fight for him. He can summon any creature CR 7 or lower as long as it is not an undead. The creature lasts for 1 minute or until it dies. It takes its turn directly after Nix's.

**Summon Major Creature (3/Day).** Nix delves into powerful magic to summon a greater creature. Nix can summon any creature CR 15 or lower as long as it is not undead. The creature lasts for 10 minutes or until it dies. It takes its turn directly after Nix's.

### LEGENDARY ACTIONS

Nix Riversong 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. Nix Riversong regains spent legendary actions at the start of its turn.

**Summon: Move!** Nix directs one of his summons to move up to its movement speed. This movement does not provoke opportunity attacks.

**Summon: Attack! (2 Actions).** Nix commands one of his summons to attack an enemy creature.



# THE KING AND QUEEN

King Paúl Shapechanger and Queen Adria Durrón lead the kingdom. Though Paúl is King, he is actually not a royal, having married then Princess Adria Durrón many years ago. Since the death of Adria's father, King Paúl took the throne besides his wife.

## KING PAÚL SHAPECHANGER

King Paúl fell into royalty. He began like many do, a young adventurer eager to make his name in the world. During one of these adventures, he met the Princess Adria Durrón and fell instantly in love. Since becoming King, he has led the kingdom in what he hopes is a fair and just way.

**Shapechanger.** Though his peculiar last name, King Paúl is not a shapechanger. His curious name comes from a rumor, that Paúl spent time as a half-orc. The tale says that he died during a great battle, only to be resurrected by a friendly druid as a half-orc. Angered with the new body, he undertook a long journey to return to his natural elven form.

### KING PAÚL

Medium humanoid (elf), unaligned

**Armor Class** 18 (plate)  
**Hit Points** 65 (10d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)

**Saving Throws** Wis +6, Cha +4  
**Skills** Perception +6, Intimidation +7  
**Senses** darkvision 60 ft., passive Perception 16  
**Languages** Common, Elvish, Orc  
**Challenge** 7 (2900 XP)

**Fey Ancestry.** King Paúl has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Royal Immunity.** King Paúl is immune to the spell *crown of madness*.

#### ACTIONS

**Multiattack.** King Paúl makes two attacks with his greataxe *Songbringer*

**Songbringer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) thunder damage.

**Call Lightning.** King Paúl calls down lightning to strike one creature within 30 feet. The target creature must succeed on a DC 14 Wisdom saving throw or take 28 (8d6) thunder damage. On a successful save, the creature takes half damage.

## QUEEN ADRIA DURRON

The Queen, a born royal, spent most of her youth living the life of a princess. Though she excelled at nuances and mannerisms expected of a royal princess, she thirsted for adventure. When she met the adventurer Paúl Shapechanger, she was enchanted by his stories and his adventuring nature.

**Ruler of the People.** Though her husband is the ruler of the kingdom, it would not run without Queen Adria. Her many classes as a child taught her how to be a good ruler, tough yet kind. However, her greatest strength lies in her ability to inspire people with her words and small smiles. Queen Adria's natural leadership allows her to sit in the background, helping and guiding the King as he rules the people of her family's kingdom.

### QUEEN ADRIA

Medium humanoid (half-elf), unaligned

**Armor Class** 15 (studded leather)  
**Hit Points** 88 (16d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	18 (+4)

**Saving Throws** Dex +6, Cha +7  
**Skills** Perception +5  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Common, Elvish  
**Challenge** 8 (3900 XP)

**Fey Ancestry.** Queen Adria has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Disarming Smile.** Queen Adria is well versed in royal politics. She has advantage on all Charisma checks and saving throws.

#### ACTIONS

**Multiattack.** Queen Adria makes two attacks with her rapier, *Whisper*

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

**Inspire! (5/Day).** The Queen inspires one of her loyal subjects, giving them advantage on their next attack roll with a bonus d8 to hit.





## KOBOLD BULLY

Thick sinuous muscle defines this Kobold, setting it apart from its wiry counterparts. Kobold Bullies stand with an air of confidence, bones of rivals hanging from their spears. Small black eyes glittering with malicious deviance show the harsh spirit that drives this creature.

**Brute of the Pack.** Born physically larger and stronger than others in the tribe, a Kobold Bully fights its way through the social hierarchy. A Kobold Bully works as muscle for the tribe, serving as guards and vanguards in battle. What a Kobold Bully lacks in cunning, it makes up for in brutal strength, tending to stab first and ask questions second. Kobold Bullies incite rage among their tribes, acting upon jealousy towards those who seem better off than them.



## KOBOLD BULLY

Small humanoid (kobold), lawful evil

**Armor Class** 14 (shield)

**Hit Points** 21 (6d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Low Blow (Recharge 5-6).** The kobold makes a cheap shot against a creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or become incapacitated until the end of the kobold's next turn.

## KOBOLD COMMANDER

Small humanoid (kobold), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., *Hit:* 5 (1d8+1) piercing damage.

## KOBOLD COMMANDER

Having survived a few skirmishes the older and experienced Kobold Soldiers make up the ranks of Kobold Commanders. Tasked with the safety of the tribe these ruthless leaders frequently send patrols out to monitor the surroundings.

**Never alone.** Due to the combat hardened and wary nature of Kobold Commanders, they are never far away from soldiers they often carry horns made of bone to warn and call for the aid of nearby kobolds.





# KOBOLD HERO

Bearing a mark uncommon from the rest of its tribe a Kobold Hero acts with the knowledge of its eventual success. Trained beyond any other; equipped with the finest gear and fervent in the belief of destiny, these creatures are the face of kobold tribes. Worldly knowledge and years of adventure show upon their scaled face. A Kobold Hero can rally tribes together and bring upon the world a deadly and zealous foe. When a Kobold Hero emerges, the world is destined to change.

**Marked for Destiny.** When a Kobold Hero is born, they are marked. This marking varies from hero to hero, often appearing as a change in skin color or alteration of the eyes. These markings are recognized in kobold tribes as blessings from the Dragon Queen Tiamat. Immediately, kobolds marked are treated as vessels of destiny; raised, trained and pushed to fulfill the will of Tiamat.

**Chosen of Tiamat.** Unlike other kobolds, Kobold Heroes are above any social hierarchy. Their right to rule and command goes unquestioned by any tribe. At this command, squabbling tribes of kobold rally under their banner and go forth to aid the Kobold a Hero in its task. When Kobold Heroes appear, cities and towns neighboring kobold tribes tremble in fear of the impending armies these heroes create.



“Heroes have many fine qualities, Some races, however, fall short in places.”

- Termerus Dral  
A Study of Heroism

## KOBOLD HERO

Small humanoid (kobold), lawful evil

**Armor Class** 18 (breastplate, shield)

**Hit Points** 54 (12d6 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	14 (+2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

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

### LEGENDARY ACTIONS

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

**Scurry.** The kobold moves up to its speed without provoking opportunity attacks.

**Stabby.** The kobold makes one melee weapon attack.

**Pocket Sand (Costs 2 actions).** The kobold throws sand at a creature it can see within 5 feet of it. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the kobold's next turn.



# KOBOLD SHAMAN

Scents of heavy herbs, the clattering of trinkets and the subtle Whispering of a cunning mind mark the arrival of a Kobold Shaman. Imbued with the magic of their god Tiamat, Kobold Shamans rule the tribe, using guile and deception to keep their place. Kobold Shamans are frail but agile, their physical stature pushing them more to avoiding combat than getting into it themselves.

**Rite of the Elements.** Kobold Shamans must display their connection to the dragon god Tiamat.

Those chosen to become a shaman undergo a ritual of elements, being subjected to searing heat, deathly cold and noxious acid. Those who emerge from the ritual alive are awakened to the arcane energies of Tiamat.

**Tribes Power.** Wielding Tiamat's magic, Kobold Shamans are the heart and mind of their tribe. Sitting on the top of the social hierarchy, Shamans delegate tasks in the tribe. Yet, their power is always tentative, as other kobolds are quick to grow agitated and envious. Kobold Shamans are quick to notice unrest in the tribe and are not above resorting to banishment to ensure their power remains intact. When faced with the coming of a Kobold Hero, Shamans are often slow or devious in their actions. While attempting to fulfill the will of Tiamat, Kobold Shamans stop at nothing to keep the power that they have attained.



## KOBOLD SHAMAN

*Small humanoid (kobold), lawful evil*

**Armor Class** 13 (leather armor)

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

**Spellcasting.** The kobold is a 4th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The kobold has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
 1st level (4 slots): *cure wounds*, *fog cloud*, *healing word*  
 2nd level (3 slots): *flaming sphere*, *heat metal*

### ACTIONS

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

## KOBOLD SOLDIER

*Small humanoid (kobold), lawful evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

**Sunlight Sensitivity.** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

### ACTIONS

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

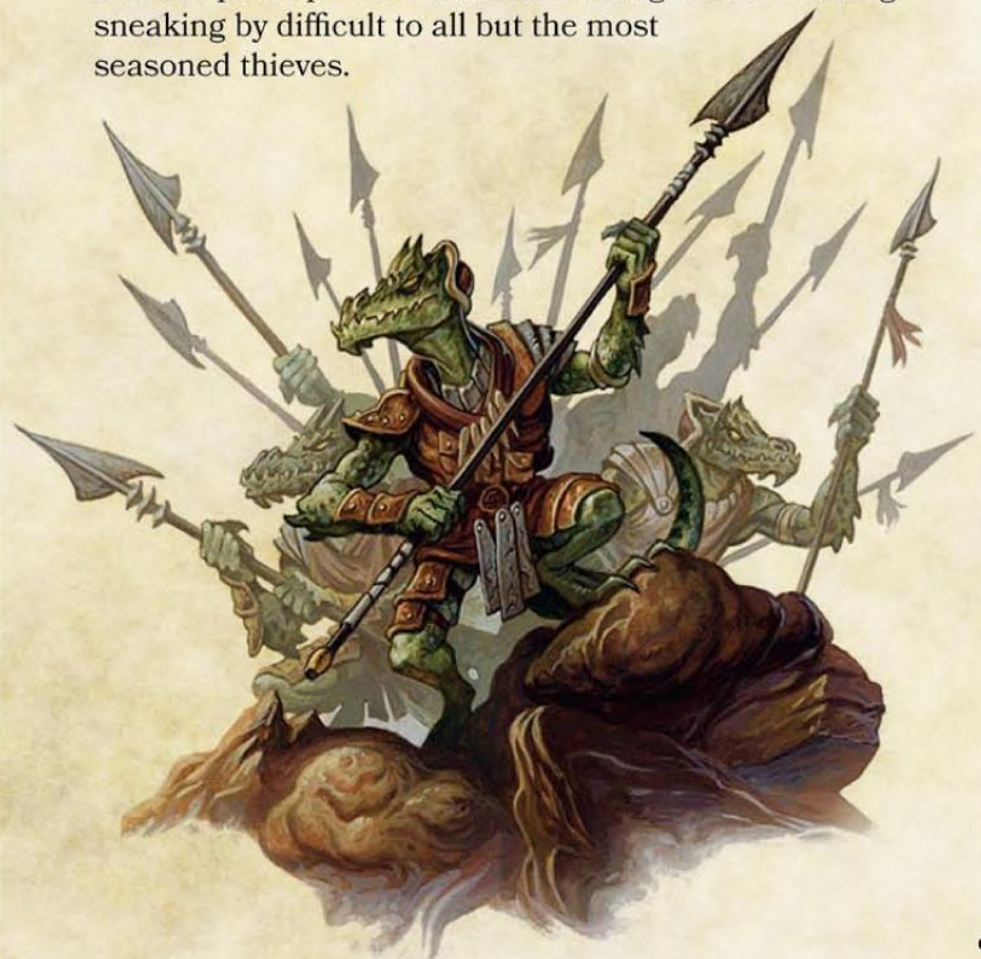
**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., *Hit:* 5 (1d6+2) piercing damage.

# KOBOLD SOLDIER

The Lowest of Kobolds ranks is the Kobold Soldier.

Physically weak they overcome most foes with numbers

**Two Better Than One.** Common practice among soldiers is to travel and scout in pairs. when assigned to guard doors kobolds post up on both the left and right sides making sneaking by difficult to all but the most seasoned thieves.





# The Watchers

*Genesis 6:1-4* "When men began to multiply on the face of the Earth, and daughters were born to them, that the sons of God saw the daughters of men that they were fair; and took them wives of all which they chose."

**Appearance.** *Dan 10: 1-12* "Then I lifted up mine eyes, and looked, and behold a certain man clothed in linen, whose loins were girded with fine gold of Uphaz: His body also was like the beryl, and his face as the appearance of lightning, and his eyes as lamps of fire, and his arms and his feet like in colour to polished brass, and the voice of his words like the voice of a multitude."

**Fallen Angels.** *Isaiah 14: 12-14* "How you are fallen from heaven, O Day Star, son of Dawn! How you are cut down to the ground, you who laid the nations low! You said in your heart, 'I will ascend to heaven; above the star of God I will set my throne on high; I will sit on the moun of assembly in the far reaches of the north; I will ascend above the heights of the clouds; I will make myself like the Most High.'



THE SILENT FIELD OF SWAYING GRASS WAVED  
AT THE OCEAN ABOVE, THE GIANTS MARCH PAST  
US BY THE THOUSAND. BY THE THOUSAND,  
THOUSAND AND MANY MORE.  
INFINITE UPON INFINITE. THEY DON'T LOOK BACK  
WE STAR ON  
- MOHRBACHER, THE ANGELARIUM

## KOKABIEL, ANGEL OF THE STARS

*Huge celestial, chaotic good*

**Armor Class** 19

**Hit Points** 327 (32d10 + 151)

**Speed** 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

**Saving Throws** Int +14, Wis +14, Cha +17

**Skills** Perception +14

**Damage Immunities** necrotic, poison

**Damage Resistances** radiant, bludgeoning, piercing, slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** passive Perception 24, truesight 120 ft.

**Languages** all, telepathy 120 ft

**Challenge** 23 (50000 XP)

**Divine Awareness.** Kokabiel, Angel of the Stars knows if it hears a lie.

**Magic Resistance.** Kokabiel, Angel of the Stars has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** Kokabiel, Angel of the Stars makes two Angelic Flame attacks.

**Angelic Flame.** *Ranged Spell Attack:* +15 to hit, range 60/120 ft., one target. *Hit:* 48 (9d8+8) radiant damage.

**Fallen Touch (2/day).** *Melee Spell Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 40 (8d8+4) necrotic damage.

**Astronomical Projection.** Kokabiel, Angel of

the Stars uses its vast knowledge of astronomy to open a portal to the Astral plane. The portal is a circular opening, which Kokabiel, Angel of the Stars can make 5 to 20 ft in diameter. All nearby creatures must make a DC 15 Strength saving throw or be sucked into the portal and transported to the Astral plane.

**Planeshift.** Kokabiel, Angel of the Stars magically teleports, along with any equipment it is wearing or carrying, to the Astral plane (or back to the material plane if it was in the Astral plane) when doing this Kokabiel, Angel of the Stars leaves behind a silver cord in the Astral plane.

### LEGENDARY ACTIONS

The kokabiel, angel of the stars 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 kokabiel, angel of the stars regains spent legendary actions at the start of its turn.

**Teleport.** Kokabiel, Angel of the Stars magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Searing Burst (Costs 2 Actions).** Kokabiel, Angel of the Stars emits magical, radiant energy. Each creature of its choice in a 10-foot radius must make a DC 24 Dexterity saving throw, taking 17 (5d6) fire damage plus 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

**Blinding Gaze (Costs 3 Actions).** Kokabiel, Angel of the Stars targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as lesser restoration spell removes the blindness.





## KOZILEK, THE BUTCHER OF TRUTH

Colossal aberration (titan), chaotic evil

**Armor Class** 24 (natural armor)

**Hit Points** 717 (35d20 + 350)

**Speed** 70 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	28 (+9)	26 (+8)	26 (+8)	26 (+8)

**Saving Throws** Dex +10, Wis +17, Cha +17

**Damage Vulnerabilities** bludgeoning, piercing, and slashing from hedron weapons

**Damage Resistances** acid, fire, cold, lightning

**Condition Immunities** paralysed, frightened, charmed, exhaustion

**Senses** blindsight 500 ft., passive Perception 29

**Languages** Eldrazi, telepathy 1000 ft.

**Challenge** 30 (155,000 XP)

**Innate Spellcasting.** Kozilek's innate spellcasting ability is Wisdom (spell save DC 25). He can innately cast the following spells, requiring no material components:

At will: *Command* (5th level spell slot), *Compulsion*

3/Day: *Confusion*, *Dominate Monster*, *Mass Suggestion*

1/Day: *Feeblemind*

**Aura of Lies.** All creatures within 150 feet of Kozilek must succeed on a DC 15 wisdom saving throw each time they wilfully speak a truth or take 2d10 psychic damage.

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

**Shatter the Mind.** When Kozilek reduces a creature to 0 hit points, that creature's mind melts into grey mush.

**Mindbreaker Savant.** Kozilek is not required to maintain concentration on Enchantment spells that grant him control over another creature.

### ACTIONS

**Multiattack.** Kozilek can use his Supernatural Madness. He then makes two blade attacks, two fist attacks, and two tentacle attacks.

**Supernatural Madness.** Each creature of Kozilek's choice within 120 ft. of him must succeed on a DC 15 wisdom saving throw or spend it's next turn attempting to deal as much damage to a creature of Kozilek's choice as possible.

**Blade.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 52 (4d20 + 10) slashing damage.

**Fist.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 62 (8d12 + 10) bludgeoning damage.

**Tentacle.** *Melee Weapon Attack:* +19 to hit, reach 50 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage.

### LEGENDARY ACTIONS

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

**Insanity Gaze.** Target creature takes 21 (2d10 + 10) psychic damage.

**Crushing Slither.** Kozilek moves up to his movement speed in a straight line, dealing 11 (2d10) bludgeoning damage and knocking aside any creature in his route.

**Take Control (Costs 2 actions).** Kozilek casts a spell using his Innate Spellcasting ability.





## KRAKEN HATCHLING

*Huge monstrosity (titan), chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 230 (20d12 + 100)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	18 (+4)	15 (+2)	17 (+3)

**Saving Throws** Str +10, Con +9, Wis +6

**Damage Immunities** lightning

**Condition Immunities** frightened, paralyzed

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** truesight 60 ft., passive Perception 12

**Languages** understands Abyssal, Celestial, Infernal, and Primordial but can't speak

**Challenge** 12 (8,400 XP)

**Amphibious.** The kraken can breathe air and water.

### ACTIONS

**Multiattack.** The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 25 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 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 kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

**Fling.** One Medium or smaller object held or creature grappled by the kraken is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

**Lightning Field (Recharge 5-6).** All creatures within 60 feet of the kraken must succeed on a DC 17 Constitution saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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

**Tentacle Attack or Fling.** The kraken makes one tentacle attack or uses its Fling.

**Release the Kraken (Costs 2 actions).** The kraken removes any magical effects on itself that reduce its speed or cause it to be restrained, and escapes from any nonmagical restraints or being grappled.

**Water Surge (Costs 3 actions).** A strong current surges from the kraken. Each creature within 30 feet of the kraken must succeed on a DC 17 Strength saving throw or be pushed up to 30 feet away from the kraken. On a success, the creature is pushed 10 feet away from the kraken.



# KRAMPUS

The dark side of the Spirit of Christmas, Krampus is like a cosmic counterweight, balancing all the joy that his jolly brother brings to the world.

Krampus scours the world in the wake of the Spirit of Christmas, flogging bad children and scrounging up his brother's cookie scraps. The worst children, he bags up and brings home for later, saving them for more sinister purposes.

Krampus stands an even 7 feet tall and is covered in wiry, coarse hair. His face is lean and vicious, framed in a shaggy drape of black hair and crowned with two twisted horns. His eyes burn with untold cruelty, and his voice rattles like the wind in the dead of a cold winter night.

## THE NORTH POLE

At the farthest northern extreme stands a twisting spiral of frost-white stone. Here resides Krampus when he is not out on the job, following the Spirit of Christmas in his eagerness to dole out savagery to ill-spirited children. Here, the land itself seems to sap the life from those seeking to do Krampus harm.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Krampus can take a lair action to cause one of the following magical effects:

- A rush of cold air escapes Krampus in a 120-ft. cone. Living creatures in the area must succeed on a DC 19 Constitution saving throw or be restrained until initiative count 20 on the following round.
- Krampus commands one charmed creature he can see to take either the Attack (one weapon attack only), Cast a Spell (one cantrip only), or Help action on initiative count 20. If there are no eligible creatures within sight, Krampus takes no lair action.
- One creature within sight of Krampus must succeed on a DC 19 Wisdom saving throw or be stunned until initiative count 20 on the following round as a sparkling hail of gifts cascades upon them from the air above them.

Krampus can't repeat an effect until they have all been used, and he can't use the same effect two rounds in a row.

### REGIONAL EFFECTS

The region containing Krampus' lair is corrupted by his presence, creating one or more of the following magical effects:

- Elves within 1 mile of the North Pole lose their advantage on saving throws against spells and other effects that attempt to charm them.
- The area within 6 miles of the North Pole suffers constantly from extreme cold (DMG, pg. 110). The DC to avoid gaining 1 level of exhaustion at the end of each hour in this area is 15.
- The area within 1 mile of the North Pole is under a constant *forbiddance* effect. Krampus is immune to this effect.

If Krampus is slain, the cold effect ends after a week, but both the *forbiddance* effect and the effect on elves's resistance to charms end immediately.



## KRAMPUS

Medium fiend (shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 209 (22d8 + 110)

Speed 40 ft., climb 80 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	20 (+5)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Con +11, Wis +8, Cha +11

Skills Deception +17, Insight +8, Perception +8

Damage Immunities cold, poison

Damage Resistances bludgeoning, piercing, and slashing that is nonmagical; fire, lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages All

Challenge 17 (18,000 XP)

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

**Charm Elf.** When an elf that can see Krampus's face starts its turn within 30 feet of Krampus, he can force it to make a DC 19 Charisma saving throw if Krampus isn't incapacitated and can see the elf. If the saving throw fails, the elf is charmed by Krampus until the start of its next turn.

Unless surprised, an elf can avert its eyes to avoid the saving throw until the start of its next turn. If the elf does so, it can't see Krampus until the start of its next turn, when it can avert its eyes again. If the elf looks at Krampus in the meantime, it must immediately make the save.

**Innate Spellcasting.** Krampus' spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Krampus can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *banishment*, *charm person*

3/day each: *counterspell*, *wall of ice*

1/day each: *mass suggestion*, *plane shift*

### ACTIONS

**Multiattack.** Krampus makes three attacks: one with his horns and two with his reed.

**Hoof. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+3) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be pushed 10 feet away from Krampus.

**Horns. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) bludgeoning damage, and if the target is a creature it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Reed. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage.

### LEGENDARY ACTIONS

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

**Christmas Kick.** Krampus makes a hoof attack.

**Coal Swap (Costs 2 Actions).** Krampus causes one weapon that dealt damage to him since the end of his last turn to disappear into Krampus' *bag of holding*, replaced with a piece of coal of equal shape and weight, if the wielder fails a DC 17 Strength saving throw.

**Home for the Holidays (Costs 3 Actions).** Krampus casts *banishment*.





## LATRIAN FLAYER

Medium aberration, lawful evil

**Armor Class** 19 (Padded)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	19 (+4)	14 (+2)	14 (+2)

**Saving Throws** Dex +4, Con +3

**Skills** Arcana +7, Deception +5, Insight +5, Intimidation +5, Perception +5, Stealth +7

**Damage Resistances** magic

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Deep Speech, Telepathy 120 ft., Undercommon

**Challenge** 7 (2900 XP)

### ACTIONS

**Brain Hug.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) necrotic damage. Target must be actively stunned by Emit Force. If the player successfully hits, and the target is Medium or smaller, it is grappled (escape STR DC 15), and must succeed on a DC 15 Constitution saving throw or be stunned until the grapple ends. Each turn the target is grappled, it takes an additional 1d10+4 Necrotic damage (DC 15 Con save for half damage).

**Emit Force.** *Ranged Spell Attack:* +7 to hit, reach 60 ft., one target. The Flayer launches a ball of electrified green energy at its opponent. On a hit, the target must succeed on a DC16 Constitution saving throw or be 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.

**Homing Soulmass.** *Ranged Spell Attack:* +7 to hit, reach 120 ft. The Flayer summons 5 glowing balls of blue force energy. Each mass hits a creature of the Flayer's choice within range. Each mass deals 1d4 + 1 force damage to its target. All blasts hit their target simultaneously.

**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) necrotic damage.



# LESHEN

Leshens dwell in dense, primeval woods. Fiercely territorial creatures, they hunt with stealth and cunning as their only companions. They use their inborn magic to control the plants and animals within in their territory—and so, when stalking them, half the battle is merely getting near enough to strike.

In some areas of the world these creatures form the center of local cults. Peasants living near their woods make offerings to them, usually of hares and birds, though human blood is not unheard of. This fact has given rise to many legends about helpful leshens chasing game towards hunters, helping lost travelers find their way in the forest or saving them from bandits. Sadly, these tales do not have an ounce of truth in them. Leshens see men only as sources of energy on which to feed. They drain the life force of those who live nearby until only limpid husks remain.

**Magic Totem.** Some leshens create magic totems that increase their strength, in such cases these totems should be destroyed before or while fighting them. Simply made from rocks and sticks but powerful enough to turn the tide of battle. These totems are protected by a magical force which can make destroying them particularly troublesome, requiring fire or a spell to destroy.

**Rebirth Mark.** Leshens can create for themselves a kind of immortality in the following way: the leshen wounds a lost traveler passing through its woods with its claws and casts a black magic curse on him. For as long as the individual marked in this way stays near its territory, the leshen will be reborn every time it dies. Such leshens can only be defeated by driving away, killing or powerfully dispelling the person they have marked.

**Pack Hunter.** In combat leshens use not only their long claws but also their many allies: wolves, who unfailingly answer their call, or ravens, which harass and distract the leshen's opponent. It is rare to find a Leshen alone, especially once it senses your presence.

**One With Nature.** Leshens are able to bend plant life to their will and make it aid them in battle. It's territory is usually covered with its prey still entwined within thick roots that have pierced their body.

We never hunt in these woods. Never. Even if it means the whole village starves." - Mulliver, ealdorman of Hoshberg

## LESHEN

Large plant, lawful evil

Armor Class 16 (natural armor)

Hit Points 97 (10d10 + 42)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	12 (+1)	18 (+4)	15 (+3)	13 (+2)	8 (-1)

**Skills** nature +4

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** Dark Vision

**Languages** understands common but cannot speak it

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

**Blink.** As a reaction, the Leshen can blink to a visible area within 15 ft., avoiding the attack and spawning crows that deal 9 (2d6 + 3) piercing damage to any creature within 5ft. at both the start and end point of the blink.

**Magic Totems.** Leshens create magical totems that increase their strength. For each totem within 60 feet of the Leshen, it gains another attack dice to all of its actions. The Leshen can have no more than 3 Magical Totems at one time.

**Rebirth Mark.** If the Leshen dies while it still has a person marked, whenever that person returns to the Leshens territory it will be reborn. The Leshen must wait atleast 2 days after its death to be reborn.

## ACTIONS

**Call of the Wild (1/Day).** The Leshen calls for 2 (1d4) Wolves to join the fight. They will enter the fight at the start of the next round of initiative

**Command Roots.** *Ranged Weapon Attack:* +7, range 5/60 ft., multiplae targets. The Leshen targets all enemies within a 60 foot cone dealing 8 (2d6 + 2) piercing damage..The targets must make a DC 15 Dexterity saving throw. On a failure, the target is considered grappled and must spend an action to free itself.

**Claw.** *Melee Weapon Attack:* +7 to hit, Reach 5 ft., one target The Leshen swipes with its claws dealing 24 (4d10 + 4) slashing damage. If the Leshen doesn't currently have a mark, the target is now marked.



## LEONIN

Medium humanoid (leonin), any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

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

**Skills** Acrobatics +4, Athletics +4

**Senses** passive Perception 11

**Languages** Common, Leonin

**Challenge** 1/4 (50 XP)

**Brave.** The leonin has advantage on saving throws against being frightened.

**Keen Smell.** The leonin has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the leonin moves at least 20 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the leonin can make one bite attack against it as a bonus action.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.





## LIVING SPELLBOOK

Large construct, unaligned

**Armor Class** 14 (17 with *mage armor*)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	18 (+4)	14 (+2)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** blindsight 120 ft., passive Perception 12

**Languages** telepathy 120 ft.

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

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

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

**Spellcasting.** The spellbook is a 12th-level spellcaster. Its spellcasting ability is Intelligence (save DC 16, +8 to hit with spell attacks). The spellbook has the following wizard spells prepared:

Cantrips (at will): *blade ward, light, mage hand, message, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *invisibility, mirror image*

3rd level (3 slots): *glyph of warding, dispel magic*

4th level (3 slots): *Otiluke's resilient sphere, polymorph*

5th level (2 slots): *animate objects, Bigby's hand*

6th level (1 slots): *globe of invulnerability*

**Transpose Arcana.** As a bonus action, the spellbook can expend one spell slot, causing an allied spellcaster to regain a spell slot of that level or lower.

### ACTIONS

**Paper Cut.** *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* 13 (3d8) slashing damage.

**Mana Burn (Recharge 5-6).** The spellbook can expend one spell slot to deal force damage to a target within 60 feet of it. The damage is 18 (4d8) for a 1st-level spell slot, plus 9 (2d8) for each spell level higher than 1st. The target must make a DC 16 Dexterity saving throw, taking full damage on a failed save, or half as much damage on a successful one.





## LIZARDFOLK MONK

Medium humanoid (lizardfolk), neutral

**Armor Class** 17 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

**Skills** Acrobatics +5, Perception +3, Stealth +7, Survival +5

**Senses** passive Perception 13

**Languages** Draconic

**Challenge** 2 (450 XP)

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

**Unarmored Defense.** While the lizardfolk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

**Stunning Strike (Recharge 5-6).** When the lizardfolk hits another creature with a melee weapon attack, the target must succeed on a DC 11 Constitution saving throw or be stunned until the end of the lizardfolk's next turn.

### ACTIONS

**Multiattack.** The lizardfolk makes three attacks: two with its unarmed strikes and one with its tail.

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

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

### REACTIONS

**Deflect Missiles.** The lizardfolk deflects the missile when it is hit by a ranged weapon attack, reducing the damage it takes to 0.







### VARIANT: LUCK DRAGON FAMILIAR

Some luck dragons are willing to serve spellcasters as a familiar. Such luck dragons have the following trait.

**Familiar.** The luck dragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the luck dragon senses as long as they are within 1 mile of each other. Additionally, while the luck dragon is within 10 feet of its companion, the companion shares the luck dragon's Dragon Luck feature. At any time and for any reason, the luck dragon can end its service as a familiar, ending the telepathic bond.

## LUCK DRAGON

*Tiny dragon, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d4 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

**Skills** Perception +3, Persuasion +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Common and Draconic but can't speak

**Challenge** 1/4 (50 XP)

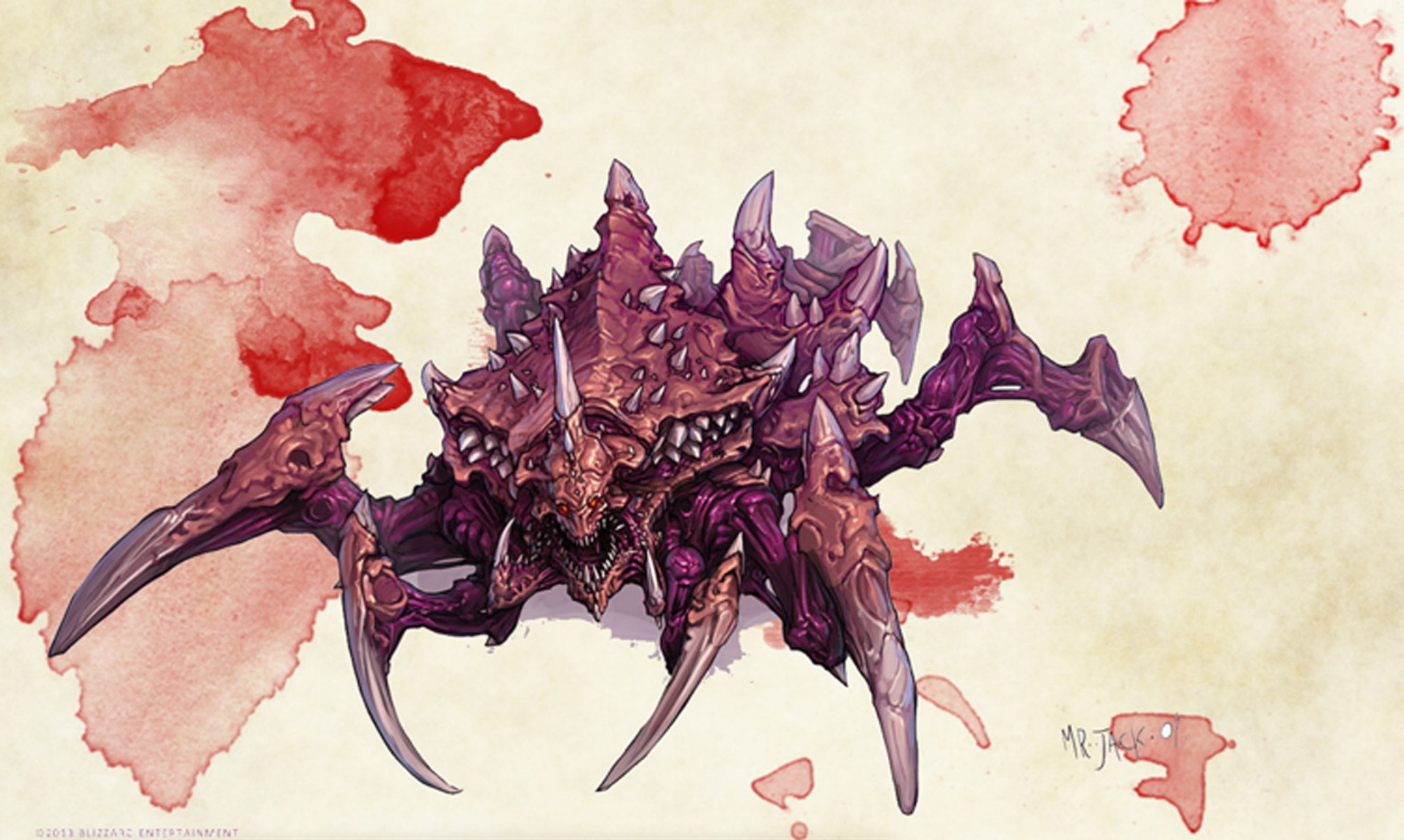
**Dragon Luck (1/Day).** When the luck dragon makes an attack roll, an ability check, or a saving throw, it can gain advantage on the roll.

**Limited Telepathy.** The luck dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.





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## LURKER

*Medium monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 109 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Zerg

**Challenge** 5 (1,800 XP)

**Burrow.** As an action, The lurker is able to burrow into the ground, but cannot move while burrowed. While burrowed, the lurker is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

**Burrowed Attacker.** The lurker is only able to attack while burrowed. In addition, the lurker's attacks only affect targets that are on or within 5 feet of the ground.

## ACTIONS

**Subterranean Spines.** The lurker sends a wave of spines through the ground in a line 10 feet wide and up to 100 feet long. Any creatures in the area must make a DC 15 Dexterity saving throw, taking 18 (4d6 +4) piercing damage on a failed save, or half as much damage on a successful one.



## MAGMA BEAR

*Large elemental, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d10 +20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	4 (-3)	12 (+1)	8 (-1)

**Damage Vulnerabilities** cold

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Ignan

**Challenge** 3 (700 XP)

**Water Susceptibility.** For every 5 feet the bear moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 3 (1d6) fire damage.

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

**Fire Breath (Recharge 5-6).** The bear exhales a blast of flames in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.





## MASKED KILLER

Medium humanoid (any race), chaotic evil

**Armor Class** 15 (studded leather)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

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

**Saving Throws** Con +6, Wis +5

**Skills** Athletics +7, Intimidation +5, Perception +5, Stealth +6

**Senses** passive Perception 15

**Languages** any two languages

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the killer can move up to its speed toward a hostile creature that it can see.

**Ambusher.** The killer has advantage on attack rolls against any creature it has surprised.

**Relentless (Recharges after a Short or Long Rest).** If the killer takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

**Surprise Attack.** If the killer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

### ACTIONS

**Multiattack.** The killer makes three melee attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a bleeding wound. Each time the killer hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.





# MASTER FERRIUS

Ferrius Ironback is a renowned fighter, known throughout the world for his mastery of his own unique martial art: the Flying Blades style. Originally the head of his own martial arts school, he was quickly recognized as one of the strongest warriors in the kingdom.

Soon after his ascendance to fame, Ferrius was called to create a special forces unit in the King's Army, consisting of himself and his best students.

## MASTER FERRIUS IRONBACK

Medium humanoid (human), Lawful Neutral

**Armor Class** 16 (Breastplate)

**Hit Points** 273 (20d10 + 164)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	16 (+3)	18 (+4)	16 (+3)

**Saving Throws** Strength +12, Dexterity +12, Wisdom +11

**Skills** Perception +11, Athletics +12

**Senses** passive Perception 21

**Languages** Common, Draconic

**Challenge** 20 (25000 XP)

**Heated Blades.** Ferrius' weapon attacks are magical. When Ferrius hits with one of his Blades, the attack deals an extra 3d8 fire damage (included in the attack).

**Magic Resistance.** Ferrius has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** Ferrius makes eight attacks, one with each of his Blades, or forgoes some of his attacks to defend himself.

**Blade.** Ranged Weapon Attack: +12 to hit, range 20 ft., one target.  
**Hit:** 12 (2d6 + 5) slashing damage plus 13 (3d8) fire damage.

**Defend.** Ferrius forgoes some of his attacks to defend himself, increasing his AC by +2 for each defending Blade. This bonus AC lasts until the start of his next turn.

### LEGENDARY ACTIONS

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

**Move.** Ferrius moves up to his speed.

**Whirling Blades (Costs 2 Actions).** Ferrius spins all of his blades around him. Each creature within 5 feet of him must make a DC 20 Dexterity saving throw, taking 12 (2d6+5) slashing damage plus 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.



**Famed Warrior.** Everyone in the kingdom knows Ferrius not for his position in the Army, but for his prowess as a warrior. His school of martial arts is the most respected and most difficult school in the kingdom, with most students dropping out within the first month.

**Flying Blades Style.** The style of swordmanship that Ferrius created uses telekinesis to manipulate many blades at once, allowing users of the style to both attack and defend themselves with ease. Ferrius has mastered fighting with 8 blades, while his next best student can only fight with 5.

**Tactition.** Ferrius' time as master of the King's special forces has made him a master of small scale tactics involving a few specialized people. His force is able to succeed on almost every mission.





## MICHAEL MCHOWLETT

Medium Human (Maraish, Shapechanger)

**Armor Class** 14

**Hit Points** 130 (20d8 + 40)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	18 (+4)

**Saving Throws** Str +5, Con +4

**Damage Immunities** Piercing, Slashing, and Bludgeoning  
Damage from non-magical or non-silver weapons.

**Skills** Athletics +5, Stealth +3, Intimidate +6, Persuade +6

**Senses** passive Perception 12

**Languages** Aeron, Maraish, Bullywug

**Challenge** 4 (1100 XP)

**Shapechanger.** As an action, Michael can take the form of a human, a wolf-human hybrid, or a wolf.

### ACTIONS

**Multiattack.** Michael McHowlett can make four attacks with his polearm, or one bite and four claws.

**Grappler.** If Michael McHowlett Hits a creature with two or more claw attacks, he may start a grapple as a bonus action.

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) slashing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 3) piercing damage. A creature delt damage by this attack must succeed on a DC 14 Constitution Saving Throw or be cursed by lycanthropy.



## Fungi from Yuggoth

Mi-Go, or The Abominable Ones, originate on the world of Yuggoth. Their bat-like wings, through some unknown means, make the Mi-Go very adept at gliding from world to world, through the neverending darkness. They are, however, slow flyers on most worlds, where their wings meet air resistance.

**Infectious.** Mi-Go are composed of utterly alien matter, although their biology closely resembles that of various fungi. Their appearance, however, looks more like that of a crustacean. They spread from world to world, also much like a fungus spreads, and their young, often called spawnlings, hatch from fleshy things, which vaguely resemble earthly spores.

**Society.** Their society may resemble a caste system at first glance, but most Mi-Go have the ability to shape their bodies at will, in order to better handle their circumstances. A Mi-Go that feels threatened, will thus try to morph into a soldier, a Mi-Go that wants to study will transform into a scientist, while they mostly are morphed into workers, busy building hives. Some few

Mi-Go are larger and stronger than the rest; these lords do not morph into lower tiers of Mi-Go, but instead lead their brethren onto new worlds.

**Technological Advancements.** Mi-Go prioritize science highly, and they constantly try to learn new things. They have been known to harvest the brains from creatures, across a myriad of worlds. They understand most, if not all, machinery, and are quick to learn and adapt. Surgery especially is a field in which they excel.

**Friend or Foe.** It is uncertain if Mi-Go are working for, with or against the Great Old Ones. They have been known to worship Nyarlathotep, but Hastur, among others, seems to have a burning hatred for Mi-Go, trying to eradicate them. It has been theorised, that their massive spread, across so many worlds, is just their attempt at fleeing Hastur's wrath.



### MI-GO SPAWNLING

*Small aberration (mi-go), lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 58 (8d6 + 30)

**Speed** 20 ft., fly 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)	7 (-2)

**Saving Throws** Str +10, Dex +12, Int +8, Wis +10

**Skills** Athletics +9, Acrobatics +9, Arcana +12, History +12

**Damage Resistances** cold, psychic

**Condition Immunities** blinded

**Senses** blindsight 150 ft. passive Perception 10

**Languages** Mi-Go

**Challenge** 2 (450 XP)

**Limited Stingers.** The Mi-Go has two stingers. Used stingers regrow by the time the Mi-Go finishes a long rest.

**Natural Grappler.** The Mi-Go has advantage on grappling checks.

#### ACTIONS

**Multiattack.** The Mi-Go makes two attacks: two with its appendages or two with its stingers.

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

**Stinger.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 17 (4d6+3) piercing damage.

### MI-GO WORKER

*Medium aberration (mi-go), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 137 (8d8 + 85)

**Speed** 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	21 (+5)	19 (+4)	7 (-2)

**Saving Throws** Str +6, Dex +6, Int +8, Wis +7

**Skills** Athletics +9, Acrobatics +9, Arcana +12, History +12

**Damage Resistances** cold, psychic

**Condition Immunities** blinded, exhaustion

**Senses** blindsight 300 ft. passive Perception 14

**Languages** Mi-Go, Common

**Challenge** 5 (1800 XP)

**Limited Stingers.** The Mi-Go has eight stingers. Used stingers regrow by the time the Mi-Go finishes a long rest.

**Natural Grappler.** The Mi-Go has advantage on grappling checks.

#### ACTIONS

**Multiattack.** The Mi-Go makes two attacks: two with its appendages or two with its stingers.

**Appendages.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage.

**Stinger.** *Ranged Weapon Attack:* +6 to hit, range 45/90 ft., one target. *Hit:* 24 (6d6+3) piercing damage.



## MI-GO SCIENTIST

Medium aberration (mi-go), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 82 (6d8 + 55)

**Speed** 30 ft., fly 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	21 (+5)	19 (+4)	7 (-2)

**Saving Throws** Str +4, Dex +4, Int +9, Wis +8

**Skills** Athletics +8, Acrobatics +8, Arcana +12, History +12

**Damage Immunities** psychic

**Damage Resistances** cold

**Condition Immunities** blinded

**Senses** blindsight 300 ft. passive Perception 14

**Languages** Mi-Go, Common, Telepathy 60 ft.

**Challenge** 6 (2300 XP)

**Limited Stingers.** The Mi-Go has eight stingers. Used stingers regrow by the time the Mi-Go finishes a long rest.

**Natural Grappler.** The Mi-Go has advantage on grappling checks.

**Magic Resistance.** The Mi-Go has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Mi-Go makes two attacks: two with its appendages or two with its stingers.

**Appendages.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage.

**Stinger.** *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 24 (6d6+3) piercing damage.

**Extract Brain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one humanoid grappled by the Mi-Go. *Hit:* 45 (10d8+0) piercing damage. If this damage reduces the target to 0 hit points, the Mi-Go kills the target by extracting its brain.

## MI-GO SOLDIER

Medium aberration (mi-go), lawful evil

**Armor Class** 18 (natural armor)

**Hit Points** 202 (12d8 + 112)

**Speed** 40 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	17 (+3)	21 (+5)	19 (+4)	7 (-2)

**Saving Throws** Str +9, Dex +10, Int +9, Wis +8

**Skills** Athletics +13, Acrobatics +14, Arcana +12, History +12

**Damage Resistances** cold, psychic

**Condition Immunities** blinded, frightened, stunned

**Senses** blindsight 300 ft. passive Perception 14

**Languages** Mi-Go, Common

**Challenge** 9 (5000 XP)

**Otherworldly Carapace.** The Mi-Go's carapace is hard as adamantine, making it immune to critical hits.

**Keen Senses.** The Mi-Go has advantage on Wisdom (perception) checks.

**Flyby.** The Mi-Go doesn't provoke opportunity attacks when flying.

**Natural Grappler.** The Mi-Go has advantage on grappling checks.

**Limited Stingers.** The Mi-Go has four stingers. Used stingers regrow by the time the Mi-Go finishes a long rest.

**Suspended Animation.** The Mi-Go can curl up into a sphere-shape, entering suspended animation. When in this state, the Mi-Go cannot take any action, besides leaving suspended animation. While suspended the Mi-Go gains resistance to all damage and regenerates 47 (8d10+3) hit points at the end of each of its turns. If the Mi-Go takes fire damage while suspended, the suspended animation state immediately ends, and the Mi-Go has disadvantage on all attack rolls and ability checks until the end of its next turn.

### ACTIONS

**Multiattack.** The Mi-Go makes one attack with its claws and two with either its appendages or with its stingers.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 61 (10d10+6) slashing damage.

**Appendages.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 27 (6d6+6) bludgeoning damage.

**Stinger.** *Ranged Weapon Attack:* +7 to hit, range 45/90 ft., one target. *Hit:* 41 (10d6+6) piercing damage.

### VARIANT: METAMORPHOSIS

Mi-Go have the ability to morph their bodies, which they do to better fulfill the objectives in front of them. Mi-Go workers, scientists and soldiers can thus morph into each other. Morphing can only be accomplished while a Mi-Go is at maximum hit points. Morphing takes two full turns, and while the Mi-Go morphs it is vulnerable to all damage except for cold and psychic.

If there isn't a Mi-Go lord or scientist present, at least one Mi-Go will try to morph into a scientist, so that brains may be harvested.





# MI-GO LORD

Large aberration (mi-go), lawful evil

**Armor Class** 25 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 50 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	19 (+4)	24 (+7)	21 (+5)	11 (+0)

**Saving Throws** Str +10, Dex +12, Int +12, Wis +10

**Skills** Athletics +13, Acrobatics +14, Arcana +12, History +12

**Damage Immunities** cold, psychic

**Condition Immunities** frightened, stunned, exhaustion, frightened

**Senses** blindsight 300 ft. passive Perception 15

**Languages** Mi-Go, Common, Telepathy 120 ft.

**Challenge** 14 (11500 XP)

**Otherworldly Carapace.** The Mi-Go's carapace is hard as adamantite, making it immune to critical hits.

**Keen Senses.** The Mi-Go has advantage on Wisdom (perception) checks.

**Flyby.** The Mi-Go doesn't provoke opportunity attacks when flying.

**Natural Grappler.** The Mi-Go has advantage

on grappling checks.

**Magic Weapons.** The Mi-Go's weapon attacks are magical.

**Magic Resistance.** The Mi-Go has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The Mi-Go makes one attack with its claws and four with either its appendages or with its stingers. It can then use its extract brain ability once.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 51 (8d10+7) slashing damage.

**Appendages.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 27 (6d6+6) bludgeoning damage.

**Stinger (Recharge 5-6 For Four Stingers).** *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 42 (10d6+7) piercing damage.

**Extract Brain.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one humanoid grappled by the Mi-Go. *Hit:* 52 (10d8+7) piercing damage. If this damage reduces the target to 0 hit points, the Mi-Go kills the target by extracting its brain.





## MIRRORMAN

Medium abberation, chaotic neutral

**Armor Class** 12 (natural armor)

**Hit Points** 113 (15d8 + 45)

**Speed** 30 ft.

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

**Saving Throws** Con +6 Int +7

**Skills** Arcana +7 Insight +5 Perception +5

**Damage Immunities** psychic

**Damage Resistances** force

**Condition Immunities** charmed, frightened, petrified

**Senses** truesight 120 ft. (blind beyond this radius), passive Perception 15

**Languages** understands all spoken languages

**Challenge** 6 (2300 XP)

**Innate Spellcasting.** The mirrorman innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring only somatic components:

At will: *crown of madness*

1/day each: *blur*, *fog cloud* (5th level), *phantasmal killer* (5th level), *prismatic spray*

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

**Shatter Susceptibility.** If targeted by the *shatter* spell the mirrorman suffer disadvantage on their save and are blinded if the save fails.

### ACTIONS

**Multiattack.** The mirrorman makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8+3) slashing damage.







## FIVE SPIRE INITIATE

Medium humanoid (any race), any lawful alignment

**Armor Class** 15  
**Hit Points** 55 (10d8 + 10)  
**Speed** 30 ft.

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

**Saving Throws** Dex +5, Wis +4  
**Skills** Insight +4, Perception +4  
**Senses** passive Perception 14  
**Languages** Common  
**Challenge** 3 (700 XP)

**Unarmored Defense.** While the initiate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The initiate makes two attacks: one with its unarmed strike and one with its fire jab.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Fire Jab.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) fire damage.

**Three Point Strike (Recharge 5-6).** The initiate makes three unarmed strike attacks against one target. If two attacks hit, the target is incapacitated. If three attacks hit, the target is stunned. These conditions last until the end of the initiate's next turn.

### REACTIONS

**Block.** The initiate adds 3 to its AC against one melee attack that would hit it. To do so, the initiate must see the attacker.

## MASTER OF THE FIVE SPIRES

Medium humanoid (any race), any lawful alignment

**Armor Class** 17  
**Hit Points** 91 (14d8 + 28)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	17 (+3)	13 (+1)

**Saving Throws** Dex +7, Wis +6  
**Skills** Insight +6, Perception +6  
**Senses** passive Perception 16  
**Languages** Common  
**Challenge** 8 (3,900 XP)

**Unarmored Defense.** While the master is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The master makes three attacks: two with its unarmed strikes and one with its fire kick.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Fire Kick.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 14 (4d6) fire damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Fury of the Five Spires (Recharge 5-6).** The master makes five unarmed strike attacks against one target. The target must then make a DC 10 Constitution saving throw with a +1 DC for every attack that hit. On a failed save the target is knocked unconscious until the end of the master's next turn.

### REACTIONS

**Fiery Block.** The master adds 5 to its AC against one melee attack that would hit it. To do so, the master must see the attacker. If the attack misses, the attacker takes 7 (2d6) fire damage.



# THE GREAT BEASTS

The end of the world brings forth terrors of the earth, sea, and skies. These enormous beasts bring destruction with every step of their feet, flap of their wings, and flick of their tail. Their roars tear the heavens asunder. These beasts are the final step of the Apocalypse, born to destroy the world.

## BEHEMOTH, TERROR OF THE EARTH

Behemoth is said to live deep within a forest, buried under eons of collected earth and plants. Stories tell of his awakening after millennia of sleep, when the people of the world bring about the destruction of nature. Rumors say that he's so large that his horns are made of the largest trees in the world, his mouth is bigger and darker than any cave, and every footstep he takes fractures the earth under him. He feeds on mountains and drinks lava to sate his thirst, but once he awakens nothing can fill his enormous need to eat everything that crosses his path.

## LEVIATHAN, MAW OF THE SEAS

Shipwrecked sailors spread rumors of floating among driftwood when a colossal, serpentine fish rose out of the sea before them. Leviathan is said to be over 300 miles long, and its passing creates tidal waves large enough to consume cities. It's so fast that when it moves towards you, it's as if you were being hit by a flying comet, and when it roars, it parts the sea in front of it.

## ZYZ, SCOURGE OF THE SKIES

Sometimes called Lord of the Birds, Zyz is said to descend from the clouds. Rumors say that its wings are so large that it can block out the sun, and each flap that it takes leaves hurricanes and tempests in its wake. Some say that its favorite food is elder dragons, which it hunts out of the sky when they flee from the crumbling earth and sea.

## BEHEMOTH, TERROR OF THE EARTH

Colossal beast, true neutral

**Armor Class** 19

**Hit Points** 820 (40d20 + 400)

**Speed** 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	14 (+2)	20 (+5)	14 (+2)

**Saving Throws** Str +19, Con +19, Wis +14

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., tremorsense 100 ft. passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Behemoth fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Behemoth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Behemoth's weapon attacks are magical.

### ACTIONS

**Multiattack.** Behemoth can make six attacks: one with its bite, four with its stomps, and one with its tail attack. It can use its Swallow instead of its bite.

**Stomp.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., *Hit:* 36 (4d12+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or fall prone.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Behemoth can't bite another target.

**Swallow.** Behemoth makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside Behemoth, and it takes 56 (16d6) fire damage at the start of each of Behemoth's turns.

If Behemoth takes 60 damage or more on a single turn from a creature inside it, Behemoth must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Behemoth. If Behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

**Tremor (1/day).** Behemoth pounds on the ground, rupturing the earth around it. This acts as the spell Earthquake with a saving throw DC of 27.

### LEGENDARY ACTIONS

The behemoth, terror of the earth 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 behemoth, terror of the earth regains spent legendary actions at the start of its turn.

**Stomp.** Behemoth makes a stomp attack.

**Earth Growth (Costs 2 Actions).** Behemoth calls upon the earth's power to aid it. Tentacle-like vines erupt from the ground beneath it and attempt to entangle its foes. Any creature within 30 feet must succeed a DC 20 Dexterity saving throw or be restrained. A restrained creature can use its action to attempt a DC 20 Strength saving throw to escape the vines. Once a creature succeeds a saving throw to escape the vines, it is immune to the effects of Earth Growth for an hour.





## LEVIATHAN, MAW OF THE SEAS

Colossal beast, true neutral

**Armor Class** 19

**Hit Points** 740 (40d20 + 320)

**Speed** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	26 (+8)	26 (+8)	20 (+5)	14 (+2)

**Saving Throws** Dex +17, Con +17, Wis +14

**Skills** Perception +14

**Damage Immunities** cold

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft. passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Leviathan fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Leviathan has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Leviathan's weapon attacks are magical.

**Echolocation.** As long as Leviathan is underwater, it can identify and locate any object within one mile. Additionally, dim light and darkness do not impose disadvantage on Wisdom (Perception) checks.

### ACTIONS

**Multiattack.** Leviathan can make one Crashing Wave and then make four attacks: one with its bite, two with its tentacles, and one with its tail attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., *Hit:* 31 (4d12+5) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Leviathan can't bite another target.

**Tail Attack.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be shoved 10 feet.

**Crashing Wave.** Leviathan creates a torrent with a flick of its fin. All creatures within 15 feet must succeed on a DC 20 Dexterity saving throw or take 4d12 bludgeoning damage and be shoved 10 feet. On a successful saving throw, the target takes half as much damage.

**Tentacles.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained.

### LEGENDARY ACTIONS

The leviathan, maw of the seas 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 leviathan, maw of the seas regains spent legendary actions at the start of its turn.

**Tail Attack.** Leviathan makes an attack with its tail.

**Shockwave (Costs 2 Actions).** Leviathan releases an underwater shriek that sends a shockwave through the water, battering anyone it hits. Any creature within 30 feet of Leviathan must succeed a DC 20 Constitution saving throw or be stunned until the next turn.



## ZYZ, SCOURGE OF THE SKIES

Colossal beast, true neutral

**Armor Class** 22

**Hit Points** 700 (40d20 + 280)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	30 (+10)	24 (+7)	16 (+3)	20 (+5)	26 (+8)

**Saving Throws** Dex +19, Con +18, Wis +14

**Damage Resistances** bludgeoning, piercing, piercing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** passive Perception 15

**Languages** -

**Challenge** 30 (155000 XP)

**Legendary Resistance (3/day).** If Zyz fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Zyz has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Zyz's weapon attacks are magical.

**Eagle Eye.** Zyz can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away. Additionally, dim light doesn't impose disadvantage on its Wisdom (Perception) checks.

### ACTIONS

**Multiattack.** Zyz can make a Torrential Winds attack and then make five attacks: one with its beak, two with its wings, and two with its claws.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) slashing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Zyz can't claw another target.

**Beak.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., *Hit:* 36 (4d12+10) piercing damage.

**Wing.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., *Hit:* 19 (2d12+6) bludgeoning damage.

**Torrential Winds.** Zyz flaps vigorously, creating vigorous winds that buffet enemies. Any creature within 50 feet of Zyz in the direction that it is targeting must make a DC 20 Strength saving throw. On a failed save, the creature takes 2d12 bludgeoning damage and falls prone. On a successful save, the creature takes half the damage.

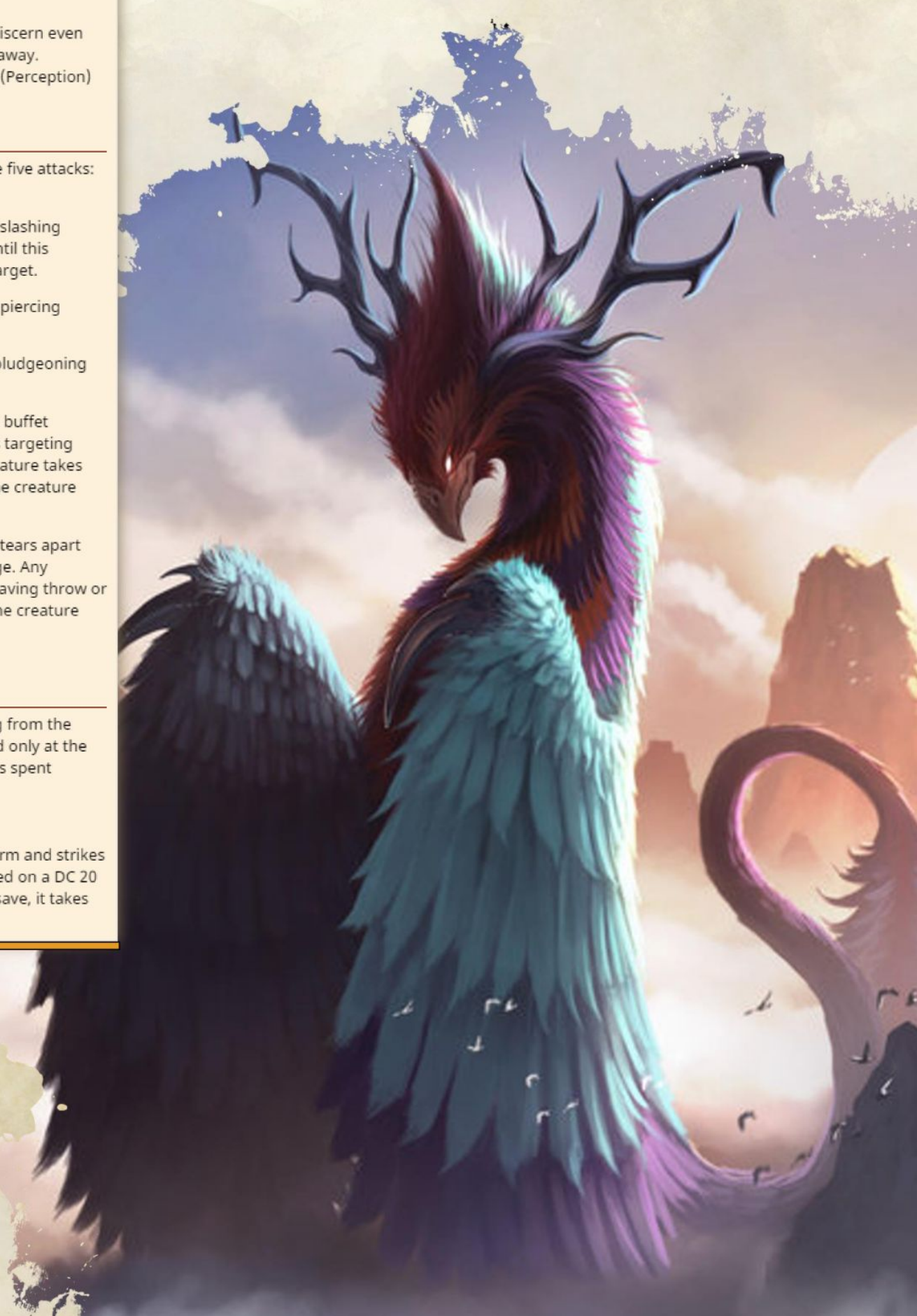
**Sonic Shout (1/day).** Zyz emits a terrifying, high-pitched shriek that tears apart the heavens. Structures within 100 feet takes 10d12 thunder damage. Any creature within 100 feet of Zyz must succeed on a DC 20 Dexterity saving throw or take 10d12 thunder damage and fall prone. On a successful save, the creature takes half that amount.

### LEGENDARY ACTIONS

The zyz, scourge of the skies 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 zyz, scourge of the skies regains spent legendary actions at the start of its turn.

**Wing.** Zyz makes an attack with its wing.

**Typhoon (Costs 2 Actions).** Zyz summons a tremendous thunderstorm and strikes his enemies with lightning. One creature within 60 feet must succeed on a DC 20 Dexterity saving throw or take 6d12 lightning damage. On a failed save, it takes half that amount.







## CONQUEST

Medium fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 357 (42d8 + 168)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	18 (+4)	18 (+4)	22 (+6)

**Saving Throws** Dex +11, Con +10, Cha +12

**Skills** Deception +12, Persuasion +12

**Damage Immunities** radiant

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed

**Senses** darkvision 60 ft. passive Perception 14

**Languages** Common, Infernal

**Challenge** 20 (25000 XP)

**Devil's Tongue.** Conquest has advantage on all Charisma (Deception) and Charisma(Persuasion) checks.

**Magic Resistance.** Conquest has advantage on saving throws against spells and other magical effects.

**Overlord.** For every ally that is within 30 feet of Conquest, he gains a +1 bonus to all damage rolls, with a maximum bonus of +10. This includes his horse, Glory.

**Infernal Bow.** Conquest's weapon attacks are magical. When Conquest hits with any weapon, the weapon deals an extra 6d8 radiant damage.

### ACTIONS

**Multiattack.** Conquest makes two longbow attacks.

**Longbow.** Ranged Weapon Attack: +14 to hit, range 120/600 ft., Hit: 19 (4d6+5) piercing damage, plus 27 (6d8) radiant damage. In addition, the target must succeed a DC 20 Wisdom saving throw or be charmed until next turn.

### REACTIONS

**Subjugation.** When Conquest is the target of a melee attack, he can force the attacker to make a DC 20 Wisdom saving throw. On a failed save, the attack automatically fails and the attacker must end their turn.

### LEGENDARY ACTIONS

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

**Longbow.** Conquest makes an attack with his longbow.

**Quick Retreat.** Glory can move up to its movement speed.

**Trample Underfoot (Costs 2 Actions).** Conquest raises his hand and demands the world to sink to its knees. All enemies within 30 feet must succeed on a DC 20 Wisdom saving throw or be fall prone.

## GLORY

Large fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9

**Damage Resistances** bludgeoning, piercing, slashing, radiant

**Condition Immunities** charmed, frightened

**Senses** passive Perception 11

**Languages** Infernal

**Challenge** 15 (13000 XP)

**Magic Resistance.** Glory has advantage on saving throws against spells and other magical effects.

**Infernal Hooves.** All of Glory's attacks are magical. Any attack made by Glory deals an additional 4d8 radiant damage.

### ACTIONS

**Multiattack.** Glory can make two attacks with its hooves.

**Hooves.** Melee Weapon Attack: +9 to hit, reach 5 ft., Hit: 26 (4d10+4) bludgeoning damage, plus 18 (4d8) radiant damage.

**Stampeding Charge.** If Glory moves at least 15 feet straight toward a target and then hits it with its hooves on the same turn, the target takes an extra 26 (4d10+4) bludgeoning damage plus 18 (4d8) radiant damage. If the target is a creature, it must succeed a DC 17 Strength saving throw or be knocked prone.



## FEAR

Large fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9

**Damage Resistances** bludgeoning, piercing, slashing, necrotic

**Condition Immunities** charmed, frightened

**Senses** passive Perception 11

**Languages** Infernal

**Challenge** 15 (13000 XP)

**Magic Resistance.** Fear has advantage on saving throws against spells and other magical effects.

**Infernal Hooves.** All of Fear's attacks are magical. Any attack made by Fear deals an additional 4d8 necrotic damage.

### ACTIONS

**Multiattack.** Fear can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage, plus 18 (4d8) necrotic damage.

**Noxious Breath.** Fear breathes out a foul gas in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, it takes 36 (8d8) poison damage and cannot take a reaction until the beginning of the creature's turn. On a successful save, it takes half as much damage.

## FAMINE

Medium fiend, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 315 (42d8 + 126)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18 (+4)	24 (+7)	16 (+3)

**Saving Throws** Con +9, Int +13, Wis +13

**Skills** Arcana +10, Nature +10, Perception +13, Perception +13

**Damage Immunities** necrotic

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft. passive Perception 17

**Languages** Common, Infernal

**Challenge** 20 (25000 XP)

**Magic Resistance.** Famine has advantage on saving throws against spells and other magical effects.

**Infernal Scale.** All of Famine's attacks are magical. When Famine deals damage, he deals an additional 6d8 necrotic damage.

**Spellcasting.** The famine is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). The famine has the following wizard spells prepared:

Cantrips (at will): *blade ward, mage hand, ray of frost*

1st level (4 slots): *false life, fog cloud, ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, melf's acid arrow, ray of enfeeblement, scorching ray*

3rd level (3 slots): *animate dead, bestow curse, fireball, vampiric touch*

4th level (3 slots): *blight, greater invisibility*

5th level (3 slots): *cloudkill, dominate person*

6th level (1 slot): *disintegrate, flesh to stone*

7th level (1 slot): *finger of death, teleport*

8th level (1 slot): *feeblemind, incendiary cloud*

### ACTIONS

**Multiattack.** Famine makes two Scale attacks, or makes one Scale attack and casts one cantrip.

**Scale.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 10 (2d6+3) bludgeoning damage, plus 27 (6d8) necrotic damage

### LEGENDARY ACTIONS

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

**Cantrip.** Famine casts a cantrip.

**Starvation (Costs 2 Actions).** Famine drains the sustenance out of a creature. One creature within 30 feet must succeed on a DC 21 Constitution saving throw, or it takes disadvantage on attack rolls, ability checks, and saving throws. A creature can use its action to eat to end this disadvantage.





## WAR

Medium fiend, chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 399 (42d8 + 210)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

**Saving Throws** Str +12, Con +11, Cha +10

**Skills** Athletics +12, History +9

**Damage Immunities** force

**Damage Resistances** bludgeoning, slashing, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft. passive Perception 13

**Languages** Common, Infernal

**Challenge** 20 (25000 XP)

**Magic Resistance.** War has advantage on saving throws against spells and other effects.

**Infernal Blade.** War's weapon attacks are magical. When War hits with any weapon, the weapon deals an extra 6d8 force damage.

**Master Of Chaos.** War feeds on chaos and conflict, and in turn feeds back into it, making everyone in his vicinity violent and unwilling to compromise. All Charisma (Persuasion) rolls made within 60 feet of War are made with disadvantage. In addition, When War's total hit points are reduced to 60% of his total (240 hit points or below), he can make an extra greatsword or greatspear attack per turn as part of his action. When his total hit points are reduced to 30% of his total (120 hit points or lower), he can make another extra greatsword or greatspear attack per turn as part of his action.

### ACTIONS

**Multiattack.** War makes three greatsword or greatspear attacks.

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., *Hit:* 13 (2d6+6) slashing damage, plus 27 (6d8) force damage.

**Greatspear.** With a guttural cry, War summons a massive spear out of thin air to strike an opponent at a distance. One target within 120 feet must make a DC 18 Dexterity saving throw. On a failure, the target takes 9 (2d8) piercing damage and 27 (6d8) force damage. On a success, the target takes half of that damage.

**Call To Arms.** All hostile creatures within 30 feet of War must succeed on a DC 18 Wisdom saving throw or spend its next action making a melee attack against it.

### LEGENDARY ACTIONS

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

**Greatsword.** War makes an attack with his greatsword.

**Greatspear.** War makes an attack with his greatspear.

**Tide Of Chaos (Costs 2 Actions).** War uses his power over chaos to turn allies against each other. One target within 30 feet must make a DC 18 Wisdom saving throw. On a failed save, the target is charmed for 1 minute or until its hit points are reduced to 0. While the target is charmed by War, it must attack its closest ally.



## RUIN

Large fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9

**Damage Resistances** bludgeoning, piercing, slashing, force

**Condition Immunities** charmed, frightened

**Senses** passive Perception 11

**Languages** -

**Challenge** 15 (13000 XP)

**Magic Resistance.** Ruin has advantage on saving throws against spells and other magical effects.

**Infernal Hooves.** All of Ruin's attacks are magical. Any attack made by Ruin deals an additional 4d8 force damage.

### ACTIONS

**Multiattack.** Ruin can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage, plus 18 (4d8) force damage.

**Fire Breath.** Ruin breathes out deadly flames in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, it takes 45 (10d8) fire damage. On a successful save, it takes half as much damage.



## DEATH

Medium fiend, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 357 (42d8 + 168)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	22 (+6)	16 (+3)

**Saving Throws** Dex +9, Con +11, Wis +12

**Skills** Insight +12, Perception +12

**Damage Immunities** necrotic

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed

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

**Languages** Common, Infernal

**Challenge** 20 (25000 XP)

**Last Breath.** Enemies adjacent to Death have disadvantage on all saving throws. In addition, whenever a creature dies within 60 feet of Death, she gains 30 health and has resistance to all damage until her next turn.

**Magic Resistance.** Death has advantage on saving throws against spells and other magical effects.

**Infernal Scythe.** All of Death's attacks are magical and deal an additional 6d8 necrotic damage. This is included in the damage done with her scythe.

### ACTIONS

**Multiattack.** Death makes three scythe attacks.

**Scythe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., *Hit:* 13 (2d8+4) slashing damage, plus 27(6d8) necrotic damage.

**Marked For Death (1/day).** Death points her finger at one creature and takes its life. If the creature has 100 hit points or fewer, it must succeed a DC 20 Wisdom saving throw or die.

### LEGENDARY ACTIONS

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

**Scythe.** Death makes an attack with her scythe.

**Life Rend (Costs 2 Actions).** Death breathes the life out of a creature's lungs, putting it at its last strands of life. A creature within 5 feet of Death must succeed a DC 20 Constitution saving throw or take 36 (8d8) necrotic damage. Death regains hit points equal to half the damage dealt.

**Return To Life (Costs 3 Actions).** One dead creature within 5 feet of Death returns to life with 20 hit points. Any magical effects that were acting on this creature are now gone.

## DESPAIR

Large fiend, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10 + 120)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	10 (+0)

**Saving Throws** Str +9, Dex +8, Con +9

**Damage Resistances** bludgeoning, piercing, slashing, necrotic

**Condition Immunities** charmed, frightened

**Senses** passive Perception 11

**Languages** Infernal

**Challenge** 15 (13000 XP)

**Magic Resistance.** Despair has advantage on saving throws against spells and other magical effects.

**Deathly Aura.** Any creature within 5 feet of Despair must make a DC 15 Wisdom save or be frightened for 1 minute. If a creature succeeds the saving throw, they become immune to this feature.

**Infernal Hooves.** All of Despair's attacks are magical. Any attack made by Despair deals an additional 4d8 necrotic damage.

### ACTIONS

**Multiattack.** Despair can make two attacks with its hooves.

**Hooves.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 26 (4d10+4) bludgeoning damage, plus 18 (4d8) necrotic damage.





# MORPHLIT

A Morphlit is small, weak and above all resilient. Creations of forgotten experiments, Morphlits adapt perfectly with their environment. They are wild, cunning creatures notorious for never failing to reach their victim. They embody a sense of brilliance long forgotten.



## MORPHLIT

*Small aberration, chaotic evil*

**Armor Class** 14

**Hit Points** 18 (4d6 + 4)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	13 (+1)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft.

**Languages** none

**Challenge** 2 (450 XP)

**Shapechanger.** The morphlit can use its bonus action to polymorph into a form with wings (speed 10 ft., fly 30 ft.) a form with fins (speed 10 ft., swim 30 ft.) or a form with digging claws (speed 30 ft., burrow 30 ft.), or back to its natural form. Its statistics are the same in each form, except for the speed changes noted.

**Defensive Adaptation.** The morphlit can use its bonus action to gain immunity to any single damage type. The damage immunity remains until the morphlit uses this ability again. The morphlit also deals an extra 4 (1d8) damage of the chosen type when it hits with its bite attack.

### ACTIONS

**Multiattack.** The morphlit makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage plus 4 (1d8) damage of the type chosen by its defensive adaptation ability.

**Ever-changing packs.** Smarter than their small size indicates, Morphlits often join together to hunt larger prey. An instinctual understanding allows Morphlits to switch into the form most needed for their environment as well as vary their forms while in a pack to gain the most success during a hunt. Large foreclaws or bat-like wings grow along Morphlits as they travel, granting them easy access to even the most difficult of terrain. Morphlits share a complex hivemind, which was given to them at their creation. Small hierarchies concerning shape and personality emerge from each form a Morphlit takes. Winged Morphlits take on an observer role in their society. Burrowing Morphlits are more aggressive, prone to competing against one another over a kill. Aquatic Morphlits tend to be more passive unless provoked or agitated.



**Spawn of Ancients.** Long before the rise and fall of great empires, the upheaval of the earth and even before the pantheon of gods, Morphlits emerged as creations of great and mighty magic, formed to be durable test subjects to darker experiments. Seen as failures by their great masters, Morphlits were cast away, marked as inadequate. Throughout the dynamic changes of the world, Morphlits thrived; the great magic that formed them acting as a shield against change. Still products of a deep desire, Morphlits continue to act in accordance to long imbued commands from their former creators.





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## MORVUDD

Large fiend (demon), unaligned

**Armor Class** 16

**Hit Points** 105 (10d10 + 50)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	13 (+1)	7 (-2)

**Saving Throws** Str +7, Dex +2, Con +8

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Understands Abyssal but cannot speak

**Challenge** 7 (2900 XP)

**Charge.** The Morvudd grips its claws into the ground and lunges forward, head down, in a reckless charge at a visible creature more than 30ft away and up to 45ft away. The target and any creatures in the path of the charge must make a DC 14 Dexterity saving throw or take 2d6 bludgeoning damage and be thrown 10 feet and knocked prone.

### ACTIONS

**Multiattack.** The Morvudd makes two Gore attacks. If flanked, the Morvudd can make two attacks, one with its Gore and one with Kick

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

**Kick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one flanking target. *Hit:* 11 (2d6+4) bludgeoning damage. Target must make a DC 12 Strength saving throw or be thrown 10ft and be knocked prone

**Demonistic Trance (Recharge 5-6).** The Morvudd lowers its head and the red jewel embedded in its skull glows bright. The hypnotic glow sucks life force from any living creature that sees the glow. All creatures within 180 degree arc in front of the Morvudd must make a DC 10 Constitution saving throw or be overwhelmed by demonic visions. The visions cause the creature to be Blinded and Deafened. The visions end when the creature makes a DC 10 Constitution saving throw or the Morvudd dies.

DRUNK WITH POWER, THE CURSE  
TOOK OVER, I BECAME UNSTOPPABLE.  
NONE SHOULD HAVE TO BARE THE  
STONE'S CURSE. THE STONE IS EVIL.

-BARRON



## MOTHER HYDRA

Huge monstrosity (deep one), chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 337 (25d12 + 175)

**Speed** 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	25 (+7)	17 (+3)	20 (+5)	22 (+6)

**Saving Throws** Str +14, Dex +8, Int +9, Wis +11

**Damage Immunities** bludgeoning, piercing and slashing from non-magical weapons, poison, psychic.

**Condition Immunities** blinded, charmed, frightened, poisoned.

**Senses** darkvision 600 ft., passive Perception 15

**Languages** Deep Speech, Elder Speak

**Challenge** 24 (62000 XP)

**Deep One.** Hydra can breathe both air and water and she can take two reactions every turn.

**Legendary Resistance (3/day).** If Hydra fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Hydra has advantage on saving throws against spells and other magical effects

**Magic Weapons.** Hydra's weapon attacks are magical.

**Palingenesis.** If Hydra is killed she can choose to manifest again within 1d12 days.

### ACTIONS

**Multiattack.** Hydra makes two attacks: one with her bite and one with her claw. She then uses her Deep Call ability.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (4d10+8) piercing damage. The target must make a successful DC 17 Constitution saving throw or be stunned until the end of its next turn.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 35 (6d8+8) slashing damage.

**Deep Call.** Hydra lets out a deep otherworldly roar, instantly summoning 1d3-1 Deep Ones to the closest empty spaces.

**Matriarch's Touch.** Hydra chooses a deep one within a range of 120 feet. This deep one regains 60 (8d10+16) hit points. Hydra cannot target herself with this ability.

### REACTIONS

Hydra has two reactions every round, one of which can be Primordial Scream if she has it ready.

**Primordial Scream (Recharge 5-6).** When Hydra loses hit points from an attack, she immediately lets out a scream, which lets nearby Deep Ones come to her aid. Any Deep One within reach of the creature that damaged Hydra, gets to use its claw ability as a reaction.

### LEGENDARY ACTIONS

Mother Hydra 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. Mother Hydra regains spent legendary actions at the start of her turn.

**Attack.** Hydra makes one bite attack or one claw attack.

**Heal.** Hydra uses her Matriarch's Touch.

**Matriarch's Sacrifice.** When a deep one within 60 feet of Hydra takes damage, Hydra can choose to take half this damage in place of the deep one.

## Matriarch of the Deep

Black as blackest night, Mother Hydra remains unseen in the deep, except for her two pale eyes, gazing through the deep.

**The Mother.** Hydra continually spawns Deep Ones, and as such she is highly revered among her offspring. She is the only being, capable of birthing Deep Ones in such great numbers - Deep Ones can spawn additional Deep Ones themselves, however, by mating with the mortal races on land. The resulting offspring is usually an unholy hybrid, which slowly transforms into a true Deep One. The transformation usually completes sometime during puberty.

Hydra doesn't concern herself with what her young do, as long as they bring her food and worship her.

**A Mother's Love.** Hydra nourishes her wounded children, and cares for them. When she sleeps, she is usually covered completely by Deep Ones. She shares her offspring's hate for Cthulhi, and she despises Great Cthulhu for being greater than her, although she also fears and respects him - and few creatures in existence frighten Mother Hydra.



# MUMMY WARRIOR

Medium undead, lawful evil

**Armor Class** 15 (half plate)

**Hit Points** 83 (11d8 + 33)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

**Saving Throws** Wis +4

**Damage Immunities** necrotic, poison

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Vulnerabilities** fire

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

**Senses** darkvision 60ft., passive Perception 11

**Languages** the languages it knew in life

**Challenge** 6 (2300 XP)

**Aura of Rot.** If the warrior damages a creature within 5', it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

## ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes two attacks with its khopesh sword

**Khopesh Sword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

**Dreadful Glare.** The mummy warrior targets one creature it can see within 60 feet of it. If the target can see the mummy warrior, it must succeed on a DC 14 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all types of mummies for the next 24 hours.







## MYR

*Small construct (myr), neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	1 (-5)

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 1/4 (50 XP)

**Defense Matrix.** Attack rolls against the myr have disadvantage if at least one of the myr's allies is within 5 feet of it and isn't incapacitated.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

**Electric Arc.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) lightning damage.



## MYR BATTLESPIHERE

Huge construct (myr), neutral

**Armor Class** 18 (natural armor)

**Hit Points** 105 (14d12 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	5 (-3)

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 5 (1,800 XP)

**Disassemble.** When the battlesphere dies, it splits into 2d4 myr.

**Reassemble.** If the battlesphere moves through the space of an allied myr, it absorbs the myr and regains 7 (2d6) hit points.

### ACTIONS

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

**Overrun (Recharge 5-6).** The battlesphere moves twice its speed and can move through the space of any creature that is Medium or smaller. Additionally, the battlesphere's movement doesn't provoke opportunity attacks for the rest of the turn. When first entering a creature's space, the battlesphere can make a crush attack against that target. If the attack hits, that target must succeed on a DC 16 Strength saving throw or be knocked prone.





# Faceless Tickler

Shocking and uncouth black things with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of night-gaunts.

**The Dreamlands.** It is said that thinking about night-gaunts, is the surest way to bring about one's own doom. It isn't the act of thinking about night-gaunts that poses a threat, however, but the fact that thinking about them during the day, might make one dream about them at night. Repeated dreams about night-gaunts, is a sure way to have one cross the barrier of the dreamlands, and into the physical world. Once spawned, night-gaunts enjoy grabbing their summoner, and flying them onto the highest peak they can find. Here the dreamer stands, sure to dream of night-gaunts again and again, untill rescued or death sets in.

**Remorseless Tormentor.** Night-gaunt's don't require air, drink or sleep, but they feed off of the despair in their victims. During the day, they hide in dark places, as the sun's light destroys them within seconds. They are not afraid of death, however, since they simply return to the dreamlands.



### VARIANT: ENTER THE DREAMLANDS

When the night-gaunt uses its dark dream ability, and the target fails its save, the target is transported to the Dreamlands, where a gug immediately attacks. The target can still escape the paralyze effect by succeeding a DC16 Constitution saving throw at the end of its turn as before, also escaping the Dreamlands. Any damage the target sustains while dreaming is inflicted upon the target's physical body aswell.

If the target dies while fighting a gug, the gug will crawl out of the target's physical body at the start of its next turn, joining the fight there. If the target kills the gug, the target immediately wakes from the dream.

## NIGHT-GAUNT

Medium aberration (dreamlander), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 180 (24d8 + 72)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	17 (+3)	14 (+2)	18 (+4)	15 (+2)

**Saving Throws** Dex +11

**Skills** Deception +10, Stealth +15

**Damage Resistances** bludgeoning, piercing and slashing from nonmagical weapons, cold, psychic

**Damage Vulnerabilities** fire

**Condition Immunities** frightened, blinded, paralyzed

**Senses** blindsight 300 ft., passive Perception 18

**Languages** Elder Speech, telepathy 120 ft., understands Common

**Challenge** 9 (5000 XP)

**Magic Weapons.** The night-gaunt's weapon attacks are magical.

**Night Camouflage.** The night-gaunt has advantage on Dexterity (Stealth) checks made to hide during night time.

**Sunlight Hypersensitivity.** The night-gaunt takes 45 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Tickler.** The night-gaunt tickles its victims with its cold and mind-piercing claws. The type of tickle, is decided by rolling a d6. On a roll of 1 or 2 it uses a freezing tickle, on a roll of 3 or 4 it uses a deep tickle, and on a roll of 5 or 6 it uses a mind tickle.

### ACTIONS

**Multiattack.** The night-gaunt makes two tickle attacks and uses its dark dream ability once.

**Freezing Tickle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) cold damage. The target must succeed a DC16 Constitution saving throw, or have its movement halved untill the end of its next turn.

**Deep Tickle.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d6+7) damage.

**Mind Tickle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 36 (8d8) psychic damage.

**Dark Dream.** The night-gaunt attempts to impose its horrible will on a target, forcing them into a dark dream. The target must succeed a DC16 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. If the target is paralyzed for three consecutive rounds, he must succeed a DC15 Wisdom saving throw before attempting any more Constitution savin throws. If the Wisdom saving throw fails another night-gaunt appears in the nearest empty space of the target. Only one night-gaunt can be summoned from one creature every 24 hours.



# GOONS

“Never doubt the danger of orcs in great numbers.”  
—Georgía Catalan  
Waterdeep Entertainer

## SIMPLE MINDS, SIMPLE JOBS

Goons are not always the stupidest orcs, or orc-friends, or the weakest, or the least powerful. Goons are no less dangerous and violent than any other orc. Goons are goons not because they lack savagery or strength, but because they are lazy.

**Oafs and Layabouts.** Goons are capable of great destruction, but they have no drive to do so. Goons half-ass everything that doesn't and immediately concern themselves, and even then they're likely to leave jobs unfinished and messy.

**The Goon Squad.** Goons don't function well in large numbers. Anything more than a handful and the conflicting interests become fights to the death in moments. Lone goons, however, are easy prey for enemies and predators. And so goons learned to clump together in small groups.

**“Be Own Boss.”** Goons are prone to delusions of grandeur and are easily seduced by vague promises of power, wealth, and glory. Unfortunately, goons are more often pawns of a more powerful creature but too stupid to realize it.

## BARBARIAN

The orc is idealized as a rampaging barbarian, merciless and unstoppable, leading a ferocious and terrifying tribe of slightly smaller, slightly less ferocious orcs. The truth is that most barbarians are half-orcs, abandoned by human parents for being an orc, the half-orc finds that notions of racial purity have no meaning in orc society.

**Grisly Totems.** Some barbarians carry trinkets tokens they believe empower them, like polished stones, braids, feathers, and claws. Orcs carry many of the same trinkets, but prefer them bloody and fresh.

## HALF-ORC BARBARIAN

Medium humanoid (human, orc), chaotic neutral

**Armor Class** 14 (unarmored defense)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

**Saving Throws** Str +6, Constitution +5

**Skills** Athletics +6, Perception +3

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Relentless Endurance.** When the half-orc is reduced to 0 hit points but not killed outright, it can drop it 1 hit point instead. It can't use this feature again until after a long rest.

**Savage Attacks.** When the half-orc scores a critical hit with a melee weapon, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Unarmored Defense.** As long as it doesn't wear any armor, the barbarian's armor class equals 10 + its Dexterity modifier + its Constitution modifier.

### ACTIONS

**Multiattack.** The half-orc makes two attacks with its spear.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

**Rage (4/day).** The barbarian can enter a rage on its turn, as a bonus action. The barbarian has advantage on Strength checks and Strength saving throws, +2 (1d4) on melee damage rolls, and has resistance to bludgeoning, piercing, and slashing damage. The rage lasts 1 minute, until the barbarian is knocked unconscious, or deals nor recieves damage since the end of its last turn.



## ORC BERSERKER

Medium humanoid (orc), chaotic evil

**Armor Class** 14

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Athletics +5, Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Reckless.** At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Unarmored Defense.** While the orc is wearing no armor, its AC includes its Constitution modifier.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 9 (1d12 + 3) slashing damage.





## ORC BERSERKER

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Athletics +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Berserker.** The first time the berserker takes damage during combat, it gains +1d4 melee damage and +5 movement speed until it dies or combat ends, whichever happens first.

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## BERSERKER

Orcs are notorious for their short tempers and furious tantrums, and “berserker” orcs are one of the purest forms of orc rage. Berserkers are single-minded and unleash their full fury on whatever creature hit them, be that elf, dwarf, orc, or even dragon.

**Self-Destructive.** Berserkers have been known to cut themselves, or allow enemies to cut them, to unleash their fury. Berserkers who don't die in combat waste away through infections and sores.

## BRUTE

Orc brutes are big and grumpy. Most are large enough to strangle horses, one handed. Though clearly not an ogrillon, brutes are given similar deference from other orcs. They're really big.

**Diehard.** Stories about big orcs surviving incredible wounds abound in tavern talk. Orcs that survived lances through their guts, or emerged half cooked after a fireball. Some may be wild stories, but there are big orcs in the mountains, with many interesting scars.

## ORC BRUTE

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	8 (-1)

**Skills** Athletics +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Diehard (Recharges after a Long Rest).** The first time the brute takes lethal damage, it instead drops to 1 hp.

### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



## ORC CUTTHROAT

Medium humanoid (orc), neutral evil

**Armor Class** 16 (hide armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	9 (-1)	12 (+1)	9 (-1)

**Saving Throws** Dex +6, Con +4

**Skills** Acrobatics +6, Perception +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Sneak Attack.** The hunter deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of the

hunter that isn't incapacitated and the hunter doesn't have disadvantage on the attack roll.

**Serpent Venom.** The cutthroat is trained in poison use and coats its shortsword with serpent venom (already included in the attack).

### ACTIONS

**Multiattack.** The orc makes two attacks with its shortsword or its shortbow.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one..

## OGRE "BIG BOSS"

Large giant (ogre), chaotic evil

**Armor Class** 12 (hide armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	16 (+3)	9 (-1)	10 (+0)	12 (+1)

**Saving Throws** Str +9, Cha +4

**Skills** Intimidation +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common or Orc

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The ogre makes two attacks with its greatclub or its spear.

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

**Spear.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

**Angry Roar (recharge 5-6).** The big boss roars and affects all enemies and allies within 60 feet who can hear it. Allies gain a d4 bonus on their next attack roll before the start of the big boss's next turn. Enemies must succeed a DC 14 Wisdom saving throw against fear or have disadvantage on their next attack roll against the big boss until the start of its next turn.

## CUTTHROAT

Not all orcs relish open combat. Open combat favors the big and the strong, with heavy weapons and powers, and has a high likelihood of gruesome death. Cutthroats are ruthless, but they favor the fights that don't happen, or the fights that aren't really at all.

**Assassins and Spies.** Numerous orcs have died in their sleep, drunk and full of charred flesh, unaware of poison in the grog. Others are just caught unaware by traitors and liars, but orcs rarely suffer their regret long.

## OGRE "BIG BOSS"

Ogres, whether they want them or not, attract orcs. Orcs value strength, size, and aggression, all of which ogres are famous for. Ogres are not famous for their vocabularies. Most learn only a handful of words and repeat them constantly. "Big" and "boss" are two favorite ogre words.

**Other Favorites.** Give, mine, no, stop, die, dumb, good, and yum.



## PEON

Peons are shorter, smaller, and weaker than the average orc. For a brief, unforgiving lifetime of being the “small” orc, peons tend to be more perceptive and sensitive than their larger kin. Peons can be shrewd and even predatory, but only if driven to it.

**All Play, No Work.** Peons are somehow lazier and more useless than most other goons. Peons will fight, but not if they can serve. Peons will endure long hunting trips, especially if it means drinking and sleeping all day.

## ORC PEON

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	7 (-2)	13 (+1)	10 (+0)

**Skills** Athletics +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## THUG

Lone, stupid, and grumpy, thugs eventually clump together in enough numbers to become a gang. Gangs are conscripted into raids or tribal wars, and used as assassins or saboteurs. Thugs prove as successful at these tasks as they do at another. The grumpiest ones, not the stupidest, are often the first to go. Even orcs have their limits.

**A Degree of Subtlety.** How does an orc sneak up on you? It charges, and then tells you to close your eyes.

## ORC THUG

*Medium humanoid (orc), chaotic evil*

**Armor Class** 12 (hide armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	7 (-2)	10 (+0)	12 (+1)

**Skills** Deception +3, Intimidation +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Sneak Attack (1/turn).** The thug deals an extra 4 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of the thug that isn't incapacitated and the thug doesn't have disadvantage on the attack roll.

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.



## TROLL RUNT

Trolls will eat anything, including other trolls. Runts realize this early or pay the price. Runts that escape will wander, but many find refuge with orcs. Runts blend in well enough with orcs, and the frequent raids provide the troll with food and victims.

**Orc Leaders.** A runt's regeneration can allow it to recover from wounds that would have killed an orc. Combined with a troll's natural hardiness and ferocity, runts can attract enough orcs to form raids and war bands.

### TROLL RUNT

Medium giant (troll), neutral evil

**Armor Class** 14 (hide armor)

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Giant, Orc

**Challenge** 4 (1,100 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn of 0 hit points and doesn't regenerate.

#### ACTIONS

**Multiattack.** The troll makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

## WAR PIG

Despite the name, the war pig is no instrument of war. Orcs capture giant a boar, lock it in a pit or cave, and fight it in blood sports. Survivors that aren't eaten by the orcs repeat their grisly fights until, eventually, they are.

**Beaten, but Relentless.** All while the starved pig is forced to fight others to their deaths, orcs torment it. Orcs brand it, scar it, taunt it, and generally treat it how they treat each other. Most pigs die under these circumstances. The beasts that become war pigs never stop fighting.

### WAR PIG

Huge beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 95 (10d12 + 30)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

**Saving Throws** Str +6

**Senses** darkvision 60 ft., passive Perception 8

**Languages** -

**Challenge** 4 (1,100 XP)

**Charge.** If the war pig moves at least 20 feet straight toward a target and hits it with a tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone..

**Relentless (Recharges after a Short or Long Rest)** If the war pig takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

#### ACTIONS

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



# MAGES

"Orcs don't think for themselves, they think of themselves."  
—Vulwin Aramenor  
Silvermoon Historian

## THE LUST FOR POWER

Orcs live their lives in hardscrabble lands, carving lives out of cold stone and empty dirt. They fight, suffer, and die. Orcs bully or are bullied, and at constant odds with every creature around them. Orcs are drawn to magic not because it offers knowledge, but because it offers incredible power.

**Dark Masters, Dark Servants.** The drive for power has led orcs to desperate bargains and hasty pacts. Demons, and the influence of the Abyss, are scattered throughout orc

**Pyromaniacs.** The catastrophic fascination orcs have with fire is amplified in orc spellcasters. Anything and everything that can be burned, will be. As such, fire mages tend to flame out on their own. Cunning orcs will find ways to keep the fires burning.

**A Rarity?** Orcs with latent connections to magic are about as frequent as they are with dwarves, halflings, and humans. Orcs have no magic schools or traditions that aren't part of the clergy, which itself isn't much of a school. As such, orcs with magical talents don't develop them or do develop them, but under the influence of a demon or a hag, or worse.

## DEMONOLOGIST

The history orcs have with demons and the Abyss is a desperate one, and long, and filled with horrible things. Orcs never fare well when working with demons, but time and time again they stare into the Abyss. A demonologist doesn't blink.

**A Touch of Evil.** Orcs that become demonologists must travel to the Abyss and, through a profane and tortuous ritual, split their soul in two pieces. Half remains with the orc, and the other half is thrown into the Abyss. The orcs take survive take on demonic features and traits.

### ORC DEMONOLOGIST

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 85 (10d8 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	14 (+2)

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

**Skills** Deception +4, Intimidation +4, Religion +1

**Damage Vulnerabilities** radiant

**Damage Resistances (see Rendered Soul)** acid, cold, fire, necrotic, poison, thunder; bludgeoning, piercing, slashing damage from nonmagical weapons.

**Condition Immunities (see Rendered Soul)** grappled, paralyzed, prone, restrained

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Rendered Soul.** The demonologist has devoted itself to a demon in exchange for power. While above half health (43 hp or greater) the demonologist gains +4 (1d8) damage on attack rolls and gains use of the condition immunities listed above. While the demonologist is below half health (42 or less) it gains +2 natural armor and gains use of the damage resistances listed above. The demonologist always has the other statistics listed above, regardless of its hp total.

### ACTIONS

**Multiattack.** The orc makes two attacks with its demon spear.

**Demon Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack. As a bonus action, the demonologist can conjure a new spear to replace a lost or thrown spear. The previous spear vanishes, and only one such spear can exist at any time.



## FIRE EATER

Even among orcs, wars need skills. Fire eaters attract and dazzle roaming orcs with their sorcery, then stir the crowd into a frenzy with their performances. The performances aren't refined theater. Fire eaters find that nothing attracts orcs like the sounds of screaming elves and a crackling fire.

**The Brightest Flame.** Fire eaters instigate violence, and they often pay the price. Rival war chiefs will execute captured fire eaters, and even friendly chiefs will kill or exile their own at the end of wars. Fire eaters are trouble, even for orcs.

### ORC FIRE EATER

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (chain shirt)

**Hit Points** 33 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	9 (-1)	10 (+0)	16 (+3)

**Skills** Performance +5, Religion +2

**Senses** darkvision 60 ft., passive Perception 10

**Damage Resistances** fire

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Spellcasting.** The fire eater is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +3 to hit with spell attacks). The fire eater knows the following sorcerer spells:

Cantrips (at-will): *fire bolt*, *minor illusion*, *true strike*

1st level (4 slots): *burning hands*, *shield*

2nd level (3 slots): *scorching ray*

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage, or 7 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## MYSTIC

Orcs with the weakest spellcasting talents learn to beguile and mystify before they learn to devastate and ruin. Mystics have more potential than they can understand or use, but the magic finds outlets anyway. Much of orc superstition about magic comes from mystics who mean to cast one spell and summon a demon.

**Liars and Illusionists.** Not that the lies or illusions are clever or subtle, but mystics get by. Orcs are easy to trick and mystics make ample use of it. The trouble starts when the mystics trick themselves.

### ORC MYSTIC

Medium humanoid (orc), chaotic evil

**Armor Class** 12 (hide armor)

**Hit Points** 17 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	16 (+3)

**Skills** Deception +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Wild Magic Surge.** Whenever the mystic casts a 1st level spell, roll a d20. On the result of a 1, roll on the Wild Magic Surge table in the Player's Handbook.

**Innate Spellcasting.** The mystic is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It requires no material components to cast its spells. The mystic knows the following spells:

Cantrips (at-will): *dancing lights*, *true strike*, *vicious mockery*

1st level (3 slots): *dissoant whispers*, *sleep*

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 4) piercing damage if used with two hands to make a melee attack.





## ORC HAND OF GRUUMSH

*Medium humanoid (orc), chaotic evil*

**Armor Class** 16 (chain mail)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	14 (+2)

**Skills** Intimidation +4, Religion +1

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Gruumsh's Pain.** The orc deals an extra 4 (1d8) necrotic damage when it hits with a weapon attack (included in the attack).

**Spellcasting.** The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *resistance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, inflict wounds*

2nd level (3 slots): *blindness/deafness, silence*

3rd level (2 slots): *animate dead, spirit guardians*

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) necrotic damage.

### LEGENDARY ACTIONS

The orc can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The orc regains spent legendary actions at the start of its turn.

**Command Undead.** The orc chooses one undead creature it controls. That creature can immediately use its reaction to make one weapon attack.

**Mend Bones (Costs 2 actions).** Up to six undead creatures that the orc can see within 60 feet of it regain 4 (1d4 + 2) hit points.



## ORC NECROMANCER

Medium humanoid (orc), neutral evil

**Armor Class** 12 (hide armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	9 (-1)	12 (+1)	18 (+4)

**Saving Throws** Wis +3, Cha +6

**Damage Resistances** cold, necrotic

**Skills** Arcana +1, Deception +6, Intimidation +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed

toward a hostile creature that it can see.

**Spellcasting.** The necromancer is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The necromancer has prepared the following spells:

Cantrips (at will): *chill touch*, *poison spray*, *true strike*

1st level (4 slots): *false life*, *fog cloud*, *magic missile*, *witch bolt*

2nd level (3 slots): *blindness/deafness*, *enthrall*, *ray of enfeeblement*

3rd level (2 slots): *animate dead*, *vampiric touch*

4th level (1 slot): *phantasmal killer*

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## NECROMANCER

Merciless and utterly evil, orc necromancers have pilfered the final bits of peace from their people – they rob the dead. Necromancers will not only scour battlefields for choice parts and bodies, they will raid tribal burial grounds and shrines, and defile corpses to make them easier to raise.

**Twisted Healers.** Necromancers enjoy stealing life as much as they enjoy creating mockeries of it. Many orc necromancers begin by animating their own dead appendages, and then giving this same “healing touch” to other orcs. Before long the necromancer has a large, loyal following of orcs in various stages of decomposition and undeath.

## WARLOCK

A legacy of demonic corruption within orcs, warlocks have innate connections to the Abyss so powerful they can summon demons to the material plane.

**Political Pawns.** Warlocks live short, dramatic lives as symbols and figureheads for warchiefs. The ability to summon demons, even weak ones, can beguile scores of orcs. Being weak and stupid, warlocks ravish the extra attention while it lasts.

## ORC WARLOCK

Medium humanoid (orc), chaotic evil

**Armor Class** 12 (hide armor)

**Hit Points** 16 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	10 (+0)	16 (+3)

**Skills** Intimidation +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Spellcasting.** The warlock is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It requires no material components to cast its spells. The warlock has the following spells prepared:

Cantrips (at-will): *eldritch blast*, *resistance*, *true strike*

1st level (3 slots): *arms of Hadar*, *hellish rebuke*, *hex*

### ACTIONS

**Demonic Vessel (1/day).** The warlock can summon 1d4 manes. The demons appear as a group in an unoccupied space within 60 feet of the warlock. They act as allies of the warlock and follow its commands. They each last for 1 minute, until they die or the warlock dies, or they are dismissed.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



## OGRILLON WARMAGE

Large giant (ogre, orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

**Saving Throws** Str +7, Cha +6

**Skills** Intimidation +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common or Orc

**Challenge** 5 (1,800 XP)

**Spellcasting.** The warmage is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The warpriest knows the following sorcerer spells:

Cantrips (at-will): *blade ward, mending, minor illusion, true strike*

1st level (4 slots): *false life, mage armor, magic missile*

2nd level (3 slots): *cloud of daggers, misty step*

3rd level (2 slots): *fireball*

### ACTIONS

**Multiattack.** The sellsword makes two attacks with its spear

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

## WARMAGE

The warmage is a tremendous creature, capable of immense destruction and death. Warmages dwell in fortified lairs, as ogrillions lack the orc's nomadic spirit, usually with a sizable number of orc and non-orc followers. A warmage alone, however, is a desperate beast, capable of anything.

**The Great Games.** While warmages view other clans and tribes as threats, they can enter friendly competitions with them, if the price is correct. A favorite game is to count the number of slaves taken after raids, or how far a head flies after a decapitation. Ogrillions aren't subtle.



# PRIESTS

*"If you could reason with orcs, they wouldn't be orcs."  
—Grigor Haws  
Damaran Scholar*

## BY GRUUMSH, FOR GRUUMSH

Orc mythology varies from tribe to tribe but the fundamental tenants remain the same: Gruumsh made the orcs, and for him they make war. The One Eyed God influences every facet of orc society.

**First the War, then the Orc.** Gruumsh hated Corellon Larethian before the orcs, he will hate the elven god after the orcs are all dead. The orcs exist only to continue Gruumsh's war.

**The Eyes of Gruumsh.** Warchiefs may run the tribes, but they do so in accordance with Gruumsh's plan for the orcs. The Eyes of Gruumsh are the powers behind the throne, who influence the chiefs and execute any heretics, schemers, or traitors.

**The Other Gods.** The Eyes of Gruumsh are jealous, as are the rest of the clergy, but most orcs don't care. Gruumsh himself is silent. Few orcs know enough to recognize Talos from Tempus, let alone distinguish arch fiend brands from draconic sigils.

## ORC ACOLYTE

*Medium humanoid (orc), chaotic evil*

**Armor Class** 12 (hide armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	7 (-2)	16 (+3)	10 (+0)

**Skills** Insight +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Gruumsh's Rage.** The acolyte deals 1d4 damage on all melee attacks (included in the attack).

**Spellcasting.** The acolyte is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It requires no material components to cast its spells. The acolyte has the following spells prepared:

Cantrips (at-will): *guidance, resistance, sacred flame*  
1st level (3 slots): *bane, cure wounds, inflict wounds*

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 3 plus 1d4) piercing damage, or 9 (1d8 + 3 plus 1d4) piercing damage if used with two hands to make a melee attack.

## ACOLYTE

An "acolyte" refers to orcs the Eyes of Gruumsh bully or coerce into "sacred" service. Acolytes labor and suffer awaiting the day they can rip out an eye and find their own orc to drive insane.

**Which Eye?** Some orc tribes cut out the left eye, others the right. Other tribes leave it to the orc, or to the Eyes performing the ritual. Likewise, tribes and clans conflict over which eye is the correct one. Gruumsh seems not to care, as Eyes of Gruumsh have been seen with none, either, and both eyes.



## OCCULTIST

In small, shadowy cabals hidden throughout the mountains, orcs gather with gnolls, giants, kobolds, and other monstrous humanoids to worship and honor minor fiends, obscure evil gods, or simply powerful, narcissistic mortals.

**Apostates.** Orcs that abandon Gruumsh do so because they don't want the life of war and raiding he has for the orcs. Orcs, specifically the Eyes, accept this not at all. Occultists, and priests of non-Orc gods, worship at their own peril.

## SHAMAN

At first thought, orcs working with nature seems to be a paradox. Aren't orcs fire spreading engines of devastation? Yes, and as it turns out, so many of the natural forces. Orcs shaman act as conduits to the natural forces of the world and bend them to the will of the orc.

**Land of Blight.** Shaman sometimes form partnerships or convenient alliances with evil fey. The relationships are never for anything pleasant, and their effects leech into the area. A conspicuous lair, but deadly to traverse.

## ORC SHAMAN

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 18 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	16 (+3)	10 (+0)

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Spellcasting.** The shaman is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It requires no material components to cast its spells. The shaman has the following druid spells prepared:

Cantrips (at-will): *guidance, resistance, sacred flame*

1st level (3 slots): *entangle, jump, speak with animals*

**Wildshape.** The shaman can use the ability *wildshape* as a 2nd-level druid. The most common beasts assumed by orcs are the axe beak, boar, and wolf.

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## ORC OCCULTIST

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	12 (+1)

**Skills** Insight +3, Medicine +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Dark Devotion.** The fire eater has advantage on all saving throws against being charmed or frightened.

**Spellcasting.** The occultist is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). The occultist has prepared the following wizard spells:

Cantrips (at-will): *fire bolt, poison spray, true strike*

1st level (4 slots): *detect magic, false life, mage armor, magic missile*

2nd level (3 slots): *blindness/deafness, flaming sphere, see invisibility*

### ACTIONS

**Multiattack.** The orc makes two attacks with its spear.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



## HALF-ORC WARPRIEST

Medium humanoid (human, orc), neutral evil

**Armor Class** 13 (hide armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

**Saving Throws** Str +5, Wisdom +5

**Skills** Intimidation +3, Religion +2

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Relentless Endurance.** When the half-orc is reduced to 0 hit points but not killed outright, it can drop it 1 hit point instead. It can't use this feature again until after a long rest.

**Savage Attacks.** When the half-orc scores a critical hit with a

melee weapon, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Spellcasting.** The warpriest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The warpriest has prepared the following cleric spells:

Cantrips (at-will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, cure wounds, inflict wounds*

2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon (spear)*

3rd level (2 slots): *bestow curse, mass healing word*

### ACTIONS

**Multiattack.** The half-orc makes two attacks with its spear.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

## WARPRIEST

Where the Eyes spend their time coveting and hoarding power in small squabbles, the warpriest inspires orcs to war. Warpriests, connected to Gruumsh but often followers of a war god, understand the power of successful wars but not the work involved. Their campaigns act more as forces of nature than forces for orcs: they're destructive and deadly, but change nothing for orc lives.

**Survivors of the Damned.** Warpriests have grand visions of conquest and rule that their orc warriors, no matter how fearsome, simply lack the numbers for brute conquest. Warpriests amass large followings of desperate orcs and lead them on doomed campaigns, but many manage to survive the failure, lick their wounds, and start again.



# WARRIORS

"If we kill enough of them, aren't they supposed to stop fighting?"

—Cort Mealy

Luskan Cavalry Officer

## MIGHT MAKES RIGHT

If the notion that orc tribes produce warriors isn't surprising, the notion that orc tribes produce good warriors shouldn't be either. Orc life is structured around war, raids, and armed conflict. Orcs eat and breathe warfare in any form. The savage brutes, who live in barren, rocky crags and frozen caverns, have driven dwarves from their strongholds, burned elves from their forests, and razed human cities to ruin.

**Bred for Fighting.** Generations of constant warfare have produced an amazing creature in the orc. It's aggressive, quick to mature, and strong. Orcs seek out fights, organize for larger ones, and have organized their entire society around war, and producing soldiers. If orcs were clad in shining plate rather than mangy hide, the North would look a great deal different.

**Trained to Fight Better.** Orcs may have few magical traditions, but they do have scores of martial traditions. Orcs are given weapons at an early age and taught how to use them. As or life is a constant fight to the death against other orcs or the countless orc enemies, the practice never really ends.

**Never Fight Fair.** Orcs consider the idea of a "fair fight" to be something elves made up to keep orcs from winning every war. Orcs have no compunction for honor or integrity and will make use of any and every advantage available to win. It's why, despite fierce and constant opposition, orcs often do.

## BLACKGUARD

Orcs make excellent blackguards: they have natural inclinations for chaos and evil, they already abhor paladins and the righteous gods, and possess intense death wishes. Orcs are also gullible and stupid, and even the mightiest can be led astray by promises for easy riches and power.

**The Call.** Orcs don't become blackguards by squatting in caves or raiding farms. Orcs become blackguards by answering The Call, a powerful and profane ritual used by ancient evils. Orcs vanish for years and return as blackguards, or worse.

## ORC BLACKGUARD

Medium humanoid (orc), chaotic evil

**Armor Class** 18 (plate)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

**Saving Throws** Str +7, Con +6, Cha +5

**Skills** Athletics +8, Intimidation +5, Persuasion +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Great Weapon Training.** When the blackguard deals damage with a two handed weapon and rolls a 1 or 2 on a damage die, reroll that die and use the second result.

**Unholy Smite.** When the blackguard hits a creature with a melee weapon attack, the blackguard can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, plus 4 (1d8) for each spell level higher than first, to a maximum of 23 (5d8).

**Spellcasting.** The blackguard is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The blackguard has prepared the following paladin spells:

1st level (3 slots): *command*, *thunderous smite*, *wrathful smite*

2nd level (2 slots): *aid*, *magic weapon*

3rd level (2 slots): *dispel magic*, *elemental weapon*

## ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 10 (1d12 + 4) slashing damage.



## ORC CHAMPION

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

**Saving Throws** Str +6, Con +5

**Skills** Athletics +7, Acrobatics +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 4 (1,100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Great Weapon Training.** When the orc deals damage with a two handed weapon and rolls a 1 or 2 on a damage die, reroll that die and use the second result.

### ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

## ORC HUNTER

Medium humanoid (orc), chaotic evil

**Armor Class** 15 (hide armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	9 (-1)	14 (+2)	10 (+0)

**Saving Throws** Dex +5, Wis +4

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Sneak Attack.** The hunter deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within five feet of an ally of the hunter that isn't incapacitated and the hunter doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The orc makes two attacks with its shortsword or its shortbow.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

## CHAMPION

Orc champions are fierce warriors and terrible leaders. Nonetheless, champions command war parties of great size on bloody, ruinous raids until every orc that followed is dead or captured.

**No Life but Death.** Champions find satisfaction only in combat. They don't sit idle or wait, and find any form of subtlety offensive. Champions meet puzzles with their axes and, if that fails, their teeth.

## HUNTER

Orc hunters learn their trade by stalking game, but keep themselves fed by ambushing humanoids. Hunters set up ambushes and traps near bridges, crossroads, forest roads, or anywhere they can create a significant advantage. Hunters, however, aren't prepared for disadvantages and will flee when trouble starts.

**Never Look in the Bags.** Hunters carry backpacks, knapsacks, rucksacks, and all manner of mangy bags in which they stuff trophies from their hunts. The bags are stained shades of red and brown, sometimes smeared into greasy blacks and grays. They always smell hideous, and ooze, even when dry.



## ORC MARAUDER

Medium humanoid (orc), chaotic evil

**Armor Class** 15 (hide armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	10 (+0)

**Skills** Stealth +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Multiattack.** The marauder makes two attacks: one with its shortsword and one with its dagger. The marauder uses Dexterity for these attacks.

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

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## ORC RAID CHIEF

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

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

**Saving Throws** Str +6, Con +5

**Skills** Athletics +7, Intimidation +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Grumsh's Fury.** The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the weapon attacks).

### ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 4 plus 1d8) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

## MARAUDER

“Marauder” once described a number of orcs from specific tribes, all of whom carried the same two weapons into combat: a shortsword and a dagger. They were descendants of Maraud, a violent barbarian known for her successful raids and prolific breeding. Maraud is long dead and her brood has grown through generations, leading to offshoots and imitations. “Marauder” now refers as often to any orc raider as it does to the original Marauders.

**A Scavenger's Style.** When Maraud ran her raids, human settlements were desperate to keep her poorly armed and supplied. Human soldiers were given orders to destroy their iron swords, an item orcs couldn't craft on their own. This left only the belt weapons, often daggers and shortswords, for orcs to loot from human bodies.

## RAID CHIEF

Raid chiefs are usually tribeless chiefs who retain some control over a group of warriors after submitting to the authority of the new war chief.

**Unhappy Insubordinates.** Raid chiefs are eager for an opportunity to ascend to war chief. No vendetta is too petty, no opportunity too small – these minor chiefs are hungry for greater power and respect and will lose battles and encourage desertion.



## RAIDER'S WORG

Wolves have been mainstays in orc tribes for centuries, even worgs and winter wolves have been spotted in large clans and war parties. The raider's worg, however, is much more than a warbeast and mount. The raider's worg is the crown jewel of worg husbandry, a massive, muscled beast capable of running down horses while carrying an frenzied orc.

**Fierce and Steadfast.** The raider's worg is a hellacious combatant as well. It displays all the telltale signs of orc ferocity, but with the cunning of a top predator. It's also stunningly loyal to its orc masters, fighting side by side and even returning to save injured riders. Orcs, however, don't treat the worg with the same compassion.

### RAIDER'S WORG

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 53 (7d10 + 14)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Saving Throws** Str +6, Dex +4

**Skills** Athletics +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

**Keen Hearing and Smell.** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

## RANGER

Few orcs survive long by themselves, their enemies are too dedicated and too numerous. Orc rangers are some of the few orcs who not only survive by themselves, they'll kind their own kind to maintain their isolation.

**Abandoned or Orphaned.** Rangers begin their lives alone. Orc tribes splinter into feuding clans, and clans can be nearly wiped out in a single raid. Orcs that survive are young and overlooked, but very few survive to adulthood.

### ORC RANGER

*Medium humanoid (human, orc), chaotic evil*

**Armor Class** 16 (breastplate)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	11 (+0)	13 (+1)	8 (-1)

**Saving Throws** Str +7, Dex +5

**Skills** Perception +4, Stealth +5, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Keen Hearing and Sight.** The ranger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

#### ACTIONS

**Multiattack.** The half-orc makes three attacks, in any combination, with its battleaxe or spear.

**Battleaxe.** *Melee:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if used with two hands to make a melee attack.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.



## Savage Orcs

Savage Orcs descend from the northern ranges and bringing oblivion and death in their wake. They are masterful raiders and pillagers and their brutality is rarely matched, even by the Dasharn. Striking with uncharacteristic cunning, they move silently towards their targets. They charge into battle before the defenders are even aware of the attack, slaughtering anyone in their path. In the aftermath of such an attack, surviving enemies are ritualistically murdered, beheaded or dragged away as slaves. The settlements houses and other structures are burnt. Animals are slaughtered there and then for food. Anything with worth to the Orc and their primitive lifestyle is stolen. In all of the Thuranite Empire, nothing is as much a threat as the constant skirmishes and raids of the Orcs.

**Primitives.** The Savage Orcs shun any conventional weaponry or armour. When they raid settlements, they only take what practical supplies they need. It's not unusual for entire armouries in a settlement to be left fully stocked after an attack. They favour rope, wood planks, baskets and even doors to the bulky armours or metal weapons. Each raiding party takes these objects and any slaves back to the main Orc camp. Hidden in the mountains, these camps exist on the essentials, devoid of luxury or

technology. Slaves rarely survive long in these harsh conditions and their remains are discarded in mass graves that hold all the camps refuse.

**Relentless Savagery.** In battle, the bloodlust and viciousness of the Orc goes beyond even that of the most savage human warrior. Their endurance extends their life when they fight, literally ignoring mortal wounds to continue the carnage. An Orc that has been slashed with a sword across the chest, with intestines revealed, will just as readily continue fighting as often as they die. Equally, Orc raiding parties have been known to tear apart their own fellow Orcs in a battle. Such trait makes them deadly and unpredictable adversaries, but is also the one thing Thuran commanders can easily take advantage of when the Orc war horns blow.

**Unknown Society.** Whether or not the Orc has a true society is unknown. Many Thuranite Scholars suggest that there is large city or capital of the Orc; merely a loose, meagre collection of tribal grounds and encampments. Without further knowledge of what lies north of the worlds long mountain range however, this theory cannot be confirmed.

### SAVAGE ORC

Medium humanoid (orc), chaotic evil

**Armor Class** 13

**Hit Points** 36 (5d12 + 4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Saving Throws** Str +6, Con +5

**Skills** Perception +3, Intimidation +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed towards a hostile creature that it can see

**Irrational Retaliation** If the orc gains the charmed or frightened condition, it enters a rage instead. It becomes immune to the charmed and frightened conditions whilst raging. While raging the orc attacks with advantage, and attacks against it gain advantage. During the orc's turn it attacks the nearest creature, prioritising enemies over friendly creatures. In the event of a tie the GM chooses the target. Also, the orc's attacks deal an extra 1d4 damage of the weapon's type on a successful attack. The rage continues until the orc is knocked unconscious or its turn ends and it hasn't attacked a hostile creature since its last turn or taken damage since then.

**Savage Fortitude** If damage reduces the orc to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the orc drops to 1 hit point instead.

#### ACTIONS

**Multiattack** The Savage Orc makes two attacks with its Maul.

**Maul** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2d6 + 4 bludgeoning damage.

**Handaxe** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 4 slashing damage.





## ORC SCOUT

Medium humanoid (orc), chaotic evil

**Armor Class** 15 (hide armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	10 (+0)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Cunning Action.** The scout can take a bonus action of each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

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

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## SCOUT

Scouts are the creeping, leering eyes of orc war parties. They rarely stray more than a day from their armies and are cowardly enough to successfully report back anything they discover. Scouts would be as lazy and loathed as any goon if it weren't for their eyes and aim.

**The True Rarity.** Orcs want to feel their fights in ragged breaths, bruises, and the hot spray of blood from a killing strike. Archery takes too much of the intimacy from the brutality and few orcs consider it. Scouts are capable archers but they still prefer to finish kills up close.

## OGRILLON SELLSWORD

Large giant (ogre, orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 64 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	9 (-1)	12 (+1)	9 (-1)

**Saving Throws** Str +7, Wis +3

**Skills** Athletics +7

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common or Orc

**Challenge** 3 (700 XP)

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

## SELLSWORD

A half-ogre half-orc mercenary is a force to be avoided, or bribed to the friendly side. They aren't clever or tricky, but they aren't hired to be.

**Have Sword, Will Travel.** Just because monstrous mercenaries aren't welcome in Candlekeep doesn't mean they lack employers. The Underdark is home to hundreds of warring groups who would always use more muscle. Likewise, the Zhentarim and the Black Sun are eager for powerful, employable warriors.



## HALF-BLACK DRAGON WARLORD

Medium humanoid (orc, dragon), chaotic evil

**Armor Class** 18 (plate)  
**Hit Points** 78 (12d8 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

**Saving Throws** Str +6, Con +5  
**Skills** Athletics +7, Perception +3  
**Damage Resistances** acid  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13  
**Languages** Common, Orc, Draconic  
**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 10 (1d12 + 4) piercing damage.

**Acid Breath (Recharge 5-6).** The half-dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that area must succeed a DC 11 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

## ORC WARRIOR

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)  
**Hit Points** 38 (5d8 + 15)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

**Saving Throws** Str +6, Con +5  
**Skills** Athletics +7, Acrobatics +3  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Orc  
**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Great Weapon Training.** When the orc deals damage with a two handed weapon and rolls a 1 or 2 on a damage die, reroll that die and use the second result.

### ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 10 (1d12 + 4) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

## WARLORD

A red dragon, dying, the last of its kind, would never breed with an orc. Blue dragons live too far away, white dragons live too close. Green dragons live too deep in elven lands. That leaves orcs with black dragons, many of whom live in swamps and lagoons in warmer climates. However, a line of black dragons favors cold bogs and marshes, the kind found throughout the Spine of the World, and has bred with orc clans.

**A Dragon's Legacy.** Famous half-dragon orcs include, Cruck Deadeye, Gul the Impaler, Magra Murga, Olpac the Rat, and Pushnak Elfeater.

## WARRIOR

Orcs who value their lives learn to value their weapons and their health. Orc warriors clean their weapons, store them in sacred scabbards or wrap them in special skins, and pride themselves on being true soldiers. They seek out special foods and tonics that may increase their battle prowess. Whether or not these work, or if the practices maintain their weapons or rust them, is beside the point.

Greataxe or Spear? Gruumsh's favored weapon is the spear, but orc raiders are known for their hefty axes. Why the disconnect? Spears are easy weapons for orcs to craft but axes are more difficult. When iron weapons are recovered from raids, they go to the best warriors.



## OWLBEAR MATRON

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	9 (-1)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** -

**Challenge** 5 (1,800 XP)

**Keen Sight and Smell.** The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The owlbear makes three attacks: one with its beak and two with its claws.

**Beak.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

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

**Piercing Screech (1/Day).** Each creature within 60 feet of the owlbear that can hear it must succeed on a DC 12 Constitution saving throw or become incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





## PACT DEVIL

Malicious whisperers, Pact Devils love to watch the inevitable demise of greatness that their deals bring. Pact Devils observe their potential victims for a time, learning their desires and motivations before coming in contact with them. Appearing in dreams or a number of short interactions, Pact Devils acquaint themselves with their target slowly. When their victim is at their most vulnerable, Pact Devils appear to offer their dark bargain.



### INFERNAL PACT

A pact devil may convince a creature to exchange its soul for powerful infernal boons. Such boons may include but are not limited to: ability score improvements, new feats, or epic boons found in the *Dungeon Master's Guide* (page 232). The pact lasts until the devil chooses to dismiss it or the devil dies. A *wish* spell can also end the pact.

If a creature bound by such a pact dies, the devil claims its soul, forcing it into servitude for eternity. The creature can't be brought back to life after its soul has been claimed.

Additionally, while bound by the infernal pact, the devil can communicate with the creature telepathically over any distance, even from another plane of existence. Once per month, the devil may charm the creature as if using the *geas* spell. The creature automatically fails the saving throw to resist the spell, and it can't be ended by any normal magic except for a *wish* spell, which also ends the pact.

"Its face was the mask of evil, every bone in my body told me to run, but I knew that there was power to be had and I was chosen to take it... the cost was too great."  
— The Great Kalemus' last speech to his audience.

**No Witnesses.** Pact Devils are highly defensive of their powers. If the subject of their deal refuses an offer, the Pact Devil seeks to kill the individual, leaving behind no trace of the Pact Devil's existence. Rarely will the Pact Devil be noticed by anyone other than the intended victim. In these cases, Pact Devils will stop at nothing to kill the bystanders, whether that is by their hands or the creature bound to them.

### PACT DEVIL

Large fiend (devil), lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

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

**Saving Throws** Int +6, Wis +6, Cha +8

**Skills** Deception +8, Insight +6

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

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

**Infernal Pact.** The devil can make an infernal pact with a willing creature, granting it special boons in exchange for its soul.

### ACTIONS

**Multiattack.** The devil makes three attacks: two with its claws and one with its horns.

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

**Horns. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 14 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.





## PHELDDAGRIF

*Huge celestial, neutral good*

**Armor Class** 14 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	10 (+0)	14 (+2)	18 (+4)

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

**Senses** passive Perception 12

**Languages** Celestial, Common, Sylvan, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Trampling Charge.** If the phelddagrif moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the phelddagrif can make one stomp attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

**Stomp.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**Healing Touch (3/Day).** The phelddagrif touches another creature with its snout. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

**Teleport (1/Day).** The phelddagrif magically teleports itself, along with any equipment it is wearing or carrying, to a location the phelddagrif is familiar with, up to 1 mile away.



# PHOENIX

Phoenixes are wise and powerful avians born from flame. They have brilliantly colored wings that are wreathed in fire, showing their elemental origins.

The first phoenixes were created by powerful wizards greatly knowledgeable in the elemental magic of fire. Although their methods have been long lost to history, the few phoenixes that they created have survived for thousands of years into the present day, where they forever continue their cycle of death and rebirth.

**Cycle of Rebirth.** Phoenixes are reborn every thousand years, or whenever they are slain. A phoenix is reborn in a burst of flame, where it then rises from the ashes as a young phoenix, which is far less powerful than its older counterpart. It takes about 5 years for a young phoenix to mature into an adult.

**Immortal Nature.** A phoenix does not require air, food, drink, or sleep.

## ADULT PHOENIX

*Large monstrosity, lawful good*

**Armor Class** 18 (natural armor)

**Hit Points** 107 (15d10 + 25)

**Speed** 20 ft., fly 90 ft.

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

**Saving Throws** Dex +9, Con +7, Wis +8

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** fire, poison

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Celestial

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

**Rejuvenation.** If it dies, the phoenix returns to life in 1d6 days as a *young phoenix* with full hitpoints. Only a wish spell can prevent this trait from functioning.

**Illumination.** The phoenix sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Innate Spellcasting.** The phoenix's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *guiding bolt*

3/day each: *blindness/deafness*, *daylight*, *dispel magic*, *lesser restoration*, *shield*

1/day each: *flame strike*, *raise dead*, *greater restoration*

## ACTIONS

**Wings.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

*Hit:* 8 (1d6 + 5) slashing damage plus 22 (5d8) radiant damage and 22 (5d8) fire damage.

**Flaming Burst (Recharge 6).** The phoenix releases a burst of flames in a 10-foot radius around itself. Each creature in the area must succeed on a DC 16 Dexterity saving throw or take 22 (5d8) radiant damage and 22 (5d8) fire damage, half damage on a success.



## YOUNG PHOENIX

*Medium monstrosity, lawful good*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d8+18)

**Speed** 10 ft., fly 60 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Celestial

**Challenge** 4 (1,100 XP)

**Rejuvenation.** If it dies, the phoenix returns to life in 1d6 days as a *young phoenix* with full hitpoints. Only a wish spell can prevent this trait from functioning.

**Illumination.** The phoenix sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

**Innate Spellcasting.** The phoenix's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*

3/day each: *blindness/deafness*, *daylight*, *dispel magic*

## ACTIONS

**Wings.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 6 (1d6 + 3) slashing damage plus 10 (3d6) radiant damage and 10 (3d6) fire damage.





## PIRATE AXE THROWER

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 13 (leather)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Acrobatics +4

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

**Nimble Action.** On each of its turns, the pirate can use a bonus action to take the Dash or Disengage action.

**Weapon Juggler.** The pirate can draw and wield up to three one-handed weapons.

### ACTIONS

**Multiattack.** The pirate makes two melee attacks or three ranged attacks with thrown weapons.

**Handaxe.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



## PIRATE CHAIN SWINGER

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 15 (studded leather)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Acrobatics +5

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 3 (700 XP)

### ACTIONS

**Multiattack.** The pirate makes three attacks: two with its chain and one with its hook.

**Chain.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. Instead of dealing damage, the pirate can attempt to trip the target. The target must succeed on a DC 13 Strength saving throw or be knocked prone.

**Hook.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. Instead of dealing damage, the pirate can attempt to disarm the target, forcing it to drop one item of the pirate's choice that it's holding. The target must make a DC 13 Strength saving throw. On a failed save, it drops the chosen object. The object lands at its feet.



## PRIEST OF BLIGHT

Medium humanoid (any race), chaotic evil

**Armor Class** 14 (hide armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	7 (-2)

**Saving Throws** Con +5, Wis +6

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned

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

**Languages** Common, Abyssal

**Challenge** 8 (3,900 XP)

**Spellcasting.** The priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The priest has the following spells prepared:

Cantrips (at will): *blade ward*, *chill touch*, *poison spray*, *thaumaturgy*

1st level (4 slots): *bane*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *ray of enfeeblement*, *misty step*, *spider climb*

3rd level (3 slots): *stinking cloud*, *vampiric touch*

4th level (3 slots): *blight*, *confusion*

5th level (2 slots): *contagion*, *insect plague*

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 17 (5d6) necrotic damage.

**Summon Demon (1/day).** The priest attempts to magically summon a Herald of Rot with a 40 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.





## PRIMEVAL TITAN

*Huge monstrosity, neutral*

**Armor Class** 15

**Hit Points** 184 (16d12+80)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	6 (-2)	10 (0)	10 (0)

**Saving Throws** Str +12, Con +9

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

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

**Powerful Blows.** When the primeval titan hits a creature with an attack it must make a DC 20 Strength saving throw or be knocked prone.

### ACTIONS

**Multiattack.** The primeval titan makes two greatclub attacks.

**Maul.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.  
*Hit:* 29 (6d6 + 8) bludgeoning damage.

**Boulder.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

**Rampant Growth (Recharge 5-6).** The primeval titan causes grasping weeds and vines to sprout from the ground in a 20-foot square starting from a point within 90 ft for the next minute. For the duration, these plants turn the ground in the area into difficult terrain. A creature, besides the primeval titan, in the area when this action is used must make a DC 16 Strength saving throw or be restrained by the entangling plants. A creature restrained by the plants can use its action to make a Strength check. On a success, it frees itself.







## PUMPKIN KING

*Huge plant, unaligned*

**Armor Class** 17 (natural armor)  
**Hit Points** 225 (18d12 + 108)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	9 (-1)	14 (+2)	11 (+0)

**Saving Throws** Str +11, Con +11, Wis +7  
**Damage Resistances** cold, fire, lightning  
**Damage Vulnerabilities** slashing  
**Senses** darkvision 120 ft., passive Perception 17  
**Languages** Common, Sylvan  
**Challenge** 13 (10,000)

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

### ACTIONS

**Multiattack.** The king makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

**Squash.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or be knocked prone.

**Gourd.** *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Seed Spit (Recharge 5-6).** The king spits pumpkin seeds in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) piercing damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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

**Squash.** The king makes a squash attack.

**Vine Lash (Costs 2 Actions).** The king lashes out with entangling vines. Each enemy creature within 20 feet of the king must succeed on a DC 19 Dexterity saving throw or become restrained. A creature restrained by the vines can use its action to make a DC 19 Strength check, freeing itself on a success. The vines can also be attacked and destroyed (AC 12; hp 20; vulnerability to slashing damage).

**Trick or Treat (Costs 3 Actions).** The king scatters up to three pumpkins, which fall in unoccupied spaces within 20 feet of the king. Each pumpkin then polymorphs into any kind of creature whose challenge rating is 4 or less, and acts as an ally of its king. The creatures revert to ordinary pumpkins when destroyed. The king can't control more than three polymorphed pumpkins at a time.



## PUSTULOID

*Small fiend (demon), chaotic evil*

**Armor Class** 12

**Hit Points** 27 (5d6 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	9 (-1)	11 (+0)	3 (-4)

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 1 (200 XP)

**Death Burst.** When the pustuloid dies, it explodes in a burst of foul pus. Each creature within 5 feet of it must succeed on a DC 12 Constitution saving throw or become diseased. The diseased creature's skin rapidly develops painful pustules, and the creature has disadvantage on Constitution checks and Constitution saving throws.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 5 (2d4) necrotic damage.

**Putrid Breath (Recharge 6).** The pustuloid exhales a 15-foot cone of putrid gas. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.



*Art Credit: Mac Smith*



# QITHUKYE

Vermin of the Far Realms, many qithukye have been brought to the Prime by ambitious but careless folk who hoped to become servitors of the Great Old Ones. Qithukye can't grant those sort of abilities but are powerful enough in their own right – at least enough to make short work of the hopeful warlock-to-be. Little more than animals, they are highly territorial and have a ruthless cunning, which they unleash in full on creatures who come too close.

Qithukye are a disturbing mix of crustacean legs and cephalopod tentacles, with a fleshy, bulbous body the color and texture of a plucked chicken (and the smell of a half-rotten plucked chicken to boot). Although eyeless, they can “see” in unknown ways, and their skin can change color and even texture to allow them to hide in plain sight.

**Creatures of the Fractured Planes.** The qithukye can't return to their home plane, so they seek to recreate it here on the Prime. They lack the magical or psionic abilities to do so. Instead, they are something akin to termites or bower birds, constantly building strange and disturbing lairs out of stone and clay and woven fibers, decorated with seemingly random, yet carefully chosen and placed in patterns that have deep meaning to them and little meaning to anyone else.

The only large creatures that the qithukye tolerate near them are other aberrations like themselves. It seems that they build their bowers in the hopes of attracting other former natives of the Far Realms – attracting them, and keeping them with them forever.



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## QITHUKYE

*Medium aberration, neutral*

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**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d8+8)

**Speed** 30 ft., climb 30 ft., swim 20 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

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**Skills** Perception +3; Stealth +6

**Damage Resistances** acid

**Senses** blindsight 90 feet, passive Perception 14

**Languages** Telepathy 90 feet

**Challenge** 2 (450 XP)

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**Ambusher.** The qithukye has advantage on attack rolls against any creature it has surprised.

**Eldritch Senses.** The qithukye can't use its blindsight while deafened.

**Chromatophores.** The qithukye has advantage on Dexterity (Stealth) checks.

**Keen Hearing.** The qithukye has advantage on Perception checks that rely on hearing.

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

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## ACTIONS

**Multiattack.** The qithukye makes two claw attacks.

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one creature. *Hit.* 7 (1d8+3) piercing damage, and the target is grappled (escape DC 13) The qithukye has two claws, each of which can grapple only one target.

**Acidic Spray (Recharge 6).** The qithukye squirts streams of acidic liquid from pustules on its back and rear. All creatures in a 10-foot radius must make a DC 10 Dexterity saving throw. A creature takes 11 (2d10) acid damage on a failed saving throw, or half as much on a successful one.

**Tentacles.** *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit.* 3 (1d6) poison damage. The target must succeed on a DC 12 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.

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"The worse moment wasn't when we found ourselves surrounded by rats...it was when we discovered that they were all thinking the same thing."  
- Muttered by Camus, former guard of Tarvale

## RAT HERMIT

Rat Hermits find themselves as social outcasts. Exiled from normal civilization, they instead create their own world among the vermin they live close to. Rat Hermits dwell in sewers and cramped alleys, where they slowly build their small kingdom and seek revenge against those who shunned them. An individual who appeals to the Rat Hermit's sense of revenge is more likely to be treated nicely, provided they can give the Rat Hermit What they want. Rat Hermits are quick to distrust and add to their list. Those who fail to keep their word find a dangerous enemy.

**Unusual Kinship.** Rat hermits have a special affinity for Ratfolk. They view them as friends and love to share stories and ale, often offering them secret ways into cities, forts and trade camps as payment for goods.

**Information Broker.** Though they are outcasted some Rat Hermits are greatly valued by criminal groups and thieves for the information they can gain from their swarm. Stealing keys, sniffing out traps, and vermin are easily ignored making them perfect spies.

### RAT HERMIT

Medium humanoid (any race), any non-good alignment

**Armor Class** 15 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Perception +2, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 3 (700 XP)

**Keen Smell.** The rat hermit has advantage on Wisdom (Perception) checks that rely on smell.

**Rat Telepathy.** The rat hermit can magically command any rat within 120 feet of it, using a limited telepathy.

**Vermin Shield.** Whenever the rat hermit is hit by an attack, as a reaction it can have an allied rat or swarm of rats within 5 feet become the target of the attack instead.

#### ACTIONS

**Multiattack.** The rat hermit makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

**Call the Swarm (Recharge 5-6).** The rat hermit magically calls a swarm of rats. The called creatures arrive in 1 round, acting as allies of the rat hermit and obeying its commands.







## Rathtar

Rathtars are large, octopus like creatures who slither on land. They have small brains and long tentacle appendages with a spherical body covered in bulbous eyes. Located behind rows of teeth in a funnel-like mouth lies a hollow tongue connected to the Rathtar's throat, used to swallow struggling prey.

**Ravenous Hunters.** Tending to hunt in packs, they are ravenous eaters capable of consuming virtually anything that will fit into their mouths. Rathtar will do almost anything while they are hunting their prey, not stopping until they are successful or dead. Their chaotic hunting methods are difficult for many creatures to react to.

Because a Rathtar's only concern is food, their dens can be covered in treasures of past victims. However, they are very unkept, reek of decay and death, and usually have no sources of light. Rathtar are very durable able to live in almost any conditions or terrain, provided the area includes ample sources of food.

**Rolling Monsters.** Able to bring their tentacles close to their bodies, Rathtars can move quickly and seamlessly by rolling. Being quite dexterous, they are able to carry multiple creatures as they retreat away from anything that could stop them from enjoying their meal.

### Rathtar

Large Monstrosity, unaligned

Armor Class 16

Hit Points 185

Speed 40 ft., climb 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	2 (-4)	8 (-1)	4 (-3)

Saving Throws Wis +4

Skills Perception + 5

Damage Vulnerabilities Fire

Senses darkvision 60 ft., blindsight 30 ft., tremorsense 60 ft.

Languages --

Challenge 8 (3,900 XP)

**All Seeing.** Due to the number of eyes covering its body, the Rathtar has advantage on all perception checks involving sight.

**Rolling Form.** The Rathtar may use Dash as a bonus action if it is not grappling more than 2 creatures.

#### ACTIONS

**Multi Attack.** The Rathtar makes three attacks: one with its bite and two with its tentacles.

**Bite. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target.

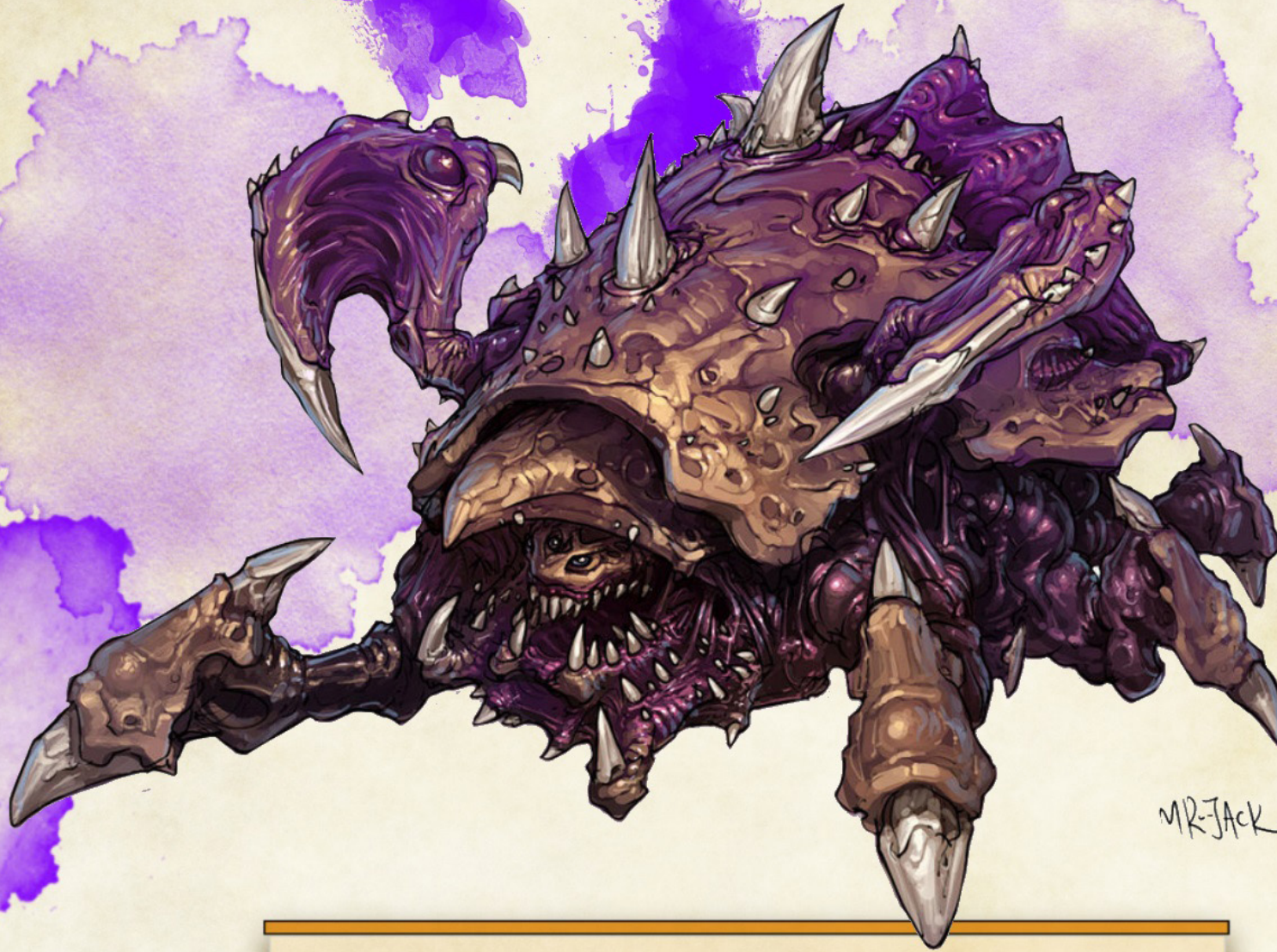
**Hit:** 16 (2d8 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the Rathtar, and it takes 18 (5d6) acid damage at the start of each of the Rathtar's turns.

If the Rathtar takes 20 damage or more on a single turn from a creature inside it, the Rathtar must succeed on a DC 18 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 Rathtar. If the Rathtar dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

**Tentacle. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 11 (1d8+7) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The Rathtar has 10 tentacles, needing 6 free to continue moving.

**Tentacle Slam.** The Rathtar slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 15 Strength saving throw or take 16 (2d8 + 7) bludgeoning damage and be stunned until the end of the Rathtar's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned. Using this slam replaces one of its tentacle attacks.





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## ROACH

*Medium monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 76 (8d8 + 40)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** Fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Zerg

**Challenge** 4 (1,100 XP)

**Burrow.** The Roach is able to burrow into the ground. While burrowed, the Roach is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

**Regeneration.** The roach regains 10 hit points at the start of its turn. This trait only functions while the roach is burrowed. The roach dies only if it starts its turn with 0 hit points and is not burrowed.

### ACTIONS

**Multiattack.** The Roach makes two attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Acid Saliva.** *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) acid damage.



## RUSALKA

Medium fey undead, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	20 (+5)

**Skills** Deception +7, Perception +4, Stealth +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP)

**Slippery.** The rusalka has advantage on ability checks and saving throws made to escape a grapple.

**Universal Beauty.** The rusalka appears different and uniquely beautiful to match the tastes of each humanoid that perceives it. Truesight reveals the rusalka's true undead form.

**Water Bound.** The rusalka cannot willingly leave the body of water to which it is bound. If forcibly removed, the rusalka takes 11 (2d10) necrotic damage every minute until it returns.

### ACTIONS

**Charm.** One humanoid the rusalka can see within 100 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 hour. The charmed target must spend its turns trying to move as close to the rusalka as it can. The target can't take reactions, and for its action, it can use only the Dash action. If the target suffers any harm, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect ends, the target is immune to the rusalka's Charm for the next 24 hours. The rusalka can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

**Tresses.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.  
*Hit:* 14 (3d6 + 4) bludgeoning damage and the target is grappled (escape DC 16) and pulled 5 feet toward the rusalka. Until this grapple ends, the target is restrained, the rusalka tries to drown it, and the rusalka can't use its tresses on another target.

**Tickle.** One creature grappled by the rusalka must succeed on a DC 14 Constitution saving throw or be incapacitated with laughter 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.





# SCORPIKIS

*Large monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

**Skills** Perception +4, Stealth +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., passive Perception 14

**Languages** Common

**Challenge** 6 (2,300 XP)

**Sure-Footed.** The scorpikis has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

## ACTIONS

**Multiattack.** The scorpikis makes three attacks: two with its claws and one with its sting. It can make a glaive attack in place of a claw attack.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The scorpikis has two claws, each of which can grapple only one target.

**Glaive.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

**Sting.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Parry.** The scorpikis adds 3 to its AC against one melee attack that would hit it. To do so, the scorpikis must see the attacker.







## SCREECHER

*Large monstrosity, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

**Skills** Perception +5

**Senses** blindsight 60 ft., passive Perception 15

**Languages** -

**Challenge** 2 (450 XP)

**Echolocation.** The screecher can't use its blindsight while deafened.

**Keen Hearing.** The screecher has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Screech (Recharge 5-6).** Each creature within 60 feet of the screecher that can hear it must succeed on a DC 12 Constitution saving throw or become stunned until the end of the screecher's next turn.





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MR-JACK. 09

## SCOURGE

*Small monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 7 (2d6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

**Senses** Blindsight 60 ft. (blind beyond this point), passive Perception 10

**Languages** Zerg

**Challenge** 3 (700 XP)

**Death Burst.** When the scourge dies, it explodes in a burst of acid. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Explode.** The scourge can trigger its death burst trait, instantly killing itself in the process.



# Selachian

With the upper body of a shark and humanoid arms and legs, Selachians mark their bodies with scars, showing familial houses, honorable hunts or simply to make themselves more menacing. Selachian ruthlessness is well known among coastal and aquatic communities. Raiding parties wash like waves over sand castles, leaving destruction in their wake, before disappearing back into the sea.

**Selachian Settlements.** Most commonly found in the cold northern regions of the world, Selachian settlements are built in coral reefs, rocky coasts or underwater cliffs bordering a deep abyss. Unlike the rival merfolk, Selachians care little for the passage of time, often living for years without interaction with the outside world. Selachians tend to delve into the darkest parts of the ocean, hunting in packs to track down and kill larger prey. They come to the surface to raid ships and nearby settlements to collect more materials for their homes. Selachians defend themselves with weapons taken from pirating or crafted from whatever materials were salvaged from shipwrecks, beaches, and dead undersea creatures.

**Hired Muscle.** Often, pirating crews or desperate merchants will hire a pair of Selachians to work for them. Money does little to inspire a Selachian, but promise of fresh blood or an epic prize will keep a Selachian in check for a time. Bought more for their brawn than brain, Selachians find their place as bodyguards or thugs, their bulky forms not well suited for nimble work.

"I NEVER THOUGHT WE WOULD LET ONE ON THE BOAT. THOSE BLACK, DOLL-LIKE EYES SCARE ME AS MUCH AS ITS ABILITY TO HUNT."  
— JAROD KENTWORTH,  
SECOND MATE OF SERENA

Pirates who convince these beasts to ship with them employ their strength as living grappling lines and frontline warriors. Sent to board the enemy ship first, Selachians fall into bloody frenzies, leaving behind a wake of destruction until either alone or killed.

**Biggest Prize.** Selachian communities believe in constantly outdoing one another. At birth, two Selachians are paired. For the rest of their lives, these Selachians wage a constant battle, heavily prompted by the community, to bring back the greatest prize. Often this prize is a kill or trophy but can also be feats of unlikely success. If a Selachian dies from this competition, their partner attempts to fulfill the pact for the other, marking it as the greatest prize they could achieve.

**Mortal Enemies.** Selachians and merfolk are mortal enemies. Years of raiding, destruction and war have carved a rift between the two species. Selachians also cannot abide merrow, who remind them too much of their less abyssal kin.

## SELACHIAN

Large humanoid (selachian), any chaotic alignment

**Armor Class** 15 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

**Saving Throws** Con +7

**Skills** Perception +4

**Senses** blindsight 60 ft. (only in water), passive Perception 14

**Languages** Common, Aquan

**Challenge** 8 (3,900 XP)

**Amphibious.** The selachian can breathe air and water.

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

### ACTIONS

**Multiattack.** The selachian makes two attacks: one with its bite and one with its harpoon.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

**Harpoon.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the selachian or be pulled up to 20 feet toward the selachian.

Writing Credit: Jake Huebsch  
Art Credit: Verehin





## Shippei - Taro

Shippei - Taro like the comon ogre is lazy, strong, and brutish. However the main differentiating attribute is their language. A common ogre could barely count to 10, a Shippei - Taro however would have little trouble, if any, counting to 50.

The Shippei - Taro also likes to trick & deceive weaker creatures into giving them treasure or food. They relish the opportunity in gaining valuables or luxuries without risking their lives.

As much as the Shippei - Taro would argue the fact, the common ogre still lies within. Some Shippei - Taro cover it up with ill-fitting fine clothes garnered from threatening a rich noblemen. Some cover it with crowns and jewels, their temper still is deadly.

A Shippei - Taro is oft found lying in his pile of loot and treasure which he guards night & day, traveling only a short distance to earn more. A Shippei - Taro typically prides his gold & ill-gotten goods above anything else, sometimes more than his own life.

It is however also typical of a Shippei - Taro to become extremely sentimental over at least one object within his pile of treasure. Sometimes a Shippei - Taro wil adorn the object keeping it close to him at all times. Some bury it beneath a throne, some have a darker taste in "treasure" taking corpses of those he killed which they strap onto their armor to strike fear in targets of their blackmail, and some have become attached to living beings, women, children, and sometimes family pets, that he has stolen or kidnapped which then in turn become his absolute favourite piece of treasure.

It has also been reported that a Shippei - Taro will turn from aggressive beasts to sobbing sorry looking states when his favourite treasure is taken from him.



### Variant: Corpse Treasurer

Some Shippei - Taro's have found the treasure they seek in the form of a corpse. These 'Corpse Treasurers' have no need for regular treasure, they feed on the corpses they amass and also fight using the corpses, throwing them at anyone who ventures into its habitat. The Corpse Treasurer has a challenge rating of 4 (620 XP) and gains this attack in place of 'Throw Treasure.'

Throw Corpse; Ranged weapon attack; +4 to hit 10/30ft; one target; Hit: (2d8 + 2 Damage) bludgeoning damage.

## SHIPPEI - TARO

*Large giant, chaotic neutral*

**Armor Class** 13 (studded leather armor)

**Hit Points** 61 (7d10 + 25)

**Speed** 45ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	11 (+0)	9 (-1)

**Skills** Deception +1

**Senses** darkvision 90 ft., passive perception 10

**Languages** Common, Giant

**Challenge** 2 (450 XP)

### ACTIONS

**Throw Treasure** *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target *Hit*: (3d6 + 5) bludgeoning damage.

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

**Sentimental Keepers.** Shippei - Taro always have a 'favourite' item within their treasure hoard. Often this is a weapon, or a piece of armor they can wear. Sometimes, however, the Shippei - Taro favors an object he cannot wear or use in combat. Taking this item from the Shippei - Taro wil cause the creature to breakdown in a fit of sorrow. He will willingly give anything for that item, and sometimes even kill himself if the item is destroyed.

**Bygone Wanderers.** These beasts used to be quite common in the some realms, lording over small gullible villages, demanding pay for protection. Sometimes even pretending to be gods among the living. Years ago the people wised up however, and ogre hunters took to the mountains to cull the sub-species. Now their numbers dwindle, and only a handful have been found in recent history. Whether there are more than a few still deceiving small villages remains to be seen.

**Habitat Obvious.** These creatures, though ilusive are not all that hard to find, once there deception has been revealed. Villagers who foolishly gift them there wares often know exactly where they live, and if not, just follow the trail of treasure to find the beasts.



"GREAT GOD! WHAT MADNESS MADE  
EVEN THOSE BLASPHEMOUS OLD  
ONES WILLING TO USE AND CARVE  
SUCH THINGS?"  
- H.P. LOVECRAFT

## SHOGGOTH

*Huge aberration, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 310 (20d12 +180)

**Speed** 40 ft., climb 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	25 (+7)	3 (-4)	17 (+3)	3 (-4)

**Saving Throws** Str +15, Dex +3, Wis +8

**Skills** Perception +8

**Damage Immunities** acid, poison

**Condition Immunities** blinded, deafened, exhaustion, frightened, poisoned, prone, stunned, unconscious

**Senses** darkvision 300 ft., passive Perception 18, truesight 30 ft.

**Languages** -

**Challenge** 16 (15000 XP)

**Magic Weapons.** The Shoggoth's weapon attacks are magical.

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

**Demanifestation.** When the Shoggoth dies, it explodes in a violent torrent of acid and slime. At the time of its death, every creature within 30 feet of it must make a Dexterity saving throw, taking 22 (4d10) acid damage on a failed save or half as much on a successful one.

**Otherworldly Mass.** A creature that touches the Shoggoth or hits it with a melee attack, suffers 11 (2d10) acid damage from the corrosive mass.

Furthermore, when the Shoggoth is in water, it acidifies water around itself. At the start of its turn, every creature within 5 feet of the Shoggoth takes 11 (2d10) acid damage. Only creatures that are also in the water are affected.

**Adaptive Mass.** The Shoggoth can squeeze through a space as narrow as 1 foot wide.

**Regeneration.** The Shoggoth regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

**Inscrutable.** The Shoggoth is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses.

### ACTIONS

**Multiattack.** The Shoggoth uses its frightful presence. It then makes two slam attacks or one attack with its appendage.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) bludgeoning damage and 23 (3d10+7) acid damage. The target must make a DC18 Constitution saving throw or be 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.

**Appendage.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage and 23 (3d10+7) acid damage. If the target is Large or smaller, it is also grappled (escape DC18), as the Shoggoth pulls it into its own swirling, corrosive mass. Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is

successful the target is pushed out of the Shoggoth's space. The Shoggoth can grapple two Large creatures or up to four Medium or smaller creatures at one time. At the start of each of the Shoggoth's turns, each grappled creature takes 22 (4d10) acid damage. A creature within 5 feet of the Shoggoth can pull a creature or object out of it by taking an action to make a DC18 Strength check successfully.

**Frightful Presence.** Each hostile creature within 120 feet of the Shoggoth that is aware of it must succeed on a DC18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Shoggoth's Frightful Presence for the next 24 hours.

### LEGENDARY ACTIONS

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

**Slam.** The Shoggoth makes a slam attack.  
**Exhale (Costs 2 Actions).** The Shoggoth exhales foul and sticky breath in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC18 Dexterity saving throw, becoming poisoned and having their speed halved on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Shoggoths

It was a terrible, indescribable thing vaster than any carriage - a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming at pustules of greenish light all over the tunnel-filling front that bears down upon you, crushing the frantic life nearby and slithering over the surface beneath it.

**Versatile Labor.** Shoggoths are the laborers of the Great Old Ones, doing their bidding. Being able to change their shape at will, makes them very versatile, especially within an aquatic environment. Furthermore they neither require air, food, drink or sleep.

**Unintended Evolution.** Shoggoths are intended to have no real consciousness and were thus controlled through hypnotic suggestion by their masters. Over millions of years of existence, however, some have mutated and gained independent minds, growing to hate their creators. Such Shoggoths have an intelligence of 10, rather than 3.

**Takeli-li!** A phrase that Shoggoth's repeat over and over. Takeli-li! Takeli-li! Nobody knows what it means, it might simply be the only sound they can utter, or it might be a phrase they have heard repeatedly throughout an eternity as slaves to the Great Old Ones. Besides Takeli-li, Shoggoths are never heard speaking.

### VARIANT: OVERWHELMING TERROR

Any creature that becomes frightened or grappled by the Shoggoth, must succeed a DC18 Charisma saving throw or become afflicted by a short-term madness for 1 minute. After successfully ending the effect that caused the madness, a creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Shoggoth's Overwhelming Terror for the next 24 hours.





## SIRE OF STAGNATION

*Gargantuan aberration, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 310 (20d20 + 100)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	13 (+1)	14 (+2)	12 (+1)

**Saving Throws** Str +13, Con +11, Wis +8

**Skills** Perception +8

**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Eldrazi, telepathy 120 ft.

**Challenge** 17 (18,000 XP)

**Alien Mind.** The sire has advantage on Wisdom saving throws.

**Blighted Trail.** Terrain that the sire passes over turns to white ash. Plants are destroyed in that area and cannot regrow for 1d10 days.

**Ingest Scion.** As a bonus action, the sire can ingest an eldrazi scion within 15 feet of it, destroying the scion. The sire then regains 16 (3d10) hit points.

**Scour from Existence.** When the sire reduces a creature to 0 hit points, that creature's body becomes a pile of white dust.

### ACTIONS

**Multiattack.** The sire makes four fist attacks.

**Fist.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage.

**Maddening Roar (Recharge 6).** The sire emits a mind-shattering roar. Each creature of the sire's choice within 100 feet of it and able to hear the roar must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) psychic damage and is afflicted with short-term madness (Dungeon Master's Guide pg. 259). On a successful save, the creature takes half as much damage and isn't afflicted with madness.



## SILVER KNIGHT

Medium humanoid, lawful neutral

**Armor Class** 16 (Scale Mail)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

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

**Saving Throws** Dex +5, Int +5

**Senses** passive Perception 11

**Languages** Common

**Challenge** 6 (2300 XP)

**Versatile.** The silver knight has plenty of weapons to choose from. It is equipped with a longsword, a spear, and a greatbow, of which it can switch between by using a bonus action. While the silver knight is wielding a longsword or spear, it also has a shield, giving it a +2 AC bonus.

### ACTIONS

**Multiattack.** The silver knight can make three longsword attacks, two spear attacks, or two greatbow attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage.

**Spear.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., *Hit:* 10 (2d6+3) piercing damage.

**Greatbow.** *Ranged Weapon Attack:* +5 to hit, range 120/300 ft., *Hit:* 7 (1d10+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength check or be knocked prone.



## DARKWRAITH

Medium aberration, lawful evil

**Armor Class** 16 (Scale Mail)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

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

**Saving Throws** Str +7, Wis +6

**Skills** Stealth +5

**Damage Immunities** necrotic

**Damage Vulnerabilities** radiant

**Senses** darkvision 60 ft. passive Perception 13

**Languages** Abyssal

**Challenge** 8 (3900 XP)

**Dark Weapon.** The darkwraith's weapon attacks are magical. When the darkwraith hits with his weapon, the weapon deals an extra 4d6 necrotic damage (included in the attack).

### ACTIONS

**Multiattack.** The darkwraith makes two dark sword attacks.

**Dark Sword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 8 (1d8+4) slashing damage, plus 14 (4d6) necrotic damage.

**Life Drain (Recharge 4-6).** The darkwraith raises a hand towards an enemy within 10 feet and attempts to leech its life. The target must make a DC 14 Wisdom saving throw or take 17 (6d6) necrotic damage. The darkwraith regains an amount of hit points equal to the damage dealt.



# SIR REDAR, KNIGHT OF THE SECRET OATH

*Medium undead, lawful evil*

**Armor Class** 18 (plate)  
**Hit Points** 97 (13d8 + 32)  
**Speed** 30ft

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

**Saving Throws** Con +5, Wis +5

**Skills** Intimidation +3

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarven, Elvish

**Challenge** 6 (2,300 XP)

**Undead Fortitude.** If damage reduces Sir Redar to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Sir Redar drops to 1 hit point instead.

**Spellcasting.** Sir Redar is a third-level spellcaster. His spell casting ability is Intelligence (Spell Save DC 13, + 5 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at-will): *Chill Touch, Frostbite, True Strike*

1st-level (3 slots): *Earth Tremor, Ice Knife, Shield, Thunderwave*

2nd-level (2 slots): *Darkness, Misty Step*

## ACTIONS

**Multiattack.** Sir Redar makes two Greatsword attacks or attacks once with Soul Wrench.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) slashing damage.

**Soul Wrench (Recharge 4-6).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (3d8 + 4) necrotic damage and a **shadow** (*Monster Manual* pg. 269) is summoned adjacent to the target. The summoned shadow's hit points are equal to the amount of necrotic damage dealt by the attack. It acts as an ally of Sir Redar until the shadow is destroyed or Sir Redar is killed.

## REACTIONS

**Vengeful Rebuke.** If Sir Redar is damaged by a ranged attack by an enemy within 30 ft of him, Sir Redar may expend an available 2nd-level spell slot to cast *Misty Step* to move within melee range of the enemy. Sir Redar may immediately make a Greatsword attack after this movement.



artwork from  
[overdrivezero.deviantart.com](http://overdrivezero.deviantart.com)





## SKELETAL TITAN

*Gargantuan undead, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 280 (16d20 + 112)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	24 (+7)	8 (-1)	8 (-1)	6 (-2)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 15 (13,000 XP)

**Turning Resistance.** The skeleton has advantage on saving throws against effects meant to Turn Undead.

**Reckless Assault.** When the skeleton attacks, it can choose to make its attack roll with advantage. If it does, it provokes an opportunity attack from each adjacent creature.

### ACTIONS

**Multiattack.** The skeleton makes two claw attacks, one grab action, and two crush actions.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage and 17 (2d10 + 6) slashing damage.

**Grab.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* Target creature is grappled by the skeleton.

**Crush.** Target grappled creature takes 28 (4d10 + 6) bludgeoning damage.





## SILVERPAW DOG

Medium fey, neutral

**Armor Class** 14 (natural armor)  
**Hit Points** 32 (5d8 + 10)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

**Saving Throws** Dex +5  
**Skills** Acrobatics +5, Athletics +5, Perception +3  
**Senses** passive Perception 13  
**Languages** understands Sylvan but can't speak  
**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Evasion.** When the dog is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## SILVERPAW PALADIN

Small humanoid (halfling), neutral

**Armor Class** 15 (chain shirt)  
**Hit Points** 65 (10d6 + 30)  
**Speed** 25 ft.

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

**Saving Throws** Dex +5, Con +5, Cha +6  
**Skills** Acrobatics +5, Animal Handling +3, Perception +3  
**Senses** passive Perception 13  
**Languages** Common, Halfling, Sylvan  
**Challenge** 4 (1,100 XP)

**Brave.** The paladin has advantage on saving throws against being frightened.

**Mounted Combatant.** The paladin can force an attack targeted at its mount to target itself instead.

**Spellcasting.** The paladin is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 14). The paladin has the following spells prepared:

1st level (4 slots): *ensnaring strike*, *speak with animals*, *thunderous smite*

2nd level (2 slots): *moonbeam*, *misty step*

### ACTIONS

**Multiattack.** The paladin makes two melee attacks or two ranged attacks.

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

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Lay on Hands (1/Day).** The paladin can touch a creature to restore 25 hit points to that creature. Additionally, the touch cures the target of one disease or neutralizes one poison affecting it.

### REACTIONS

**Parry.** The paladin adds 3 to its AC against one melee attack that would hit it. To do so, the paladin must see the attacker and be wielding a melee weapon.





## SLIVER

Medium monstrosity (sliver), neutral evil

**Armor Class** 12

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 1/2 (100 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

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



Art Credit: Tony Szczudlo





## ARMOR SLIVER

Large monstrosity (sliver), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 3 (700 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Armor of the Hive.** All slivers within 120 feet of the armor sliver can't have AC less than 16.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



## MIGHT SLIVER

Large monstrosity (sliver), neutral evil

**Armor Class** 12

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 2 (100 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Might of the Hive.** All slivers within 120 feet of the might sliver have advantage on Strength checks. Additionally, whenever a sliver in that area rolls a 1 or 2 on a damage die for an attack it makes with a melee weapon, it can reroll the die and must use the new roll.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.





## BROOD SLIVER

*Large monstrosity (sliver), neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** Darkvision 60 ft., passive Perception 11

**Languages** Sliver (see Hive Mind)

**Challenge** 3 (200 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Spawn of the Hive.** All slivers within 120 ft. of the poultice sliver can use the Spawn Brood action.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Spawn Brood.** 0 (1d4 - 2) basic Slivers appear within 5 ft. of this creature.



## POULTICE SLIVER

*Large monstrosity (sliver), neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** Darkvision 60 ft., passive Perception 11

**Languages** Sliver (see Hive Mind)

**Challenge** 3 (200 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Salve of the Hive.** All slivers within 120 ft. of the poultice sliver can use the Healing Salve action.


### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

**Healing Salve.** The sliver touches another creature. The creature regains 25 (2d10 + 14) hit points and is freed from poison or paralysis.





## CRYSTALLINE SLIVER

*Large monstrosity (sliver), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 4 (1,100 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.


**Resistance of the Hive.** All slivers within 120 feet of the crystalline sliver have the Crystalline Skin feature.

**Crystalline Skin.** The sliver has resistance to damage from spells and advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

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



## SPITTING SLIVER

*Large monstrosity (sliver), neutral evil*

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 2 (450 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Acidity of the Hive.** All slivers within 120 feet of the spitting sliver can use the Acid Spray action.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Acid Spray (Recharge 6).** The sliver spits acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.





## SLIVER QUEEN

*Huge monstrosity (sliver), neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	14 (+2)	17 (+3)	19 (+4)

**Saving Throws** Con +11, Wis +8, Cha +9

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 18

**Languages** Sliver (see Hive Mind)

**Challenge** 13 (10,000 XP)

**Hive Mind.** All slivers within 100 miles of the queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Queen of the Hive.** All slivers within 120 feet of the queen have immunity to the charmed and frightened conditions.

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

### ACTIONS

**Multiattack.** The queen makes three attacks: one with her tail and two with her claws.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

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

**Forced Evolution (Recharge 6).** The queen targets a sliver that she can see within 120 feet of her. The target permanently transforms into a sliver creature of challenge rating 4 or lower. The target regains hit points up to its new maximum hit points.

### LEGENDARY ACTIONS


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

**Tail Attack.** The queen makes a tail attack.

**Sliver Spawn (Costs 2 actions).** The queen spawns a sliver of challenge rating 1/2 that appears in an unoccupied space within 5 feet of her.

**Nurture the Hive (Costs 3 actions).** All slivers within 30 feet of the queen regain 12 (2d8 + 3) hit points.





## WINGED SLIVER

Large monstrosity (sliver), neutral evil

**Armor Class** 12

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 3 (700 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.


**Flight of the Hive.** All slivers within 120 feet of the winged sliver have a fly speed of 60 ft. and the Flyby feature.

**Flyby.** The sliver doesn't provoke opportunity attacks when it flies out of an enemy's reach.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

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



## VIRULENT SLIVER

Large monstrosity (sliver), neutral evil

**Armor Class** 12

**Hit Points** 52 (7d10 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sliver (see Hive Mind)

**Challenge** 3 (700 XP)

**Hive Mind.** All slivers within 100 miles of their queen are in constant communication via a telepathic bond. If one sliver is aware of a threat, they all are.

**Virulence of the Hive.** All slivers within 120 feet of the virulent sliver have the Poison Claw feature.

**Poison Claw.** When the sliver hits a creature with a claw attack, the target must succeed on a DC 12 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### ACTIONS

**Multiattack.** The sliver makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



# Smolder Souleater

Even amongst the fiends of the endless abyss there are traditions that are followed. Even amongst the most vile of demons a soul holds a value, if for only to further the amusement of corrupting it. The souleater is vile even amongst the demonkind as its hunger denies even the abyssal lords the dead souls it consumes.

**Appearance.** The rare creation of these fiends is a mystery to even the most learned sages of infernal lores. Their uncanny resemblance to undead leads many to speculate as to their creation coming at the hands of Orcus himself, but none have dared to ask. Souleaters appear much like revnants and occasionally resemble ghouls or zombies, often using this to catch their next meal unaware.

**Burning hunger.** It is often not until they are in the thick of melees that a foe learns what they truly face. As skin glows with a burning heat and the intense flames begin to show within the eyes and throat, it is often knowledge learned too late. The souleater sustains off the consumption of the souls of the weak. Consuming manes and dretch as readily as they will a living foe. A deep burning is a sign of trouble; the burning embers of your own soul drawing forth usually the last thing seen.

## SMOLDER SOULEATER

Medium fiend (demon), Chaotic Evil

Armor Class 14

Hit Points 94 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Dex +7 Con +7 Wis +8

Skills Intimidation +5

Damage Immunities Fire, Poison

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Damage Vulnerabilities cold

Condition Immunities poisoned

Senses darkvision 120, passive Perception 15

Languages Abyssal, telepathy 120ft.

Challenge 8 (3900 XP)

### ACTIONS

**Multiattack.** The souleater makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+3) bludgeoning damage plus 3 (1d6) fire damage If the target is a medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the demon can't use that hand to slam again.

### REACTIONS

**Burning consumption.** If at the end of a targets turn they are still grappled, the target must succeed on a DC 15 Constitution saving throw. On a failed save, the target takes (53) 8d6+25 necrotic damage. If this damage reduces the target to 0 hit points, it is disintegrated.

KARGOR HAD BEEN A DEVOUT  
WARPRIEST OF MORADIN. HE WAS  
SURE THIS CREATURE HAD BEEN SOME  
FORM OF TWISTED UNDEAD CREATURE.  
IN BATTLE HE HAD ONLY BEEN DEFEATED  
ONCE IN A DRUNKEN BRAWL WITH A TRIO  
OF HALFLINGS. TODAY WAS A DIFFERENT  
TALE, ONE THAT WOULD NOT BE LAUGHED  
ABOUT AROUND CAMPFIRES. A BARD WOULD  
NOT SING SONGS ABOUT THIS IN A TAVERN  
OR LOCAL INN.  
WHEN THE BEAST HAD GRABBED HIM, THERE  
WAS A RANCID SMELL OF SULFUR AND BURNING  
HAIR. KARGOR WINCED AND SCREAMED THE NAME  
OF HIS GOD. I THOUGHT IT WAS A BATTLE CRY.  
WHEN THE FIRE ERUPTED FROM HIS THROAT AND  
STARTED TO BURN HIM FROM THE INSIDE, THAT IS  
WHEN I LEARNED IT WAS A SCREAM FOR MERCY.  
- LINDEN, A NOW HUMBLER  
AND OLDER HUMAN  
ROGUE, WRITING OF  
HIS FIRST DAY IN HELL.





## SNOW SPIDER

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 65 (10d10 + 10)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Perception +5, Stealth +6

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 15

**Languages** -

**Challenge** 3 (700 XP)

**Snow Camouflage.** The spider has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one. If the cold damage reduces the target to 0 hit points, the target becomes frozen. A frozen creature is paralyzed, and can thaw by spending 1 hour in warm temperature or taking 15 fire damage.





## SPELLSKITE

*Large construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	5 (-3)	9 (-1)	1 (-5)

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60 ft., passive Perception 9

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

**Challenge** 5 (1,800 XP)

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

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

**Magic Ward.** The spellskite has resistance to damage from spells.

**Redirect Spells.** Whenever a spell is cast within 120 feet of the spellskite that targets only one creature and doesn't have a range of self or touch, the spellskite magically redirects the spell and becomes the target. If the spell could not normally affect the spellskite, the spell fails. The creator of the spellskite can designate creatures that won't be affected by this trait.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.



## SPIDER SKULL

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 13 (3d4 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	4 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 10

**Languages** understands Common but can't speak

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The skull has advantage on attack rolls against a creature if at least one of the skull's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Turn Immunity.** The skull is immune to effects that turn undead.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the skull attaches to the target. If the target is Medium or smaller and the skull has advantage on the attack roll, it attaches to the target's face, and the target is also blinded while the skull is attached in this way. While attached to the target, the skull can attack no other creature except the target but has advantage on its attack rolls. The skull's speed also becomes 0, and it moves with the target. A creature can detach the skull by making a successful DC 12 Strength check as an action. On its turn, the skull can detach itself from the target by using 5 feet of movement.

**Kiss of Undeath (1/Day).** If the skull is attached to a creature's face, it inserts its proboscis into the target's mouth. The target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for one hour.





# SPIRIT

A spirit is the torn remnants of a once-living creature, bound to a specific location, creature or object. Like their close counter-parts, Ghosts, spirits haunt their location however they have been forced into manifesting, their essence split between the Ethereal and Material Plane.

**Tasked to Remember.** A spirit serves as a living reminder of the past. Created from horrific circumstances, a spirit often acts as though they still lived, going about their daily lives and interacting with living beings by questioning or ignoring them. If the spirit was created by a horrific event like the desolation of a city or horrific act done upon them, the spirit harbors the ill will or fear of that moment, reacting violently or fearfully to those it comes in contact with.

**Ghostly Manifestations.** Sensations of profound sadness, loneliness, and unfulfilled yearning emanate from places where spirits can be found. Quite whispers, odd sounds or unnatural silences create an ominous atmosphere.

**Undead Nature.** A spirit doesn't require air, food, drink, or sleep.

## SPIRIT

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 16 (3d8 + 3)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	15 (+2)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 1/2 (100 XP)

**Ethereal Sight.** The spirit can see 60 feet into the Ethereal Plane when it is on the Material plane, and vice versa.

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

**Etherealness.** The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Scare (1/Day).** One creature of the spirit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spirit is within line of sight, ending the effect on itself on a success.





## Stahnk (Undead Beast)

The undead beast is a mindless killer of unknown origin, compelled to destroy the living. The most common variety of undead beast is called the stahnk.

**Powerful Physique.** The size of a small dragon, the stahnk's bones protrude from rotting flesh. It has a great horned head, and its ribs are bare and barbed, forming a nasty cage. It walks on all fours, but it can rear on its hind legs, balancing with its stubby tail, to bring its powerful forearms to bear.

**Desolation Dweller.** The stahnk dwells in the most desolate regions of the world. It is almost always found alone, having long ago destroyed all other creatures in its immediate environment. Each stahnk claims an area of no more than a few acres as its domain. A stahnk never leaves its domain, and it kills all living creatures that trespass. Since stahnks destroy the bodies of their victims but leave the possessions untouched, they tend to accumulate sizeable treasure caches.

**Lack of Appetite.** Stahnks do not eat their victims, but instead crush and rend them into pulp. Powerful evil necromancers occasionally use stahnks as guards.

### VARIANT: ANHKOLOX

About 10% of all undead beasts, have enchanted bones that glow green. Such undead beasts are called anhkolox. These beasts are very hot. A anhkolox has a challenge rating of 8 (3900 XP) and has the following traits.

**CONDITION IMMUNITIES.** fire

**HEATED BODY.** A creature that touches the anhkolox or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

**ICE FIRE BREATH (RECHARGE 5-6).** The anhkolox exhales ice cold green fire in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one. Additionally the bones of the victim begin to ache, giving enemies advantage on attack rolls against them. A DC 15 Constitution saving throw can be made at the end of each of the targets turns to end the effect.

## STAHNK (UNDEAD BEAST)

Huge Undead, Neutral Evil

**Armor Class** 15 (natural armor)

**Hit Points** 81 (7d12 + 35)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	3 (-4)	4 (-3)	4 (-3)

**Saving Throws** Str +9 Dex +2 Con +8 Int +1

**Damage Immunities** Fire, Poison

**Damage Resistances** Piercing, and slashing damage from non magical weapons that aren't silvered

**Condition Immunities** exhaustion, poisoned

**Senses** passive Perception 7

**Languages** —

**Challenge** 7 (2900 XP)

**Magic Resistance.** The undead beast has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The armor makes one bite and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (2d12+6) bludgeoning damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage. A creature struck by both claws can be ensnared as a bonus action

**Trampling Charge.** *Melee Weapon Attack:* If the undead beast 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 DC 16 Strength saving throw or be flung 60 feet and be knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

### BONUS ACTIONS

**Ensnare.** A creature struck by both claws in an attack becomes restrained within the rib cage of the undead beast. A creature ending its turn within the ribs takes 1d8+6 damage from the barbed bones. Attacks made from within the ribcage suffer disadvantage. A stahnk's ribcage can hold one Large, two Medium-size, or four Small or smaller creatures.





# Shambler from the Stars

The star vampire is a huge mass of pulsing, moving jelly with dozens of scarily tentacular trunks. It is an alien creature and can apparently survive without neither air, food or sleep. It does, however, need drink, as a star vampire withers and dies, if it doesn't feed on fresh blood every few weeks.

**Unseen Menace.** It is usually invisible, but if it drinks blood, it becomes partly visible, as the star vampire lacks the ability to hide the drunken blood. The star vampire is always accompanied by a sardonic, preternatural titter which heralds its imminent arrival and marks its presence, even when it is invisible. After it has fed, the star vampire quickly departs, the eerie, ghastly laughter following in its wake.



## VARIANT: SUMMONING A STAR VAMPIRE

### Conjure Star Vampire

4th-level conjuration (warlock, wizard)

Casting Time: 1 minute

Range: 90 feet

Components: V

Duration: Instantaneous

You call forth a star vampire. It appears accompanied by strange howls and a slight but noticeable drop in temperature. You gain no special power over the creature, and it is free to act as the DM deems appropriate. It might leave, attack you, or attack someone else close by.

## STAR VAMPIRE

Large aberration, chaotic evil

**Armor Class** 16

**Hit Points** 45 (6d10 + 12)

**Speed** fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	5 (-3)

**Damage Resistances** cold

**Condition Immunities** blinded, deafened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** -

**Challenge** 4 (1100 XP)

**Invisible.** The star vampire is permanently invisible. It becomes visible for 3 hours after using its vampiric trunk attack.

### ACTIONS

**Multiattack.** The star vampire makes two slam attacks or one attack with its slam and one with its vampiric trunk.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) bludgeoning damage.

**Vampiric Trunk.** *Melee Weapon Attack:* +5 to hit,

reach 5 ft., one living target that has blood in its veins. *Hit:* 5 (1d6+2) necrotic damage. The target's hit point maximum is reduced by an amount equal to the damage taken, and the star vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. After having drained hit points in this manner, the star vampire is no longer invisible.

**Blood Rain.** The star vampire sprays contaminated blood. All creatures in a 15-foot radius must succeed on a DC14 Constitution saving throw or take 7 (2d6) poison damage and 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. The star vampire can use this attack only if it has drained blood and is visible. After using this attack, the star vampire becomes invisible again.

### REACTIONS

**Grotesque Laughter (1/Day).** When the star vampire is reduced to half its hit point maximum, it laughs hideously. Each creature within 30 feet of the star vampire that can hear the laughter must succeed on a DC14 Wisdom saving throw or be frightened 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.





## STONE STRIX

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 147 (14d12 + 56)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	7 (-2)

**Saving Throws** Dex +6, Con +7

**Skills** Perception +8

**Senses** darkvision 120 ft., passive Perception 18

**Languages** -

**Challenge** 8 (3,900 XP)

**Flyby.** The strix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing and Sight.** The strix has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Petrifying Gaze.** When a creature that can see the strix's eyes starts its turn within 30 feet of the strix, the strix can force it to make a DC 15 Constitution saving throw if the strix isn't incapacitated and can see the creature. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the strix until the start of its next turn, when it can avert its eyes again. If the creature looks at the strix in the meantime, it must immediately make the save.

If the strix sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the strix is affected by its own gaze.

### ACTIONS

**Multiattack.** The strix makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Talons.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.





## SWARM OF SQUIRRELS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 14

**Hit Points** 36 (8d8)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** -

**Challenge** 2 (450 XP)

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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

### ACTIONS

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 10 Constitution saving throw or fall prone, becoming incapacitated with laughter and unable to stand up until the end of the swarm's next turn.



## SYLVAN STALKER

*Medium plant humanoid, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +7, Wis +5

**Skills** Acrobatics +7, Perception +8, Stealth +10, Survival +5

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 18

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 8 (3,900 XP)

**Cunning Action.** On each of its turns, the stalker can use a bonus action to take the Dash, Disengage, or Hide action.

**Deadly Aim.** The stalker deals an extra 9 (2d8) damage when it hits with a ranged weapon attack (included in the attack). Additionally, its ranged attacks ignore half cover and three-quarters cover.

**Silent Sniper.** When the stalker is hidden from a creature, making a ranged weapon attack doesn't reveal its position.

### ACTIONS

**Multiattack.** The stalker makes three ranged attacks.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.







By: /u/MikennoVaries  
 Art Credit: jD

## BABY TANGLEWURM

Large beast (wurm), unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 45 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	8 (-1)

**Saving Throws** Str +8

**Skills** Intimidation +2

**Condition Immunities** frightened

**Senses** darkvision 120 ft., passive Perception 9

**Languages** —

**Challenge** 6 (2,300 XP)

**Seige Monster.** The worm deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The worm makes two bite attacks, one bellow action, and one thrash attack.

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

**Thrash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., 2 targets. *Hit:* 16 (2d10 + 5) bludgeoning damage.

**Bellow.** Each creature within 60 ft. of the worm must make a DC 13 wisdom saving throw or become frightened of the worm until the start of the worms next turn.

## BELLOWING TANGLEWURM

Huge beast (wurm), unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 283 (21d12 + 147)

**Speed** 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	4 (-3)	24 (+7)	4 (-3)	11 (+0)	12 (+1)

**Saving Throws** Str +13, Wis +5

**Skills** Intimidation +6, Perception +5

**Condition Immunities** frightened

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 15 (13,000 XP)

**Seige Monster.** The worm deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The worm makes two bite attacks, one bellow action, and one thrash attack.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) slashing damage.

**Thrash.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., 3 targets. *Hit:* 24 (3d10 + 8) bludgeoning damage.

**Bellow.** Each creature within 120 ft. of the worm must make a DC 15 wisdom saving throw or become frightened of the worm until the start of the worms next turn.



## TECHNOTHUG

Medium humanoid (any race), chaotic neutral

**Armor Class** 16 (breastplate)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	13 (+1)	11 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 1/2 (100 XP)

### ACTIONS

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

**Laser Pistol.** *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target.  
*Hit:* 9 (2d6 + 2) radiant damage.

### REACTIONS

**Force Field (Recharge 5-6).** The technothug adds 4 to its AC against one attack that would hit it. To do so, the technothug must see the attacker.







## TENTAGHOUL

*Large undead, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	7 (-2)	8 (-1)	7 (-2)

**Damage Resistances** necrotic, bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 3 (700 XP)

**Stench.** Any creature that starts its turn within 10 feet of the tentaghoul must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the tentaghoul's Stench for 24 hours.

**Turning Defiance.** The tentaghoul and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

### ACTIONS

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature other than an undead, it must succeed on a DC 12 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.



# BOG TROLL

Even by the low standards of their kind, bog trolls are particularly loathsome. Also known as swamp trolls, slime trolls, or sewer trolls, this unpleasant breed is found anywhere fouled water gathers. They are most common in marshy terrain, but also lurk in rivers, canals, and below city streets in sewers. They feed on fish, rats, reptiles, amphibians, and almost anything else, including offal and waste. It is often said by adventurers who have been unlucky enough to encounter one that a bog troll's odor is enough to make an otyugh sick.

**Watery Predators.** Bog trolls resemble ordinary trolls, except they quite often sport webbed hands and feet and other marine adaptations. Some breeds of bog troll live permanently underwater, even in oceans, and these are sometimes known as scraggs. One other feature makes these monsters unique: due to their particularly foul dietary habits, bog trolls have developed a truly unpleasant means of defending themselves in the form of regurgitating their most recent meal over their foes. This combination of half-digested food and corrosive stomach acid makes an effective, if disgusting, weapon.

**Repulsive Lairs.** A bog troll's lair is normally a heap of detritus, constructed from rotting logs, shattered bones, and reeking pondweed, all plastered over with muck and dung. This provides a defense in and of itself, for few adventurers will willingly enter such a fetid hovel. Because bog trolls are only really interested in food, their lairs often contain remains of previous interlopers, including treasure or even magical items. This makes venturing into these unpleasant creatures' domains potentially profitable, though only a very cash-strapped party would make a habit of it.

# BOG TROLL

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

**Skills** Perception +2, Stealth +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Giant

**Challenge** 5 (1,800 XP)

**Amphibious.** The troll can breathe air and water.

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Swamp Camouflage.** The troll has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

## ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Projectile Vomit (Recharge 5–6).** The troll regurgitates the corrosive contents of its stomach in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 16 (3d8) acid damage on a failed save, or half as much damage on a successful one.





# BRIDGE TROLL

In some rural communities in the North that border on areas of wilderness, and especially deep forests, there are tales told of troll bridges; ancient tumbledown arches that span streams, or even just mossy depressions where rivers flowed centuries ago. Local folklore has it that trolls lurk beneath these bridges, waiting for passers-by to cross so they can jump out and gobble them up. More worldly folk dismiss these as hearthside tales for scaring children, warning them to keep away from the very real dangers of the wilds. Sadly, there is a grain of truth to almost every story.

**Extraplanar Lurkers.** Bridge trolls are native to the Feywild, the magical plane of faerie, and physically resemble their kin from the Material Plane in most ways except that they tend to be a little smaller. What really sets a bridge troll apart is how it lives and hunts. The bridges that provide their homes and give them

their name are actually crossings into the Feywild. A bridge troll's true lair is in its home plane, but it watches the corresponding Material Plane bridge in secret, waiting for an unwary traveler and then ambushing them, seemingly from nowhere. The troll captures its prey and drags it back to the Feywild to be eaten in the eternal twilight of that magical realm. In this way, a bridge troll avoids leaving evidence of its passing and its unfortunate victims seem to simply disappear. Away from its home, a bridge troll is much less of a threat, but still as dangerous as any large monster.

**Haters of Goats.** There is a legend told by those who know of bridge trolls that, long ago, a member of their race was tricked by a family of goats it attempted to eat. The tale is certainly apocryphal, but it is undeniable that bridge trolls do reserve a special hatred for goats and can be easily distracted if a party of adventurers thinks to bring one with them. Whether the story or this curious enmity came first is now impossible to determine.

## BRIDGE TROLL

*Large giant, chaotic evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 73 (7d10 + 35)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	9 (-1)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Common, Giant  
**Challenge** 4 (1,100 XP)

**Hates Goats.** If the troll is able to see one or more goats at the start of its turn, it must make a DC 10 Wisdom saving throw. On a failure, the troll is enraged and has disadvantage on attack rolls that do not target a goat until it can no longer see one. On a success, the troll is immune to this effect for 24 hours.

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Surprise Attack.** If the troll surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

## ACTIONS

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

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

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

### VARIANT: TROLL BRIDGES

A bridge troll is most dangerous when encountered near its bridge; indeed, few of the evil creatures even venture far from this location if they can avoid it. A bridge troll that is within sight of its bridge has a challenge rating of 5 (1,800 XP) and gains the following trait:

**Innate Spellcasting.** The troll's innate spellcasting ability is Wisdom (spell save DC 12). The troll can innately cast the following spells, requiring no material components:

*At will:* *dancing lights, detect magic, minor illusion*  
*1/day each:* *invisibility, misty step, plane shift*





# DEEP TROLL

Few environments have such a profound effect on its inhabitants as the Underdark. In that lightless realm, all manner of hideous creatures lurk, and powers that are strange to the surface world hold sway. Trolls, as naturally subterranean creatures, are no strangers to the Underdark, but some are affected far more deeply than others, exposed to and changed by the aberrant magic of the alien world below.

**Escaped Slaves.** Deep trolls, as these mutants are known, are often descendants of trolls who were enslaved by dangerous races like mind flayers, beholders or aboleths. The unnatural influence of these creatures changes their captives, and none more so than trolls. Those that escape the servitude of their otherworldly masters become of a different kind, their minds and bodies having absorbed the psionic energy used to control them and metabolized it like any other aspect of their environment.

**Psionic Predators.** A deep troll is deadly in a way that few of its surface-dwelling cousins approach. Trolls generally lack the intellect or ambition to learn magic, but a deep troll is capable of tapping into a well of psychic might and using it as a weapon as deadly as its claws or fangs. This can often catch foes unaware, as they prepare to take on a brute beast and instead find themselves falling prey to a mental assault that bypasses armor and disregards weapons.

**Bestial Ambition.** The low cunning and psychic abilities of a deep troll often make it a natural leader of other monsters, which it overwhelms through sheer force of will. Deep trolls are sufficiently rare that they almost never form their own tribes, instead seeking out sources of psionic power to consume and absorb in order to increase their power and prolong their lives. An ancient deep troll is a truly terrifying foe, steeped in aberrant energies and gnarled by age.

## DEEP TROLL

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	13 (+1)	9 (-1)

**Skills** Perception +4, Stealth +4

**Damage Resistances** psychic

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Giant, Undercommon

**Challenge** 5 (1,800 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Innate Spellcasting (Psionics).** The troll's innate spellcasting ability is Wisdom (spell save DC 12). The troll can innately cast the following spells, requiring no material components:

At will: *detect thoughts, dissonant whispers*

1/day each: *darkness, dominate monster, invisibility*

## ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Mental Assault (Recharge 5–6).** The troll magically assails a creature it can see within 60 feet with an overwhelming blast of psychic energy. The creature must succeed on a DC 12 Intelligence saving throw or take 29 (8d6 + 1) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.







## ICE TROLL

Ice trolls, also called snow trolls or frost trolls, are one of the more common varieties of troll. Trolls, while adaptable, generally prefer cold climates like mountains, and it isn't at all unusual for some to migrate above the snowline and gradually become attuned to the frozen peaks. Unlike many other creatures that live in such inhospitable conditions, ice trolls haven't adapted by growing thick pelts to keep warm, but instead have thoroughly embraced the cold, becoming one with their environment.

**Frozen Horrors.** Adventurers who travel through snowbound regions know that ice trolls are an ever-present danger, but even an alert party can be easily taken by surprise. Ice trolls have virtually no scent and no bodily warmth so they blend into their surroundings almost completely. Packs of ice trolls prowl high mountain peaks looking for prey. Like all trolls, they eat practically anything, but they always freeze their food first as anything warmer than ice compromises their mutant metabolism. Ice trolls can exhale a blast of freezing air that chills their victims and can even cause appendages to blacken with frostbite in moments, as well as rendering the coming meal more palatable to them.

## ICE TROLL

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 84 (8d10 + 40)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	10 (+0)	7 (-2)

**Skills** Perception +3, Stealth +7  
**Damage Immunities** cold  
**Damage Vulnerabilities** fire  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Giant  
**Challenge** 6 (2,300 XP)

**Chill Aura.** A creature that touches the troll or hits it with a melee attack while within 5 feet takes 7 (2d6) cold damage.

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Snow Camouflage.** The troll has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

## ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage, plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, plus 4 (1d8) cold damage.

**Cold Breath (Recharge 5–6).** The troll exhales a blast of freezing air in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.



# MUTANT TROLL

For trolls, mutation is simply a way of life. When a troll regenerates, its flesh can react in unexpected ways, producing new features, so that a transformation that would take another race generations can occur in a troll within moments. It is exactly this that makes them so adaptable, but it also has a more sinister aspect. A mutant troll can arise in any population, but they are most commonly found as part of tribes of ordinary trolls, as the extreme adaptations required in other breeds means that an unexpected mutation can be a detriment to their survival. Where they do prosper, it is because of some highly obvious advantage, such as one or more additional limbs or, in rare cases, two heads.

**Blessed by Deformity.** In many races, such gross deviancy of form would lead to an individual being shunned, but the opposite is true amongst trolls, who embrace their degenerate kin as leaders or even revere them as touched by the gods. A mutant troll receives the biggest share of the kill when the tribe hunts, growing large and strong. Such specimens are sometimes called fell trolls by those who have encountered them.

**Twisted Legacies.** The dominance of a troll mutant over a tribe has another effect: they become favored mates, and so pass on their predilection for physical deviancy to their offspring. Unchecked, a troll mutant can, in only a few generations, lead to an entire tribe of multi-limbed, multi-headed monstrosities rampaging down from the mountains.



## MUTANT TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)  
Hit Points 103 (9d10 + 54)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	7 (-2)	9 (-1)	10 (+0)

Skills Perception +2  
Senses darkvision 60 ft., passive Perception 12  
Languages Giant  
Challenge 6 (2,300 XP) or 7 (2,900 XP) for Type 3

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 12 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Mutant Type.** The troll has one of the following types:

Type 1: An extra arm.  
Type 2: An extra head.  
Type 3: An extra arm and an extra head.

**Two Heads.** A troll with an extra head has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Extra Arm.** A troll with an extra arm can carry three objects simultaneously, and has advantage on grapple checks and on attack rolls against creatures it is grappling.

## ACTIONS

**Multiattack (Type 1 only).** The troll makes four attacks: one with its bite and three with its claws.

**Multiattack (Type 2 only).** The troll makes four attacks: two with its bite and two with its claws.

**Multiattack (Type 3 only).** The troll makes five attacks: two with its bite and three with its claws.

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

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



# NIGHTMARE TROLL

A creature lost or imprisoned on one of the Lower Planes is generally doomed to an eternity of pain and torment, becoming a plaything for the fiends that rule those fell dominions. Trolls, being inherently savage and evil, are sometimes used by fiendish powers as troops on the Material Plane, and are then drawn back with their new masters to seek out slaughter in a realm of eternal carnage. A troll inhabiting the Abyss, the Nine Hells, Hades, or any of the other Lower Planes adapts just like any other, though its evolution is taken in an unusually malevolent direction.

**Feast of Fiends.** Since trolls will prey on anything, they have no compunctions about consuming fiendish flesh, and they generally start with petitioners or lesser fiends, such as larvae, lemures, or manes. The tainted meat of these evil creatures strengthens and alters the troll, and if they successfully digest these first meals they will gradually begin to work their way up the

hierarchy of fiends, growing more and more powerful with each they consume. Soon, they will have become a nightmare troll, also called a blood troll, a black troll, or a mur-zhaguk, depending on which fiendish essences they have absorbed in their lives.

**Apotheosis Through Gluttony.** Nightmare trolls are no longer mortal creatures. They have consumed so much fiend-flesh that they have become a kind of fiend themselves and join the ranks of those who fight for the dark lords of the Lower Planes. Nightmare trolls are larger and stronger than their ordinary kin, and they are an order of magnitude more ferocious and deadly. Their greatest advantage though is that their time spent in their new homes has given them the ability to resist fire, normally the troll hunter's most valuable weapon. If they ever return to the material plane, nightmare trolls use their newfound intellect to rise to lordship of any other trolls they encounter, leading them on wars of conquest that can cause entire kingdoms to fall.

## NIGHTMARE TROLL

*Large fiend, neutral evil*

Armor Class 17 (natural armor)  
Hit Points 115 (10d10 + 60)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	12 (+1)	14 (+2)	14 (+2)

Skills Perception +5  
Damage Resistances cold, fire  
Senses darkvision 120 ft., passive Perception 15  
Languages Abyssal, Common, Giant, Infernal  
Challenge 7 (2,900 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

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

**Regeneration.** The troll regains 12 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

"MY GOODNESS, I DON'T THINK I'VE SEEN ANYTHING EAT LIKE THAT SINCE THE LAST TIME I HAD TO ACCEPT AN INVITE TO DINNER FROM A NALFESHNEE..."

- GARZET ASHKA'AR, INCUBUS AESTHETE,  
UPON MEETING A NIGHTMARE TROLL





# ROCK TROLL

Rock trolls are almost as common as the ordinary breed of troll, for their favored environment is hardly different at all. Also known as stone trolls, mountain trolls, or cave trolls, a rock troll is simply a variety of troll that is well-suited to harsh, rocky terrain, to the extent that their flesh has become almost as hard as stone, and their bodies have absorbed some of the inert properties of the mountains themselves.

**Stone Kin.** Some believe that rock trolls began eating rocks as a way to digest particularly tough prey, but however the habit began it has now become almost a religious ritual for the primitive monsters. Rock trolls laboriously claw stone from the walls of their lairs and eat it with as much apparent enjoyment as fresh meat. Tribes hold contests amongst themselves to see which member can eat the most, and trolls whose hides become most stone-like are revered as elders and shamans. The aim in life of all rock trolls is to become one with the mountains and turn into an inert lump of rock. Indeed, many tribes speak about the mountains near their homelands as if they were their ancestors, giving them trollish names that harken back to alleged heroes from the dim past.

**Bane of Dwarves.** Because rock trolls aren't particularly discerning about which rocks they eat, they frequently come into conflict with dwarves, who watch in horror as the monsters devour valuable seams of ore, or even exquisite gemstones. When such minerals are absorbed by the troll, they are sometimes expressed on their flesh, with trolls who eat a lot of iron developing a hard, ferrous carapace, and trolls who eat precious gems seeming to sprout crystalline formations from their backs. Adventurers sometimes kill rock trolls with the intent of harvesting these apparent valuables, but in fact it is just an illusion, and their mutated hides contain no real mineral wealth. This has given rise to the common dwarf idiom 'troll's gold', meaning anything worth much less than it at first seems.

# ROCK TROLL

*Large giant, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 84 (8d10 + 40)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

**Skills** Perception +2, Stealth +4  
**Condition Immunities** petrified  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** Giant  
**Challenge** 5 (1,800 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

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

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Stone Camouflage.** The troll has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Sunlight Sensitivity.** While in sunlight, the troll has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The troll makes two attacks: one with its bite and one with its greatclub.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Greatclub.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.







## SHADOW TROLL

Shadow trolls, also called gray trolls, are trolls that are native to the Shadowfell. Generations spent in the energy-sapping bleakness of that dark plane have transformed them into beings that straddle the line between life and death. A shadow troll is barely a living creature at all, but instead a kind of malevolent force of hatred that consumes all life and warmth ravenously.

**Hunger for Life.** Some scholars theorize that shadow trolls are a particularly benighted breed of their kind, because trolls are by their nature vital creatures. The negative energy of the Shadowfell is anathema to them, and they drain life from others in some vain attempt to recover that which they have lost. This may be too romantic a notion though – shadow trolls are, after all, still trolls, and they may simply be hungry.

**Hunters in the Shadows.** On the rare occasions that shadow trolls are encountered, they show an unusual level of cunning, using their bond with the darkness to launch deadly surprise attacks. Instead of killing and eating them, shadow trolls absorb the life energy of their victims with a bite, gradually sapping their will to live. If this in turn strengthens the troll, no one has ever survived long enough to report it. Shadow trolls remain the most enigmatic of their kind.

“WHO EVER HEARD OF A TROLL HIDING IN THE SHADOWS? DO YOU KNOW HOW BIG THOSE THINGS ARE, LAD?”

- LAST WORDS OF BRAN TALLTREE, MERCENARY SERGEANT

## SHADOW TROLL

*Large giant, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 78 (8d10 + 32)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	12 (+1)	7 (-2)

**Skills** Perception +4, Stealth +8  
**Damage Resistances** necrotic  
**Damage Vulnerabilities** radiant  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Giant  
**Challenge** 7 (2,900 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Living Shadow.** While in dim light or darkness, the troll has resistance to damage that isn't force, psychic, or radiant.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Shadow Stealth.** While in dim light or darkness, the troll can take the Hide action as a bonus action.

**Sunlight Sensitivity.** While in sunlight, the troll has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0, otherwise the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, an undead shadow rises from the corpse 1d4 hours later.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.





## TROLL BOAR

*Large monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**Challenge** 3 (700 XP)

**Keen Smell.** The boar has advantage on Wisdom (Perception) checks that rely on smell.

**Charge.** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Regeneration.** The boar regains 10 hit points at the start of its turn. If the boar takes acid or fire damage, this trait doesn't function at the start of the boar's next turn. The boar dies only if it starts its turn with 0 hit points and doesn't regenerate.

### ACTIONS

**Tusk.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.



# VENOM TROLL

Although trolls usually prefer temperate or cold climates, they have (almost inevitably) found methods of prospering in steaming jungles and tropical lagoons. Such trolls have rapidly evolved to be smaller and more nimble than their cousins, and they compensate for their relative lack of physical strength by becoming incredibly poisonous. Venom trolls, also called jungle trolls, tree trolls, or chameleon trolls, have spent a lifetime eating the toxic creatures and plants of their adopted homes, and so have themselves become venomous. A venom troll delivers its deadly payload with a bite, and often their mandibles resemble those of snakes, complete with forked tongues.

**Multi-colored Monsters.** The most striking feature of a venom troll is its color. As with many venomous creatures, the hides of these trolls are brightly patterned so as to serve as a warning against larger monsters that might try to prey on them. The vibrant coloring of a venom troll varies depending on where it lives and on what it or its ancestors have eaten. In jungles replete with serpents, a venom troll is likely to be mottled or marked with circular patterns, where one that has dined exclusively on venomous toads and frogs might have skin covered in violently-clashing blocks of color. Still stranger are those trolls who dwell near shallow water or on coral reefs, for these have adopted the characteristics of the fish that swim in these placid waters. They have outlandish stripes in contrasting colors, smooth skin, and frills not unlike fins on their limbs and ears. Those who have dined on deadly blowfish sport spines or horns and can actually inflate themselves, with predictably grotesque results.



**Dazzling Ambushers.** The elaborate coloring of a venom troll makes it hard to spot in its home environment as it blends into its bright jungle surroundings. Even in the open, the irregular patterns serve to break up the creature's outline when it moves so it becomes hard to hit with ranged weapons. This, combined with their natural quickness, means that a venom troll is not only skilled at laying ambushes, but also keeps would-be attackers off-balance after the trap is sprung. Venom trolls are also more social than some of their kin and if their territory is threatened packs of them descend on interlopers, swinging through high branches, communicating in wordless whoops and cries. A victim caught by venom trolls can look forward only to a short, painful life as the toxins injected into its body slowly work their way through its system, inducing paralysis, fever, blindness and finally, mercifully, death.

## VENOM TROLL

*Large giant, chaotic evil*

Armor Class 15 (natural armor)  
Hit Points 66 (7d10 + 28)  
Speed 30 ft., climb 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-1)	10 (+0)	8 (-1)

Skills Acrobatics +6, Athletics +6, Perception +3, Stealth +6  
Damage Immunities poison  
Condition Immunities poisoned  
Senses darkvision 60 ft., passive Perception 13  
Languages Giant  
Challenge 5 (1,800 XP)

**Hard to Hit.** Ranged attack rolls that target the troll are made with disadvantage. In addition, if the troll is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 8 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

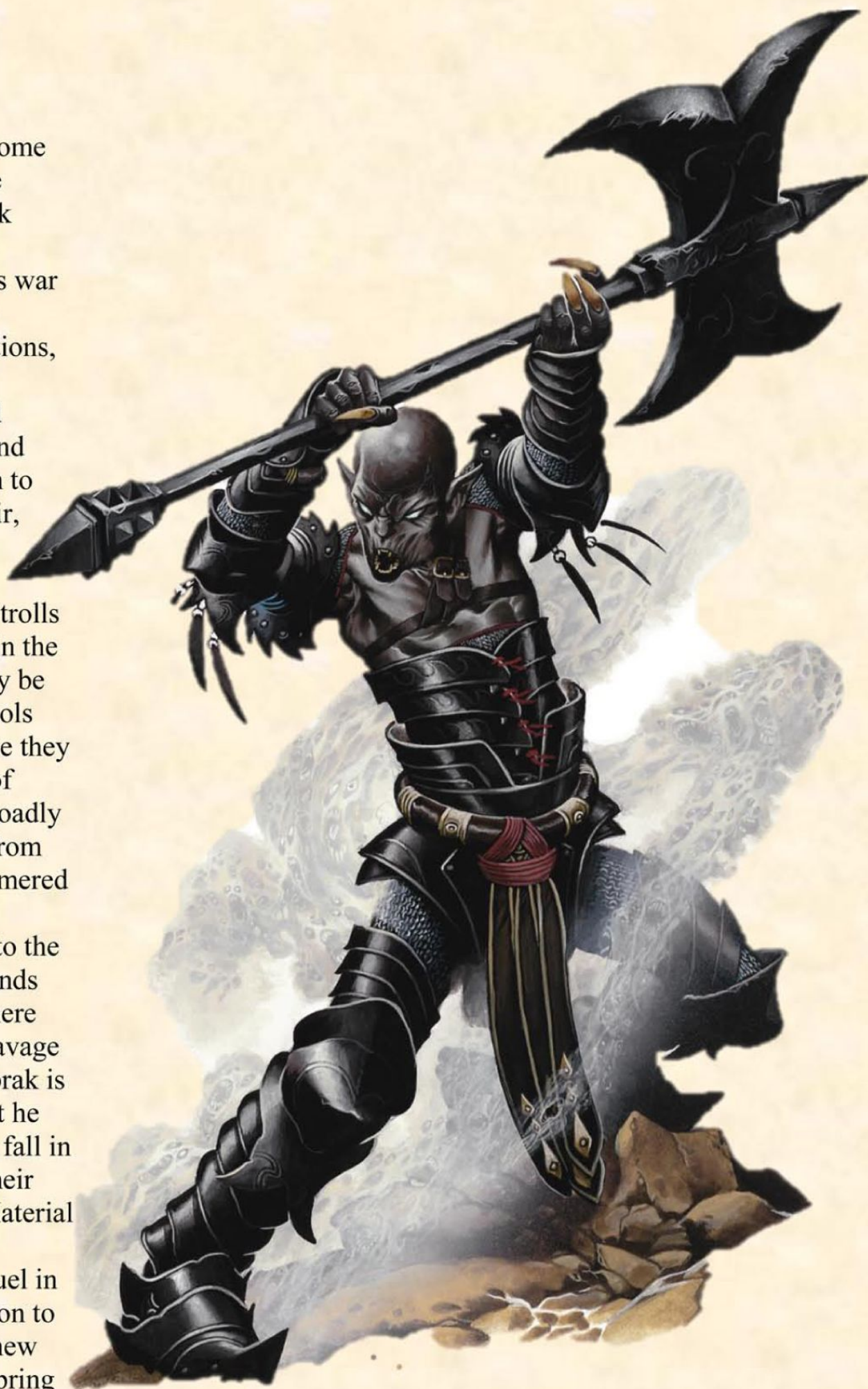


# WAR TROLL

Trolls are frightening enough monsters, but for some evil wizards this isn't enough. Through elaborate breeding programs and magical rituals, these dark lords have modified their trollish servants, transforming them into a hideous breed known as war trolls. No one now knows where this strain truly began, but it has proved enduring in troll populations, with war trolls leading devastating invasions of civilized realms many times throughout recorded history. Even when all their kind are destroyed and their carcasses put to the torch, they always seem to appear again in some dark dungeon or squalid lair, ready to spread chaos and destruction across the multiverse.

**Armed Slaughterers.** Unlike most trolls, war trolls are capable of using weapons and armor. While in the service of a powerful humanoid leader, these may be specially crafted for their use – cruel, outsized tools forged with blood and dark magic – but otherwise they will invariably be scavenged from corpses; bits of armor crudely fastened together into suits that broadly fit the troll's lumpen shape and tree trunks torn from the ground with smaller creatures' weapons hammered into them to make rudimentary axes.

**Endless Battle.** War trolls are not just native to the Material Plane. They are found in legions thousands strong on the Infernal Battlefield of Acheron, where they fight in the service of the god Vaprak, the savage patron of ogres and trolls. War trolls believe Vaprak is the ultimate power behind their creation, and that he ensures they never die out. Those war trolls who fall in battle are brought to Acheron where they hone their fighting prowess before being sent back to the Material Plane to sow more misery. Some ordinary trolls believe that, if they are sufficiently brutal and cruel in their lives, Vaprak will reward them with elevation to the status of war troll in Acheron too, starting a new cycle of death and rebirth. Wherever war trolls spring from, their appearance in is always a herald of great woe.



## WAR TROLL

Large giant, chaotic evil

Armor Class 18 (plate)  
Hit Points 137 (11d10 + 77)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	24 (+7)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +10, Intimidation +5, Perception +6  
Senses darkvision 60 ft., passive Perception 16  
Languages Common, Giant  
Challenge 9 (5,000 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 14 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The troll makes three attacks: one with its bite and two with its greataxe.

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

**Greataxe.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.





## WEB TROLL

In some of the darkest and most unpleasant corners of the world lurks a race of truly debased trolls. The mutation that led to their emergence is an ancient one, and it is because of this that they have diverged far more than any of the other bewildering varieties of troll. Web trolls have spent generations in the company of spiders, making their homes in their fetid, web-choked lairs, feeding on them and absorbing their poisonous secretions. The arachnid form is too alien for even a troll to mutate into, but they do resemble them in other ways: many web trolls have extra eyes, hooked mandibles, or palms covered in minute spines that allow them to adhere to walls.

**Unpleasant Company.** Because they make their homes in cramped tunnels and caves, web trolls are smaller and weaker than other kinds of troll, but they compensate for this by attacking in numbers. Web trolls live as part of a colony which hunts together and claims miles of subterranean territory. The only other creatures web trolls will permit to coexist with them are spiders and ettercaps, but even then they insist on dominating these allies through force. Web trolls, forced to live in close confines with so many of their ravenous kind, are naturally jealous and resentful, constantly competing with one another for food and attention. Unfortunately for adventurers, they often take these frustrations out on trespassers.

**Enduring Resentment.** As in many arachnid species, female web trolls are a good deal larger and more powerful than the males. As this is also generally true of trolls too, the effect is even more pronounced. Web troll colonies are thus highly matriarchal, with males doing the majority of hunting and labor. Like some spiders, the females also happily eat the males when their purpose has been served, whatever that may be. All this just adds to the male web trolls' bitterness, and makes females of other races particular targets for their ire. Experienced female adventurers know that a single web troll is a mere annoyance, but when they attack in numbers they can be very dangerous.

**Persistent Irritants.** Should a group stumble upon a web troll lair, they will soon be set upon by the foul inhabitants, which all the while let up a seemingly-endless cacophony of irritating chatter, sneering insults, and cruel jibes. Most agree that the only way to deal with these horrible creatures is to mercilessly burn them out and ensure every one of their kind has been destroyed. Still, web trolls are very persistent, and even such draconian measures are no guarantee of being free of them.

## WEB TROLL

*Large giant, chaotic evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 57 (6d10 + 24)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	7 (-2)	10 (+0)	4 (-3)

**Skills** Perception +2, Stealth +7  
**Damage Resistances** poison  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** Common, Giant  
**Challenge** 3 (700 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 8 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

**Web Walker.** The troll ignores movement restrictions caused by webbing.

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (1d6 + 4) poison damage.

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

**Spiteful Cacophony.** The troll chooses one creature within 60 feet that it can see and which can understand it. The target must succeed on a DC 10 Wisdom saving throw or be distracted by the troll's jibes for 1 minute. While distracted, the creature has disadvantage on attack rolls that do not target the troll that taunted it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

"GO ON, TELL ME I'M FAT AGAIN, YOU CREEP..."

- SIGRID STONESHoulder, SHIELD DWARF ADVENTURER,  
 TO THE RECENTLY-DISMEMBERED  
 CORPSE OF A WEB TROLL



# ZOMBIE TROLL

Because trolls are so difficult to kill, they are comparatively rare as fodder for necromancers in their dark experiments. A troll tribe also has no compunctions about eating the remains of their dead so actually obtaining an intact carcass is no mean feat in itself. However, if an evil mage is able to procure such a specimen, he or she will be rewarded with an undead servant that is astonishingly resilient.

**Relentless Attackers.** The combination of a troll flesh's natural regenerative properties and the sheer fortitude of an animated cadaver means that a zombie troll is nigh unstoppable. Rotting, ruptured hide knits back together as blades are withdrawn, but even grievous wounds that are beyond the troll's ability to heal do little to slow it down. Ravenous in life, a zombie troll is driven by the same desire to gorge itself, but its hunger can never now be sated and so it rampages relentlessly onwards.

**Unexpected Rebirth.** Creating a zombie troll is a risk for any necromancer. Because of the nature of trolls, there is a slim chance that when it regenerates from an injury, its metabolism will spark and it will actually begin to return to life. The effect of this resurrection is highly unpredictable, with some of the befuddled trolls turning immediately on their former allies, while others are quite happy to continue fighting for their new master, as long as the promise of mayhem remains.

## ZOMBIE TROLL

*Large undead, chaotic evil*

Armor Class 9  
Hit Points 92 (8d10 + 48)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wisdom +0  
Damage Immunities poison  
Condition Immunities poisoned  
Senses darkvision 60 ft., passive Perception 8  
Languages understands Giant but can't speak  
Challenge 5 (1,800 XP)

**Freakish Fortitude.** Whenever the troll suffers damage, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is acid, fire, radiant, or from a critical hit. On a success, the troll does not sustain any damage.

### ACTIONS

**Multiattack.** The troll 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:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.







## TRUESONG DANCER

Medium humanoid (any race), chaotic neutral

**Armor Class** 14 (leather)  
**Hit Points** 44 (8d8 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	16 (+3)

**Saving Throws** Dex +5  
**Skills** Acrobatics +5, Performance +5  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 3 (700 XP)

**Nimble Action.** On each of its turns, the dancer can use a bonus action to take the Dash or Disengage action.

### ACTIONS

**Multiattack.** The dancer makes three melee attacks: two with its scimitar and one with its whip.

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

**Whip.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Hymn of Battle.** As an action, the dancer begins to sing a song that magically boosts its attacks. Whenever the dancer makes an attack roll while singing, it can add a d4 to its roll. The dancer can maintain concentration to continue singing the song. If it loses concentration, the song ends.

### REACTIONS

**Parry.** The dancer adds 2 to its AC against one melee attack that would hit it. To do so, the dancer must see the attacker and be wielding a melee weapon.



## TRUESONG DIRGE

Medium humanoid (any race), chaotic neutral

**Armor Class** 16 (chain mail)  
**Hit Points** 91 (14d8 + 28)  
**Speed** 30 ft.

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

**Saving Throws** Con +5, Cha +6  
**Skills** Intimidation +6, Performance +6  
**Senses** passive Perception 11  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Rhythmic Fighting.** The dirge can play songs while wielding a melee weapon in one hand.

### ACTIONS

**Multiattack.** The dirge makes two melee attacks.

**Warhammer.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack.

**Heavy Crossbow.** *Melee Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

**Thunderous Crescendo.** As a bonus action, the dirge begins to play a magical song. At the start of each of the dirge's turns, all enemy creatures within 30 feet of the dirge that can hear the song must succeed on a DC 14 Constitution saving throw or take 9 (2d8) thunder damage. Any creature that takes damage in this way loses concentration if it is concentrating. The dirge can maintain concentration to continue playing the song. If it loses concentration, the song ends.



## The Mountain Brutes

### TUSK GIANT

Large Giant, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 120 (9d12 + 18)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	9 (-1)	10 (+0)	8 (-1)

#### Condition Immunities

**Senses** darkvision 30 ft., passive Perception 10

**Languages** giant

**Challenge** 4 (1,100 XP)

**Brute.** A melee weapon deals one extra die of its damage when the tusk giant hits with it (included in the attack).

**Rampage.** When the tusk giant reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make an attack with it's off hand.

#### ACTIONS

**Multiattack.** The tusk giant can make two melee attacks.

**Greatclub/-axe/-sword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (3d10 + 4) bludgeoning or slashing damage.

**Stone toss.** *Ranged Weapon Attack:* +2 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 4) bludgeoning damage.

Tusk giants are tall and fat humanoid creatures native to the northern parts of the Western Heartlands. They hunt in groups of up to ten individuals, looking for game and treasure. During the winter months they lair in caves and when the snow starts to thaw, they set up camps of tents crudely made out of animal hides.

Tusk giants are smarter than their larger cousins, the hill giants, but aren't even counted in the giants' *ordning*. This has led some scholars to ponder if the tusk giants really are giants at all.

From time to time tusk giants can be seen working with orcs when a horde comes down from the north.

**Appearance.** Tusk giants, or just tuskers, stand anywhere from 8 feet to a little over 10 feet tall. They have large, jutting jaws filled with teeth and more often than not powerful canines, giving them their name. Often they are clad in furs or poorly sewn coats and cloaks.

**Brutal.** Throughout the North these hulking humanoids are known for their brutality and viciousness. It is not unknown for a group of tuskers to wander into a town, burn down all the buildings and tear every living creature limb from limb.





# TUSKALOTH

A hulking mass of muscle and bone, tuskaloths migrate across icy tundras, fearless of its environment. Appearing to lumber slowly in search of food, many of the tundra's communities recount stories of a rampaging tuskaloth, its multitude of horns becoming a battering ram against the strongest walls.

**Territorial Herds.** Tuskaloths travel in large herds. tuskaloth have few natural predators and are extremely territorial. A solitary male will stand watch over the entire herd, and challenge anything approaching. Cities and villages that are created on tuskaloth migration routes are at the whim of tuskaloth temperaments.

**Rampaging Fury.** Tuskaloth ram into their target, using their numerous tusks to rend and crush anything in their path. Few predators can provoke a tuskaloth stampede, but travelers know to be wary when discovering tramped ground. Throughout their migration, civilizations foolishly built on their land become the stomping grounds of tuskaloth tantrums.

**Derived of Magic.** Legend tells of two sorcerers that were set upon by a mammoth during the night. Panicked the two cast their spells at the great beast, but their control of magic was loose and wild. The mammoth grew innumerable tusks and became even more ferocious. A product of wild magic, tuskaloths roam across the land with temperaments to match their creator's magic.

## TUSKALOTH

*Gargantuan beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 198 (12d20 + 72)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	7 (-2)

**Saving Throws** Constitution +10

**Senses** passive Perception 10

**Languages** -

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

**Siege Beast.** The tuskaloth deals double damage to objects and structures.

**Trampling Charge.** If the tuskaloth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the tuskaloth can make one stomp attack against it as a bonus action.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

**Stomp.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage.

**Earthshake (Recharge 5-6).** The tuskaloth pounds the ground with incredible force, causing a tremor. Each creature on the ground within 30 feet of the tuskaloth must succeed on a DC 18 Dexterity saving throw or be knocked prone. The tremor also deals 50 bludgeoning damage to any structure in contact with the ground in that area. A structure that drops to 0 hit points collapses.







## ULAMOG, THE CEASELESS HUNGER

Colossal aberration (titan), chaotic evil

**Armor Class** 25 (natural armor)  
**Hit Points** 717 (35d20 + 350)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	25 (+7)	20 (+5)	26 (+8)

**Saving Throws** Str +19, Con +19, Wis +14, Cha +17  
**Damage Vulnerabilities** bludgeoning, piercing, and slashing from hedron weapons  
**Damage Resistances** acid, cold, fire, lightning  
**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** truesight 120 ft., passive Perception 24  
**Languages** Eldrazi, telepathy 500 ft.  
**Challenge** 30 (155,000 XP)

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

At will: *detect magic*, *dispel magic*  
 3/day each: *confusion*, *counterspell* (9th level spell slot), *weird*  
 1/day each: *divine word*, *feeblemind*, *plane shift*

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

**Magic Resistance.** Ulamog has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Ulamog's weapon attacks are magical.

**Scour from Existence.** When Ulamog reduces a creature to 0 hit points, that creature's body becomes a pile of white dust.

### ACTIONS

**Multiattack.** Ulamog can use its Maddening Presence. It then makes six attacks: four with its fists, and two with its tentacles.

**Fist. Melee Weapon Attack:** +19 to hit, reach 20 ft., one target. **Hit:** 36 (4d12 + 10) bludgeoning damage.

**Tentacle. Melee Weapon Attack:** +19 to hit, reach 30 ft., one target. **Hit:** 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Maddening Presence.** Each creature of Ulamog's choice within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become afflicted with short-term madness (Dungeon Master's Guide pg. 259). If a creature afflicted with short-term madness fails its saving throw, it becomes afflicted with long-term madness. If a creature afflicted with long-term madness fails its saving throw, it becomes afflicted with indefinite madness. If a creature afflicted with indefinite madness fails its saving throw, it dies from psychological trauma. If a creature's saving throw is successful, the creature is immune to Ulamog's Maddening Presence for the next 24 hours.

### LEGENDARY ACTIONS

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

**Grip of Desolation.** Ulamog makes a fist attack. If the attack hits, the target is grappled (escape DC 20) if it is a Huge or smaller creature and Ulamog doesn't have four other creatures grappled. Until this grapple ends, the target is restrained and takes 4d10 psychic damage at the start of each of its turns.

**Transgress the Mind (Costs 2 actions).** Ulamog casts *phantasmal killer*, no concentration required.

**Titan's Presence (Costs 3 actions).** Ulamog casts *banishment*.





## ULTRALISK

*Gargantuan monstrosity, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 314 (17d20 + 136)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	26 (+8)	6 (-2)	10 (+0)	6 (-2)

**Saving Throws** Str +16, Dex +6, Con +14, Wis +6

**Skills** Athletics +16, Intimidation +6, Perception +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Zerg

**Challenge** 23 (50,000 XP)

**Burrow.** The Ultralisk is able to burrow into the ground, but cannot move while burrowed. While burrowed, the Ultralisk is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

**Sweeping Scythes.** When an Ultralisk makes a scythe attack, it hits all enemies in a 15 ft cone.

**Siege Monster.** The Ultralisk deals double damage to objects and structures.

**Trample.** If the Ultralisk moves at least 20 ft toward a target and hits with a Scythe attack, the targets must make a DC 24 Strength saving throw or fall prone. The Ultralisk can then make a Stomp attack as a bonus action.

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

### ACTIONS

**Multiattack.** The Ultralisk can make two melee attacks

**Scythe.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., 15 ft. cone of targets. *Hit:* 26 (3d10 + 10) slashing damage.

**Stomp.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

### LEGENDARY ACTIONS

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

**Stomp.** The Ultralisk makes a stomp attack.

**Charge (Costs 2 Actions).** The Ultralisk moves up to its speed and can make a scythe attack.





## UNDEAD SHARKENBEAR

*Huge undead, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 35 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	3 (-4)	13 (+1)	7 (-2)

**Saving Throws** Con +6, Wis +3, Cha +2

**Skills** Athletics +7, Stealth +2, Perception +3, Survival +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**Challenge** 5 (1800 XP)

**Amphibious.** The sharkenbear can breathe air and water.

**Blood In The Water.** The sharkenbear knows the distance, and direction of any enemy that doesn't have all of its hitpoints within 1 mile of

it that resides in the same body of water.

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

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

**Undead Fortitude.** If damage reduces the sharkenbear to 0 hit points, it must make a Constitution saving throw with a DC of 5 +the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead sharkenbear drops to 1 hit point instead

### ACTIONS

**Multiattack.** The sharkenbear makes 3 melee attacks: one with its bite and two with its sharkfists

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 10 (1d10+5) damage.

**Sharkfist.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., *Hit:* 16 (2d10+5) damage.





By: /u/MikennoVaries  
Art Credit: Greg Hildebrandt

## UNDEAD WARCHIEF

*Large undead, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 230 (20d10 + 120)

**Speed** 25 ft.

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

**Saving Throws** Wis +5

**Senses** Darkvision 60 ft., passive Perception

**Languages** Zombie (see Zombie Command)

**Challenge** 12 (8,400 XP)

**Undead Fortitude.** If damage reduces the warchief to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the warchief drops to 1 hit point instead.

**Turn Resistance.** The warchief has advantage on saving throws against any effect that turns undead.

**Zombie Control.** The warchief can issue simple orders to any zombie within 120 ft. of the warchief at any time. Such orders must be ten words or less, and describe an immediate action to be taken or precaution to take, such as "Don't fall in that pit," or "Attack the one in red robes." The zombie must obey the order to the best of it's ability.

### ACTIONS

**Multiattack.** The warchief makes 7 claw attacks.

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



## VERDALIN

*Small fey, neutral*

**Armor Class** 13

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

**Skills** Perception +6, Stealth +5

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

**Languages** -

**Challenge** 1/2 (100 XP)

**Camouflage.** The verdalin has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

**Innate Spellcasting.** The verdalin's innate spellcasting ability is Charisma (spell save DC 12). The verdalin can innately cast the following spells, requiring no material components:

At will: *minor illusion*, *silent image*

1/day each: *mirror image*, *phantasmal force*

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.





# VINE TERROR

Vine terrors are large, carnivorous plants that ambush prey with their rapidly lashing vines, pulling unsuspecting creatures to its gaping maw.

**Parasitic Growth.** The vine terror initially grows and feeds off of a host plant, until the terror becomes large enough to provide for itself. The vine terror's main body is completely immobile, so it waits for prey to come to it, and builds up thick undergrowth at its host location.

**False Appearance.** The vine terror usually remains perfectly still, until suitable prey moves within range of its grasping vines. Then, the vines quickly lash out and grab at whatever creatures are in range, attempting to pull them towards its mouths.



## VINE TERROR

Large plant, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 74 (8d10 + 30)

**Speed** 0ft

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

**Damage Immunities** poison, psychic

**Condition Immunities** grappled, restrained, exhaustion, frightened, poisoned

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Overgrowth.** A 30 ft. radius area around the vine terror is difficult terrain caused by thick vines and undergrowth.

**False Appearance.** While the vine terror remains motionless, it is indistinguishable from a normal plant.

### ACTIONS

**Multiattack.** The terror makes two attacks with its vines, and one attack with its bite.

**Vines.** *Ranged Weapon Attack:* +6 to hit, range 40 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is medium or smaller, it is pulled 10 ft. and is grappled (escape DC 15) if the terror is not already grappling a creature. Until this grapple ends, the target is pulled 10 ft. towards the vine terror at the start of each of its turns

**Bite.** *Melee Weapon Attack:* +8 to hit, range 5 ft., one target grappled by the Vine Terror. *Hit:* 18 (3d8 + 4) piercing damage.







## VODYANOY

*Medium monstrosity, chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	11 (+0)	20 (+5)	12 (+1)

**Skills** Athletics +7, Perception +8, Insight +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Aquan, Common, Sylvan

**Challenge** 5 (1,800 XP)

**Amphibious.** The vodyanoy can breathe air and water.

**Innate Spellcasting.** The vodyanoy's spellcasting ability is Wisdom (save DC 16). The vodyanoy can innately cast the following spells, requiring only verbal components:

At will: *druidcraft*, *shape water*

3/day each: *fog cloud*, *tidal wave*

1/day each: *divination*, *watery sphere*

### ACTIONS

**Multiattack.** The vodyanoy makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15). Until this grappled ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, the vodyanoy tries to drown it, and the vodyanoy can't slam another target.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.





## WAR TITAN

*Huge fiend (titan), any chaotic*

**Armor Class** 18 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	16 (+3)

**Saving Throws** Str +12, Con +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** exhaustion, frightened, stunned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Celestial, Infernal, Abyssal

**Challenge** 16 (15,000)

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

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

**Magic Weapons.** The titan's weapon attacks are magical.

**Well-Armed.** The titan can take one reaction on every turn in a combat.

### ACTIONS

**Multiattack.** The titan makes two melee weapon attacks.

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

**Blade Storm (Recharge 5-6).** The titan swings its weapons in a whirlwind of steel. Each creature within 10 feet of the titan must make a DC 20 Dexterity saving throw, taking 18 (4d8) bludgeoning damage, 18 (4d8) piercing damage, and 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Parry.** The titan adds 5 to its AC against one melee attack that would hit it. To do so, the titan must see the attacker and be wielding a melee weapon.

### LEGENDARY ACTIONS

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

**Attack.** The titan makes one attack.

**War Cry (Costs 2 Actions).** Each creature within 120 feet of the titan that can hear it must succeed on a DC 16 Wisdom saving throw or take 10 (4d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**Hold the Line (Costs 2 Actions).** The titan gains 26 (4d12) temporary hit points.





## WEREWOLF ALPHA

Medium humanoid (human, shapeshifter), chaotic evil

**Armor Class** 14 (armor scraps) in humanoid form, 16 (natural armor) in wolf or hybrid form

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

**Saving Throws** Str +9, Con +8, Wis +6

**Skills** Athletics +9, Perception +6

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 16

**Languages** Common (can't speak in wolf form)

**Challenge** 9 (5,000)

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

**Keen Hearing and Smell.** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Leader.** The werewolf's allies have advantage on melee attack rolls against any hostile creature within 5 feet of the werewolf.

**Shapeshifter.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

### ACTIONS

**Multiattack (Hybrid Form Only).** The werewolf makes three attacks: one with its bite and two with its claws.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

### LEGENDARY ACTIONS

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

**Leap.** The werewolf moves up to its speed without provoking opportunity attacks.

**Bark Orders.** The werewolf chooses a friendly creature who can see or hear it. That creature can use its reaction to move up to its speed without provoking opportunity attacks.

**Frenzy (Costs 2 Actions).** The werewolf can make one claw attack against each creature within 5 feet of it.





## WIGHT WALKER

Medium undead, neutral evil

**Armor Class** 14 (hide armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

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

**Skills** Perception +5, Stealth +5

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** the languages it knew in life

**Challenge** 6 (2,300 XP)

**Chilled Body.** A creature that touches the wight or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

### ACTIONS

**Multiattack.** The wight makes two battleaxe attacks. It can use its Life Drain in place of one battleaxe attack.

**Battleaxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) cold damage, or 8 (1d10 + 3) slashing damage plus 7 (2d6) cold damage if used with two hands.

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Frost Breath (Recharge 5-6).** The wight exhales a blast of frosty wind in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.





## WINGED APE

*Medium monstrosity, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

**Dive Attack.** If the ape is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

**Monkey Grip.** The ape can wield a two-handed weapon in one hand.

### ACTIONS

**Multiattack.** The ape makes two attacks: one with its fist and one with its greatsword.

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

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

**Rock.** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.



## WINTER SPRITE

*Tiny fey, chaotic neutral*

**Armor Class** 15

**Hit Points** 7 (2d4 + 2)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	15 (+2)

**Skills** Perception +4, Stealth +7

**Damage Immunities** cold

**Senses** passive Perception 14

**Languages** Sylvan

**Challenge** 1 (200 XP)

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

**Innate Spellcasting.** The sprite's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *frostbite*

1/day each: *blur*, *counterspell*, *fog cloud*, *ice knife*, *sleet storm*, *Snilloc's snowball swarm*

### ACTIONS

**Icesickle.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

*Hit:* 1 slashing damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) cold damage and then be paralyzed until the end of the sprite's next turn.







## ZAI DEN

Medium fiend (gnoll), chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 190 (20d8 + 100)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	15 (+2)	13 (+1)	22 (+6)

**Saving Throws** Str +10, Wis +6, Dex +9, Con +10, Cha +11

**Skills** Intimidation +11, Religion +7, Persuasion +11, Perception +6

**Damage Resistances** psychic, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from non-magical weapons

**Condition Immunities** Charmed; Poisoned

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

**Languages** Abyssal, Gnoll

**Challenge** 16 (20,000 XP)

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

**Rampage.** When Zaiden reduces a creature to 0 hit points with a melee attack on her turn, she can take a bonus action to move up to half her speed and make a bite attack.

**Magic Resistance.** Zaiden has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Zaiden's weapon attacks are magical.

**Innate Spellcasting.** Zaiden's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Zaiden can innately cast the following spells, requiring no material components:

At will: *inflict wounds*, *shield*, *darkness*, *tasha's hideous hyena laughter*

3/day each: *cloudkill*, *counterspell*, *ray of enfeeblement*

1/day each: *heal*, *contagion*

### ACTIONS

**Multiattack.** Zaiden makes two cruel barbs attacks, and one spell attack per round.

**Cruel Barbs.** *Melee Weapon Attack:* +9 to hit, reach 15ft., one target. Hit: 18 (2d10 + 9) piercing damage plus 9 (2d10) poison damage, and the target must succeed a DC 15 Dexterity saving throw or be restrained. At the beginning of each of Zaiden's turns, each affected creature takes 14 (1d10 + 10) slashing damage plus 9 (2d10) poison damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, one target. Hit: 19 (2d10 + 10) piercing damage, and the target must succeed on a DC 20 Constitution saving throw or take 9 (2d10) poison damage.

### LEGENDARY ACTIONS

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

**Charge.** Zaiden moves half her speed.

**Iron Spike.** Zaiden causes an iron spike—5 feet tall and 1 inch in diameter—to burst from the ground at a point she can see within 100 feet from her. Any creature in the space where the spike emerges must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 14 (4d8) piercing damage and is restrained by being impaled on the spike. A creature can use an action to remove itself (or a creature it can reach) from the spike, ending the restrained condition.

**Savage (Costs 2 Actions).** Zaiden makes a bite attack against each creature within 5 feet of her.





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## ZERGLING

*Small monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 40ft

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

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Zerg

**Challenge** 1/2 (100 XP)

**Burrow.** The Zergling is able to burrow into the ground, but cannot move while burrowed. While burrowed, the Zergling is difficult to detect and requires a DC 20 Wisdom (Perception) check to notice.

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

## ACTIONS

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