

OVERMIND

Gargantuan Aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 388 (25d20 + 100)

Speed 10 ft.

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

Proficiency +7

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

Skills Perception +11

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

Condition Immunities charmed, frightened, unconscious

Senses blindsight 60 ft., passive Perception 21

Languages Any, Telepathic (1 mile)

Challenge 23 (50,000 XP)

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

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

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

LEGENDARY ACTIONS

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

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

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

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

DREAD GUARDIAN

Large Undead, lawful evil

Armor Class 18 (armor scraps & tower shield)

Hit Points 43 (5d10 + 15)

Speed 30 ft.

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

Proficiency +2

Skills Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

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

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

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

REACTIONS

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

PALADIN (BASE)

Medium Humanoid (any)

Armor Class 20 (plate & shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

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

Proficiency +3

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

Skills Insight +4, Persuasion +6

Senses passive Perception 11

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

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

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

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

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

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

1st Level: *Command, Compelled Duel, Detect Evil and Good, Protection from Evil and Good*

2nd Level: *Lesser Restoration, Magic Weapon, Zone of Truth*

3rd Level: *Create Food or Water, Remove Curse*

ACTIONS

Multiattack. The paladin makes two melee weapon attacks.

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

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

REACTIONS

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

HILL TITAN

Gargantuan Giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	23 (+6)	6 (-2)	10 (0)	8 (-1)

Proficiency +5

Saving Throws Str +13, Con +11, Wis +5

Skills Athletics +13, Perception +5

Damage Resistances poison

Senses tremorsense 30 ft., passive Perception 15

Languages Giant, Terran, Primordial

Challenge 14 (11,500 XP)

False Appearance. While remaining laying down and motionless, a Hill Titan is indistinguishable from a hill.

Siege Monster. The Hill Titan deals double damage to objects and structures.

ACTIONS

Multiattack. The Hill Titan makes two melee weapon attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 8) bludgeoning damage.

Boulder. The Hill Titan throws a huge boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 19 Dexterity saving throw taking 22 (4d10) bludgeoning damage and half as much on a successful one. A creature that fails the saving throw by 5 or more is knocked prone. [Constitution Based]

Rumble (5-6). The Hill Titan slams down its arms and causes a devastating earth quake. Each creature and structure on the ground within 40 feet of the titan must make a DC 19 Strength saving throw. On a failed save a creature takes 52 (8d12) bludgeoning damage and falls prone. On a successful save a creature takes half as much damage. [Constitution Based]

FLUT FLUT

Medium beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 1/4 (50 XP)

Lancing Charge. If the flut flut moves at least 20 ft. straight toward a creature and then hits it with a beak attack on the same turn, the attack deals an additional dice of its damage.

Powerful Build. The flut flut's carrying capacity is doubled and it can carry a medium or smaller creature on its back without being slowed down.

Sprinter. A flut flut can dash as a bonus action, but must move in a straight line when doing so.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

MOON SPAWN

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (17d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	13 (+1)	19 (+4)

Proficiency +3

Savings Throws Con +9, Wis +4, Cha +7

Skills Deception +7, Perception +4

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities poisoned

Senses 120 ft. darkvision, passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Binding Rejuvenation. The moon spawn regains 20 hit points at the start of its turn if has a creature under the control of its enthrall. The moon spawn dies only if it starts its turn with 0 hit points and doesn't rejuvenate.

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

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

At Will: *Charm Person*, *Detect Thoughts*, *Disguise Self*, *Greater Image*, *Minor Illusion*, *Suggestion*

ACTIONS

Multiattack. The Moon Spawn makes two claw attacks and uses command. It can make a drain attack in place of both claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) psychic damage and the target's Wisdom is reduced by 1d4+1 until it finishes a long rest while not being charmed. When this reduces a creature's Wisdom to 0, the creature is driven to a suicidal mania until at least one point of wisdom is restored. The moon spawn can choose to whether to deal the psychic damage or not.

Command. The moon spawn commands a creature under the effect of its Enthrall to move up to its speed and to take an action. Once the enthralled creature does this, it can't move or take actions on its following turn.

Enthrall. The moon spawn touches one humanoid. The target must succeed a DC 15 Wisdom saving throw or be charmed by the moon spawn. The charmed target is loyal to the moon spawn and will do as it commands without question. If the creature is sprinkled with holy water (or another condition determined by the Dungeon Master is fulfilled), the creature can repeat the saving throw, ending the effect on itself on a success. Otherwise the effect lasts for 24 hours or until the moon spawn is destroyed, is on a different plane of existence, or uses a bonus action to end the effect. A creature targeted that is already under this effect automatically fails the saving throw.

for TheRat

MURK LURKER

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 77 (9d8 + 36)

Speed 15 ft., swimming 60

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	2 (-5)	12 (+1)	6 (-2)

Proficiency +2

Skills Stealth +5

Condition Immunities blinded

Senses blindsight 60 ft. (as long as in water), passive

Perception 11

Challenge 3 (700 XP)

Amphibic. The Murk Lurker can breath air and water.

Echolocation. The Murk Lurker has a blindsight of 60 ft. as long as it is submerged in water. Its blindsight is limited to the body of water it occupies.

Murk Predator. When the Murk Lurker hits a surprised creature with a claw attack, it grapples the creature (escape DC 13) and can use its *drown* as a bonus action.

ACTIONS

Multiattack. The Murk Lurker makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage. Instead of dealing damage, the Murk Lurker can grapple the creature instead (escape DC 13).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be infected with *Sight Rot*.

Drown. The Murk Lurker drags down a creature it has grappled, or an incapacitated creature within its reach. If the creature is not grappled, the Murk Lurker grapples it (escape DC 13). The creature must make a DC 13 Strength saving throw. On a failed save a creature be knocked prone and pulled up to 15 ft. by the Murk Lurker. Until the end of the Murk Lurker's next turn, the grappled creature is restrained as long as it is grappled.

REACTIONS

Aggitating Struggle. When a creature fails an ability check to escape the Murk Lurker's grapple, the Murk Lurker makes a bite attack against the triggering creature.