

BUNNY BITE

Tiny Monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 38 (11d4 + 11)

Speed 20 ft., swim 40 ft.

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

Proficiency +7

Senses darkvision 60 ft., passive Perception 11

Challenge 2 (450 XP)

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

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

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

ACTIONS

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

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

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

HIVE MIND

Huge Aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 262 (25d12 + 100)

Speed 40 ft.

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

Proficiency +6

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

Skills Perception +10

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

Condition Immunities charmed, frightened, unconscious

Senses blindsight 60 ft., passive Perception 20

Languages Any, Telepathic 120 ft.

Challenge 19 (22,000 XP)

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

LEGENDARY ACTIONS

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

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

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

Psionics (2 Actions) The Hive Mind casts one an At will spell. **Synaptic Static (3 Actions).** The Hive Mind casts Synaptic Static.

OVERMIND

Gargantuan Aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 388 (25d20 + 100)

Speed 10 ft.

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

Proficiency +7

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

Skills Perception +11

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

Condition Immunities charmed, frightened, unconscious

Senses blindsight 60 ft., passive Perception 21

Languages Any, Telepathic (1 mile)

Challenge 23 (50,000 XP)

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

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

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

LEGENDARY ACTIONS

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

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

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

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

SPAWN EMISSARY

Large Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

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

Proficiency +4

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

Skills Perception +5

Damage Resistances psychic

Condition Immunities charmed, frightened, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages 120 ft. telepathy (See Telepathic Extension)

Challenge 9 (5,000 XP)

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

REACTIONS

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

SPAWN BLASTER

Medium Aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 72 (11d8 + 22)

Speed 30 ft., climbing 30 ft.

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

Proficiency +2

Saving Throws Wis +2, Cha +0

Skills Perception +2

Damage Resistances psychic

Condition Immunities charmed, frightened, unconscious

Senses passive Perception 12

Languages 120 ft. telepathy

Challenge 4 (1,100 XP)

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

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

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

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

ACTIONS

Multiattack. The Spawn Blaster makes three spine attacks.

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

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

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

MIST REAVER

Huge Undead (spirit), neutral evil

Armor Class 15

Hit Points 124 (12d12 + 39)

Speed 0 ft., fly 20 ft.

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

Proficiency +4

Saving Throws Dex +9

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

Damage Immunities poison

Condition Immunities exhausted, grappled, petrified, poisoned, prone

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

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

Challenge 9 (5,000 XP)

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

ACTIONS

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

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

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

PHANTASM REAVER

Medium Undead (spirit), neutral evil

Armor Class 14

Hit Points 65 (10d8 + 39)

Speed 30 ft.

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

Proficiency +2

Skills Deception +6, Stealth +5

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

Condition Immunities exhausted, frightened

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

Languages Languages it knew in life

Challenge 3 (700 XP)

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

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

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

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

1/Short Rest: *Phantasmal Killer*

ACTIONS

Multiattack. The Phantasm Reaver makes two Shadow Blade attacks.

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

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

CROW MOTHER

Medium Monstrosity (*shapeshifter*), chaotic evil

Armor Class 17 (natural armor)

Hit Points 247 (26d8 + 130)

Speed 40 ft.

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

Proficiency +6

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

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

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 17 (18,000 XP)

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

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

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

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

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

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

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

ACTIONS

Multiattack. The crowmother makes three attacks with her greatpick.

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

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

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

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

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

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

LEGENDARY ACTIONS

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

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

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

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

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

UNDEAD DRAGON

Large Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

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

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

Proficiency +3

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

Skills Perception +7, Stealth +3

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

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

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

Challenge 8 (3,900 XP)

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

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

ACTIONS

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

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

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

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

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

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

WARP DRAGON

Huge Aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

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

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

Proficiency +5

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

Skills Perception +9

Damage Resistance acid, cold, fire, lightning

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

Languages Draconic

Challenge 14 (11,500 XP)

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

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

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

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

ACTIONS

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

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

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

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

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

HELL-PIT ABOMINATION

Huge Aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft.

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

Proficiency +5

Skills Perception +6

Senses darkvision 120 ft., passive Perception 15

Challenge 14 (11,500 XP)

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

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

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

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

[Constitution Based]

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

ACTIONS

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

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

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

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

GREATER MANTICORE

Huge Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., fly 80 ft.

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

Proficiency +3

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Challenge 8 (3,900 XP)

ACTIONS

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

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

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

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

ROYAL GRIFFON

Huge Monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 157 (12d12 + 48)

Speed 30 ft., fly 80 ft.

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

Proficiency +3

Saving Throws Wis +4, Cha +3

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

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

Challenge 7 (2,900 XP)

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

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

ACTIONS

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

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

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

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

REACTION

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

ARACHNAROK

Gargantuan Monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 160 (11d20 + 44)

Speed 40 ft., climb 40 ft.

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

Proficiency +3

Saving Throws Dex +5, Wis +6

Skills Stealth +8

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

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

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

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

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

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

ZON'ZAGA, THE SILENT ONE

Huge Celestial, neutral

Armor Class 17 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft.

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

Proficiency +5

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

Skills Perception +8, Stealth +8

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Common, Celestial, and Sylvan.

Challenge 16 (15,000 XP)

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

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

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

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

3/day: *Invisibility*

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

ACTIONS

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

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

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

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

LEGENDARY ACTIONS

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

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

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

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

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

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

GARGANTULZAN, GRAND APEX

Huge Celestial, neutral

Armor Class 19 (natural armor)

Hit Points 238 (19d12 + 114)

Speed 40 ft.

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

Proficiency +5

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

Skills Athletics +14, Perception +7

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, and Sylvan.

Challenge 16 (15,000 XP)

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

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

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

1/day: *Locate Creature*

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

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

ACTIONS

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

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

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

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

LEGENDARY ACTIONS

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

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

Move. Gargantulzan moves up to her speed.

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

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

DREAD GUARDIAN

Large Undead, lawful evil

Armor Class 18 (armor scraps & tower shield)

Hit Points 43 (5d10 + 15)

Speed 30 ft.

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

Proficiency +2

Skills Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

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

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

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

REACTIONS

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

VAMPIRE KNIGHT

Medium Undead, lawful evil

Armor Class 19 (splint & shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Proficiency +3

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

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Understands the languages it spoke in life

Challenge 5 (1,800 XP)

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

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

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

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

ACTIONS

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

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

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

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

GARFIELD

Large Aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 283 (21d10 + 168)

Speed 60 ft., climb 40 ft.

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

Proficiency +7

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

Damage Resistances poison, psychic

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, poisoned, frightened, paralyzed

Senses truesight 120 ft., passive Perception 24

Languages Any

Challenge 24 (62,000 XP)

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

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

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

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

1/day each: *Wish*

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

Magic Weapons. Garfield's weapons are magical.

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

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

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

ACTIONS

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

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

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

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

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

LEGENDARY ACTIONS

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

Appendage. Garfield attacks with one of his appendages.

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

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

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

Change Form (3 Actions). Garfield changes forms.

HELL HOUSE

Gargantuan Construct, true neutral

Armor Class 16 (natural armor)

Hit Points 130 (9d20 + 36)

Speed 30 ft.

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

Proficiency +3

Saving Throws Str +9, Con +7

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

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 11

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

Challenge 7 (2,900 XP)

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

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

1-2: Cold

3-4: Fire

5-6: Lightning

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

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

ACTIONS

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

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

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

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

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

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

Affinity Power (Recharge 5-6).

The Hell Houses uses a power according to its Affinity:

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

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

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

TWILIGHT DRACOLICH

Gargantuan Dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 224)

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

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

Proficiency +7

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

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

Damage Resistances acid, cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

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

Languages Common, Draconic, and five additional languages.

Challenge 26 (90,000 XP)

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

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

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

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

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

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

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

Cantrip. The Dracolich casts a cantrip.

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

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

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

MAGITECH SOLDIER

Medium Humanoid (any), usually lawful

Armor Class 17 (blast armor)

Hit Points 22 (4d8 + 5)

Speed 30 ft.

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

Proficiency +2

Skills Athletics +4

Senses passive Perception 10

Languages Common, and one additional language.

Challenge 1 (450 XP)

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

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

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

ACTIONS

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

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

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

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

FIGHTER (BASE)

Medium Humanoid (any)

Armor Class 17 (splint)

Hit Points 95 (10d10 + 50)

Speed 30 ft.

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

Proficiency +3

Skills Athletics +8

Senses passive Perception 11

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

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

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

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

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

ACTIONS

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

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

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

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

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

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

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

PALADIN (BASE)

Medium Humanoid (any)

Armor Class 20 (plate & shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

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

Proficiency +3

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

Skills Insight +4, Persuasion +6

Senses passive Perception 11

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

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

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

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

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

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

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

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

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

ACTIONS

Multiattack. The paladin makes two melee weapon attacks.

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

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

REACTIONS

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

ROGUE (BASE)

Medium Humanoid (any)

Armor Class 17 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Proficiency +3

Saving Throws Dex +8, Int +5

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

Senses passive Perception 11

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

Challenge 7 (2,900 XP)

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

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

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

ACTIONS

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

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

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

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

REACTIONS

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

RANGER (BASE)

Medium Humanoid (any)

Armor Class 17 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

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

Proficiency +3

Saving Throws Str +6, Dex +7

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

Senses passive Perception 16

Languages Common, and two additional languages.

Challenge 7 (2,900 XP)

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

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

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

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

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

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

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

ACTIONS

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

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

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

MECH VII

Large Construct, unaligned

Armor Class 18 (armor plating)

Hit Points 105 (11d10 + 44)

Speed 35 ft.

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

Proficiency +3

Damage Resistances necrotic, radiant

Damage Immunities poison, psychic

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

Senses same as pilot

Challenge 6 (2,300 XP)

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

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

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

ACTIONS

Multiattack. The Mech VII makes two slam attacks.

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

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

JUGGERNAUGHT

Huge Construct, unaligned

Armor Class 18 (armor plating)

Hit Points 115 (10d12 + 50)

Speed 50 ft.

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

Proficiency +3

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

Damage Immunities poison, psychic

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

Senses same as pilot

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

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

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

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

PSIONIC MALEDICTOR

Medium Aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

Proficiency +4

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

Skills Perception +8

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

Condition Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 18

Languages Telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

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

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

ACTIONS

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

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

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

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

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

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

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

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

DOMINUS

Large Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	10 (0)	13 (+1)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 15

Challenge 11 (7,200 XP)

Devastating Claws. The Dominus' Claws and Impale attacks ignore any kind of resistance to slashing or piercing damage. Additionally attacks made with them deal double damage to objects and structures.

Enhanced Strength. The carrying capacity of the Dominus is doubled. Additionally the Dominus counts as a huge creature when grappling.

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

Surge (1/day). The Dominus pushes its capabilities beyond its limits. It moves double its normal speed and has advantage on all its attacks for 1 round.

ACTIONS

Multiattack. The Dominus makes 3 attacks: two with its claws and one with its slam.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage. The target must make a DC 18 Strength saving throw or is knocked prone.

[Strength Based]

Impale (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 60 (10d10+5) piercing damage. If the creature is size Large or smaller, it is grappled, escape DC 18. Until this grapple ends, the target is restrained, and the Dominus makes one less Claw attack during a multiattack.

[Strength Based]

DOMINUS - BRUTUS

Medium Monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	10 (0)	13 (+1)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +5

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

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 15

Challenge 12 (8,400 XP)

Enhanced Strength. The carrying capacity of the Brutus is doubled. Additionally the Brutus counts as a huge creature when grappling.

Indominable (2/day). When the Brutus fails a saving throw, it can repeat it.

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

Regenerating Carapace. Brutus is engulfed in an ever-reconstructing carapace. At the beginning of Brutus' turn it gains 11 (2d10) temporary hit points.

Siege Monster. This Brutus deals double damage to objects and structures.

ACTIONS

Multiattack. The brutus makes 2 slam attacks. If it hits the a large or smaller size creature with both slam attacks, it is knocked prone.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage.

Unstoppable Force (Recharge 5-6). The brutus charges in a straight 30-foot line that is 10 ft. wide, only stopping when it hits a creature or object that it can't break through. Each creature and object in that line must make a DC 18 Strength saving throw. On a failed save a creature takes 55 (10d10) bludgeoning damage and is knocked prone. On a successful save a creature takes half as much damage and is pushed to the closest space within 5 ft. outside of the line. A creature that succeeds the save by 5 or more takes half as much damage and stops the Brutus in its tracks, causing all remaining creatures behind it in the line of effect not to be effected.

[Strength Based]

ELDRITCH DOMINUS

Large Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	10 (0)	18 (+4)	7 (-2)

Proficiency +4

Skills Athletics +9, Perception +8

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 18

Challenge 10 (5,900 XP)

Arcane Eye. The dominus possesses arcane eyes that allow it to see magic. It is always treated as if it is under the active use of detect magic and also is aware of creatures cast spells, even if they do not use any components to cast it.

Arcane Surge (1/day). The dominus pushes its capabilities beyond its limits. It gains an additional action or bonus action, which it must use to cast a spell it has absorbed.

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

Spell Absorption. When the dominus successfully counters a spell of level 5 or lower with its *Counter Spell*, it absorbs it. The dominus can cast the Spell without material component costs for 1 hour. Once the dominus cast the spell, it is expended.

Innate Spellcasting. The dominus' spell casting ability is Wisdom (spell save DC 16). Its cantrips are treated as if it is a 11th level spellcaster. It can innately cast the following Spells, requiring no material components:

At Will: *Eldritch Blast*, *Shocking Grasp*

2/day each: *Counter Spell*, *Dispell Magic*

ACTIONS

Multiattack. The dominus uses a cantrip and makes 2 Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. If the dominus currently absorbed a spell, this attack becomes magical and deals an additional 7 (2d6) force damage.

Shocking Grasp. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) lightning damage.

Eldritch Blast. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 5 (1d10) force damage.

INFILTRATION DOMINUS

Medium Monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Proficiency +4

Saving Throws Dex +9, Con +7

Skills Acrobatics +9, Deception +11, Insight +6, Perception +6, Stealth +9

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, and any 4 languages

Challenge 10 (5,900 XP)

Ambusher. The dominus has advantage on attack rolls against any creature it has surprised.

Camouflage. The dominus can use a bonus action to hide, even when only lightly obscured. Making a ranged attack and missing won't reveal her position if when she hides.

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

Many Faces. The dominus use her action to change into a medium Humanoid, or back to her true form. Only her physical features are changed and her statistics remain the same.

Surge (1/day). The dominus pushes its capabilities beyond its limits. It moves double its normal speed and has advantage on all its attacks for 1 round.

ACTIONS

Multiattack. The dominus makes 3 claw attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 9 (2d8) poison damage. The Dominus can chose to grapple the target instead of dealing damage.

Poisonous Spit. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one creature. *Hit:* 23 (4d8+5) poison damage and the creature must succeed on a DC 15 Constitution saving throw, or becomes poisoned for one minute. [Constitution Based]

Kiss Of Death (Recharge 5-6). The dominus forcefully kisses a creature she has grappled and applies deadly poison directly into it. The creature must make a DC 15 Constitution saving throw. On a failed save a creature takes 45 (10d8) poison damage. If this causes the creature to be reduced to 0 hit points it dies. If the saving throw fails by more than 5 it takes 63 (14d8) poison damage instead. On a successful save a creature takes half as much damage. [Constitution Based]

ZYGOTE DOMINUS

Large Monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Proficiency +3

Saving Throws Str +6, Con +6

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 12

Challenge 7 (2,900 XP)

Nourishment. The Dominus is a still growing organism and has not reached it's maximum potential. At the beginning of the Dominus' turn it progresses to it's next evolutionary form, if it dealt damage with it's umbillical tendril attack. The Zygote Dominus begins in its base form and can advance up to it's second stage.

Stage 1. If the Zygote Dominus is in Stage 1, it gets the following benefits: It's Strength becomes 19, increasing it's Claw and Umbillical Lash attacks attack and damage bonus by 1 [see Claw (Stage 1)]. It's AC becomes 15 and it's speed becomes 30.

Stage 2. When the Zygote Dominus is in Stage 2 it gets the following benefits in addition to the benefits of Stage 1: It's AC becomes 16, it gets access to a new multiattack and it's speed becomes 40.

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

ACTIONS

Multiattack. The zygote dominus makes 2 attacks with its claws.

Claw (Base). *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 13 (3d6+3) slashing damage.

Umbillical Tendril (Base). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (2d4+3) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack.

Claw (Stage 1). *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 14 (3d6+4) slashing damage.

Umbillical Tendril (Stage 1). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack.

Multiattack (Stage 2). The zygote dominus makes 3 attacks with its claws.

Claw (Stage 2). *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 17 (3d8+3) slashing damage.

Umbillical Tendril (Stage 2). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (2d4+4) piercing damage. The Zygote Dominus regains hit points equal to half the damage dealt by this attack and if the target is a Medium or smaller creature, it is Grappled, escape DC 15. Until this grapple ends, the target is Restrained, and the Dominus can't attack another target with its tendril. [Strength Based]

LEGENDARY ACTIONS

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

Move. The Zygote Dominus moves up to half of its speed without provoking opportunity attacks.

Move (Stage 2). The Zygote Dominus moves up to its speed without provoking opportunity attacks.

Claw (2 Actions). The Zygote Dominus attacks with its claw **Tendril.** The Zygote Dominus attacks with its Umbillical Tendril.

POSEIDON DOMINUS

Large Monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 199 (21d10 + 84)

Speed 30 ft., climb 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	10 (0)	15 (+2)	7 (-2)

Proficiency +4

Skills Athletics +10, Perception +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Challenge 12 (8400 XP)

Echo Location. As long as the dominus is submerged in water it has a blindsight of 60 ft. limited to the body of water it is in.

Sunlight Sensitivity. While in sunlight, the dominus has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Enhanced Strength. The carrying capacity of the dominus is doubled. Additionally the dominus counts as a huge creature when grappling.

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

Surge (1/day). On its turn the dominus pushes its capabilities beyond its limits. It moves double its normal speed and has advantage on all its attacks until the end of its next turn.

ACTIONS

Multiattack. The dominus makes one attack with its Harpoon, and then two attacks with its Claws. The dominus can make a Harpoon Shot attack instead of the Harpoon attack if available.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Harpoon. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) piercing damage.

Harpoon Shot (Recharge 5-6). *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one creature. *Hit:* 39 (6d10+6) piercing damage. The target is Grappled, escape DC 18. As long as the creature is grappled, the Poseidon can pull the creature up to 20 ft. straight towards it as a bonus action. [Strength Based]

RAZOR BADGER

Small Beast, unaligned

Armor Class 16 (natural armor)

Hit Points 78 (12d6 + 36)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	2 (-4)	13 (+1)	6 (-2)

Proficiency +3

Skills Perception +4

Senses darkvision 60 ft. passive Perception 14

Challenge 5 (1,800 XP)

Hidden Strength. The Razor Badger is considered a large creature when grappling and its carrying capacity is doubled.

Spines. The Razor Badger possesses spines which deal 5 (2d4) piercing damage to a creature that when it hits the Razor Badger with a natural weapon or an unarmed attack, or when it starts its turn and has the Razor Badger grappled.

Undeterred Fury (1/short Rest). When the Razor Badger starts its turn with less than half of its maximum hit points, it gains resistance to all damage and advantage on all attack rolls until the beginning of its next turn. Additionally if it is reduced to 0 hit points during the duration of this effect, the Razor Badger will not fall unconscious or die until the end of its next turn, unless the effect says it kills the Razor Badger outright.

Wild Heart. The Razor Badger has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Razor Badger makes 2 attacks with its claws, or makes 4 attacks with its claws with disadvantage.

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

HILL TITAN

Gargantuan Giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 40 ft.

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

Proficiency +5

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

Skills Athletics +13, Perception +5

Damage Resistances poison

Senses tremorsense 30 ft., passive Perception 15

Languages Giant, Terran, Primordial

Challenge 14 (11,500 XP)

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

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

ACTIONS

Multiattack. The Hill Titan makes two melee weapon attacks.

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

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

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

FROST TITAN

Gargantuan Giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	25 (+7)	9 (-1)	12 (+1)	14 (+2)

Proficiency +6

Saving Throws Con +13 Wis +7, Cha +8

Skills Athletics +14, Perception +7

Damage Immunities cold

Senses passive Perception 17

Languages Giant, Auran, Primordial

Challenge 17 (18,000 XP)

Chilling Aura. The Frost Titan radiates a chilling cold in a 10 ft. radius. The ground in the area freezes and becomes difficult terrain for as long as it is in the aura. A creature that starts its turn within that aura must make a DC 21 Constitution saving throw or has its movement speed halved until the beginning of its next turn. A creature that failed its saving throw against the Frost Titan's chilling aura in its previous turn is restrained until the beginning of its next turn instead. [Constitution Based]

Magic Weapons. The Frost Titan's weapons are magical and deal an additional 9 (2d8) cold damage (included in the attack).

Ice Walk. The Frost Titan ignores difficult terrain caused by ice or snow and can move across and climb icy surfaces without needing to make an ability check.

ACTIONS

Multiattack. The Frost Titan makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) slashing damage plus 18 (4d8) cold damage.

Frozen Boulder. The Frost Titan throws a huge, frozen boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 21 Dexterity saving throw. On a failed save a creature takes 22 (4d10) bludgeoning damage and 18 (4d8) cold damage. Additionally a creature's movement speed is reduced by half until the end of the Frost Titan's turn, as if affected by the Frost Titan's Chilling Aura. On a successful save a creature takes half as much damage and suffers no other effects. [Constitution Based]

Coldsnap (Recharge 5-6). The Frost Titan causes a sudden drop in temperature within 20 ft. of itself. All water within that area freezes and each creature in the area must make a DC 21 Constitution saving throw. On a failed save a creature takes 54 (12d8) cold damage and is restrained until the beginning of the Frost Titan's next turn. If a creature failed its saving throw against the Frost Titan's Chilling Aura since the beginning of its previous turn, a restrained creature is paralyzed. On a successful save a creature takes half as much cold damage and is not restrained. A creature that is immune to cold damage succeeds the saving throw automatically. [Constitution Based]

FIRE TITAN

Gargantuan Giant, neutral evil

Armor Class 18 (natural armor)

Hit Points 296 (16d20 + 128)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	26 (+8)	12 (+1)	16 (+3)	14 (+2)

Proficiency +6

Saving Throws Str +16, Dex +6, Con +14, Cha +8

Skills Athletics +16, Perception +9

Damage Immunities fire

Senses passive Perception 19

Languages Giant, Ignan, Primordial

Challenge 19 (22,000 XP)

Vulcanic Heat. A creature that begins its turn within 10 ft. of the Fire Titan takes 7 (2d6) fire damage.

Magic Weapons. The Fire Titan's weapons are magical and deal an additional 14 (4d6) fire damage (included in the attack).

ACTIONS

Multiattack. The Fire Titan makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 34 (7d6 + 10) slashing damage plus 14 (4d6) fire damage.

Molten Boulder. The Fire Titan throws a huge, molten boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 22 Dexterity saving throw taking 22 (4d10) bludgeoning damage plus 21 (6d6) fire damage and half as much on a successful one. A creature that fails the saving throw by 5 or more is covered in molten lava and restrained until the end of the Fire Titan's next turn. [Constitution Based]

Heat Wave (Recharge 5-6). The Fire Titan unleashes a blast of heat. Each creature within 20 ft. of the Fire Titan must make a DC 22 dexterity saving throw and flammable objects that aren't being worn or carried are ignited. On a failed save a creature take 42 (12d6) fire damage and any metal equipment it has is heated, causing the creature to take an additional 14 (4d6) fire damage at the end of its next turn, unless it is no longer carrying or wearing the equipment. On a successful save a creature takes half as much damage and takes no additional damage. [Constitution Based]

CLOUD TITAN

Gargantuan Giant, neutral evil

Armor Class 18 (natural armor)

Hit Points 352 (19d20+ 152)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	27 (+8)	17 (+3)	16 (+3)	22 (+6)

Proficiency +7

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

Skills Deception+9, Insight +16, Perception +9, Persuasion +9

Senses passive Perception 19

Languages Giant, Auran, Primordial

Challenge 21 (33,000 XP)

Cloud Eyes. The Cloud Titan's sight is not hindered by natural or magical fog or mist.

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

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

At Will: *Detect magic, Feather Fall, Fly, Fog Cloud, Gaseous Form, Light*

3/day each: *Invisibility, Major Image, Telekinesis*

1/day each: *Control Weather, Wind Walk*

1/week each: *Mirage Arcane*

Magic Weapons. The Cloud Titan's weapons are magical.

ACTIONS

Multiattack. The Cloud Titan makes three morningstar attacks. The Cloud Titan can use Greater Misty Step in place of a morningstar attack if available.

Morningstar. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage plus 14 (4d6) fire damage.

Greater Misty Step (Recharge 4-6). The Cloud Titan teleports to a location it can see within 60 feet of itself as a bonus action.

Mist Boulder. The Cloud Titan throws a huge, boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 22 Dexterity saving throw taking 33 (6d10) bludgeoning damage and half as much on a successful one. Upon impact the boulder explosively emanates a thick layer of opaque mist in a 20 ft. radius that remains until the end of the Cloud Titan's next turn. [Constitution Based]

STORM TITAN

Gargantuan Giant, neutral evil

Armor Class 19 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (0)	28 (+9)	15 (+2)	22 (+6)	20 (+5)

Proficiency +7

Saving Throws Str +17, Con +16, Wis +13, Cha +12

Skills Athletics +16, Perception +9

Damage Immunities lightning

Senses passive Perception 19

Languages Giant, Aquan, Auran, Celestial, Primordial

Challenge 23 (50,000 XP)

Amphibious. The titan can breathe air and water.

Divinated Strategem. The storm titan has advantage on initiative rolls.

Innate Spellcasting: The titan's innate Spellcasting Ability is Charisma (spell save DC 20). It can innately cast the following Spells, requiring no material components:

At will: *Call Lightning*, *Detect Magic*, *Feather Fall*,

Levitate, *Light*

3/day each: *Chain Lightning*, *Control Weather*, *Water Breathing*

1/day each: *Foresight*

Magic Weapons. The storm titan's weapons are magical and deal an additional 21 (8d6) lightning damage (included in the attack).

ACTIONS

Multiattack. The storm titan makes two greatsword attacks and calls down a lightning with *Call Lightning*.

Trident. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) slashing damage plus 21 (6d6) lightning damage.

Crackling Boulder. The Storm Titan throws a huge, lightning charged boulder at a point within 240 ft. of itself. Each creature and object in a 15-foot square centered on the point of impact must make a DC 24 Dexterity saving throw. On a failed save a creature takes 22 (4d10) bludgeoning damage plus 21 (6d6) lightning damage and be knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]

LORD TITAN

Gargantuan Giant, neutral evil

Armor Class 20 (natural armor)

Hit Points 468 (24d20 + 216)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	16 (+3)	20 (+5)	24 (+7)

Proficiency +8

Saving Throws Str +18, Con +17, Wis +13, Cha +15

Skills Athletics +18, History +11, Perception +13, Persuasion +15

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 23

Languages Giant, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Primordial, Terran

Challenge 25 (75,000 XP)

Magic Resistance. The lord titan has advantage on all saving throws against magic.

Lordly Presence. The lord titan can use a bonus action to cast bright light within 60-foot radius and dim light for an additional 60-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Untouchable. The lord titan is immune to being grappled, paralyzed, or restrained by creatures that have a proficiency bonus of 6 or lower.

Innate Spellcasting: The titan's innate Spellcasting Ability is Charisma (spell save DC 23). It can innately cast the following Spells, requiring no material components:

At will: *Detect Evil and Good*, *Detect Magic*, *Fabricate*, *Heat Metal*, *Thaumaturgy*

2/day each: *Flesh to Stone* (turns a creature into gold instead of stone)

1/day each: *Divine Word*

Magic Weapons. The lord titan's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord titan can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 43 (6d10 + 10) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 23 Constitution saving throw or be turned to gold and be petrified. The lord titan can use an action to touch a creature petrified by its own golden touch to undo the petrification, otherwise only greater restoration cast by a creature with a proficiency bonus of 6, or a wish spell can undo the petrification. [Charisma Based]

Golden Boulder. The lord titan throws a huge a boulder which turns into pure gold when the titan throws it. The titan throws the boulder at a point within 480 ft. of itself. Each creature and object in a 10 feet-radius centered on the point of impact must make a DC 24 Dexterity saving throw. On a failed save a creature takes 44 (8d10) bludgeoning damage and be knocked prone. On a successful save a creature takes half as much damage and is not knocked prone. [Constitution Based]

LORD GIANT

Huge Giant, neutral evil

Armor Class 18 (plate)

Hit Points 253 (22d12 + 110)

Speed 50 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	20 (+5)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5

Saving Throws Str +14, Con +10, Wis +9, Cha +10

Skills Athletics +14, History +8, Perception +9, Persuasion +10

Damage Resistances cold, fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages Giant, Aquan, Auran, Common, Ignan, Terran

Challenge 16 (13,000 XP)

Lordly Presence. The lord giant can use a bonus action to cast bright light within 40-foot radius and dim light for an additional 40-feet. As another bonus action, the lord titan can reduce the light in 20-foot increments or stop casting light entirely.

Innate Spellcasting: The giant's innate Spellcasting Ability is Charisma (spell save DC 18). It can innately cast the following Spells, requiring no material components:

At will: *Detect Evil and Good*, *Heat Metal*, *Thaumaturgy*

Magic Weapons. The lord giant's weapons are magical.

ACTIONS

Multiattack. The lord titan makes 3 melee weapon attacks. The lord giant can make one Golden Touch attack in place of one melee weapon attack.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Golden Touch (Recharge 5-6). *Melee Spell Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* The creature must succeed a DC 18 Constitution saving throw or be restrained until the end of its next turn. A restrained creature repeats the saving throw at the end of its next turn. On a failed save the creature is turned to gold and is petrified. On a successful save the effect ends. The lord giant can use an action to touch a creature petrified by its own golden touch to undo the petrification, otherwise only greater restoration or a wish spell can undo the petrification. [Charisma Based]

Rock. *Ranged Weapon Attack:* +14 to hit, range 120/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

HANGING BALLOON

Large Undead, neutral evil

Armor Class 14

Hit Points 39 (6d10 + 6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	11 (0)	13 (+1)	16 (+3)

Proficiency +2

Skills Perception +5, Stealth +6

Damage Immunities cold, necrotic, poison

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

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

Senses darkvision 240 ft., passive Perception 15

Languages Any languages it knew in life.

Challenge 3 (700 XP)

Asphyxiating Noose. A creature grappled through the Hanging Balloon's Hanging Noose can't talk or use verbal components, and can't breathe (see suffocating). Additionally a grappled creature must succeed on a DC 13 Constitution saving throw at the beginning of its turn. On a failed save a creature takes 9 (2d8) necrotic damage and has disadvantage on Strength and Dexterity checks, saves, and attack rolls that use Strength or Dexterity. [Dexterity Based]

Haunting Lift. The Hanging Balloon can drag or carry a creature grappled by its Hanging Noose at its full speed.

ACTIONS

Hanging Noose. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The creature is grappled, escape DC 13. Until the grapple ends, the Hanging Balloon can't use Hanging Noose against another target.

[Dexterity Based]

OWLKIN

Large Fey, neutral

Armor Class 18 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	20 (+5)	19 (+4)	17 (+3)

Proficiency +4

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

Skills Acrobatics +8, Arcana +9, History +13, Investigation +13, Medicine +8, Perception +13, Religion +9, Stealth +8

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

Condition Immunities charmed, frightened, petrified, stunned

Senses blindsight 15 ft., darkvision 60 ft., truesight 60 ft., passive Perception 24

Languages All, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The Owlkin's spellcasting ability is Charisma (spell save DC 15). The Owlkin can cast the following spells without material components:

At Will: *Animal Messenger, Identify, Illusory Script*

Spellcasting. The Owlkin is a 12th level spellcaster. It's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Owlkin has the following spells prepared:

- Cantrips (at will): *Dancing Lights, Guidance, Mage Hand, Mending, Prestidigitation, Ray of Frost*
- 1st level (4 slots): *Alarm, Detect Magic, Faerie Fire, Sleep, Unseen Servant*
- 2nd level (3 slots): *Detect thoughts, Hold person, Silence, Invisibility*
- 3rd level (3 slots): *Counterspell, Hypnotic pattern, Slow, Nonedetection*
- 4th level (3 slots): *Banishment, Fabricate, Polymorph*
- 5th level (2 slots): *Legend Lore, Scrying, Telekinesis*
- 6th level (1 slot): *Wall of Force*

Legendary Resistance (1/day). If the owlkin fails a saving throw, it can choose to succeed.

Magic Weapons. The owlkin's weapons are magical.

ACTIONS

Multiattack. The Owlkin makes three attacks: two with its claws and one with its beak.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

LEGENDARY ACTIONS

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

Cantrip (1/round). The Owlkin casts a cantrip.

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

Peck. The Owlkin makes a beak attack.

Swoop (3 Actions). The Owlkin flies up to its speed without provoking opportunity attacks. It makes a claw attack against one creature it passes.

HOOWINK JACK

Medium Fiend, chaotic evil

Armor Class 15

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (0)	9 (-1)	17 (+3)

Proficiency +2

Skills Deception +5, Stealth +5

Damage Resistances cold, fire, lightning

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal, Common, telepathy 60 ft.

Challenge 3 (700 XP)

Innate Spellcasting. The hoowink jack's spellcasting ability is Charisma (spell save DC 13). The hoowink jack can innately cast the following spells, requiring no material components:

At will: *Minor Illusion*, *Prestidigitation*, *Thaumaturgy*

3/day (each): *Catapult*, *Disguise Self*, *Silent Image*, *Unseen Servant*

1/day (each): *Mirror Image*, *Phantasmal Force*

Malicious Boost. Anytime a creature fails its saving throw against one of the hoowink jack's illusions, fails its investigation check to see through its illusions, or destroys one of its mirror images, the hoowink jack deals an additional 4 (1d8) psychic damage if it hits the creature with an attack before the end of its next turn.

Magic Weapon. The hoowink jack's weapons are magical and use its charisma for attack and damage.

Unseen Step (Recharge 5-6). The hoowink jack uses a bonus action to become invisible until the end of its turn.

ACTIONS

Multiattack. The hoowink jack makes two attacks.

Shadow Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) psychic damage.

ASTRAL SAILOR

Medium Humanoid (any), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+1)	11 (0)	7 (-2)	20 (+5)

Proficiency +3

Saving Throws Wis +1, Cha +8

Condition Immunities charmed, frightened

Senses passive Perception 8

Languages Common

Challenge 8 (3,900 XP)

Altered Mind. The astral sailor has advantage on wisdom saving throws.

Astral Taint. The astral sailor lost a part of itself in the astral sea and made part of it their own. At the beginning of their turn they have a 50% and teleport up to 10 ft. to an unoccupied space. After teleporting the sailor is incorporeal and is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks until the beginning of its next turn.

Astral Weapons. The astral sailor's weapons are magical and deals an additional 10 (3d6) force damage (included in the attack).

ACTIONS

Multiattack. The astral sailor makes two weapon attacks and uses haunting vision.

Sabre. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage plus 10 (3d6) force damage.

Haunting Vision. A creature that the astral sailor sees must succeed a DC 16 Wisdom saving throw or take 18 (4d8) psychic damage and can't use reactions until the beginning of its next turn.

Revelation (Recharge 5-6). The astral sailor projects its memories upon each creature within 20 ft. of itself. Each creature in the area that the astral sailor can see must make a DC 16 Wisdom saving throw. On a failed save a creature takes 36 (8d8) psychic damage and is frightened for one minute. On a successful save a creature takes half as much damage and is not frightened. A frightened creature is incapacitated until another creature uses an action to snap it out of its horrific visions. A creature repeats the saving throw at the end of its turns, ending the effect on a success.

ICE WYRD

Medium Elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (0)	8 (-1)

Proficiency +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses 60 ft. darkvision, passive Perception 10

Languages Understands Deep Speech But Can't Speak

Challenge 1 (200 XP)

Creeping Frost. A creature that makes direct contact with the Ice Wyrd, or is hit by one of its attacks must succeed on a DC 13 Constitution saving throw. On a failed save the creature's movement speed is halved and can't dash or disengage until the end of the Ice Wyrds next turn. [Constitution Based]

SINNER

Medium Fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	11 (0)	8 (-1)

Proficiency +2

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

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses 60 ft. darkvision, passive Perception 10

Languages understands languages it spoke in life, but can't speak

Challenge 1 (200 XP)

Devil's Sight. Magical darkness doesn't impede the Sin Spreader's darkvision.

Spread the Sin. The first time in a turn the Sinner hits a creature with a weapon attack, the creature must make a DC 12 Wisdom saving throw or be infected with Sin. The infected target's Wisdom and Charisma are decreased by 2 (1d4) for every 24 hours that elapse. If the Sin reduces the target's Wisdom and Charisma to 0 it transforms into a Sinner, its variant is reflective of the creature's vices. The Sin can be removed before the creature is transformed by the remove curse spell, or by ingesting holy water. Removing the Sin restores a creature's lost Wisdom and Charisma. [Constitution Based]

ACTIONS

Multiattack. The Sinner makes two attacks: one bite attack and one claw attack.

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

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

Frost Breaker (1/turn). The first time in a turn when the Ice Wyrd hits a target that is under the effect of its own or another Ice Wyrd's **Creeping Frost**, it deals an additional 7 (2d6) cold damage.

ACTIONS

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

icicle. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sinner Variants.

Envy - When a creature within 5 ft. of the Envy Sinner regains hit points it can use a reaction to make a claw attack against the creature.

Gluttony - When the Gluttony Sinner hits a creature with a bite attack, it gains 3 (1d6) temporary hit points.

Greed - When the Greed Sinner makes an opportunity attack, it can make 2 Claw attacks. If both attacks hit the triggering creature, its movement speed is reduced to 0 until the beginning of the Greed Sinner's next turn.

Lust - The Sloth Sinner can use a bonus action to move its speed towards a hostile creature.

Pride - On its turn when making an attack the Pride Sinner can choose to have advantage on its attack until the end of its turn. When it does all attacks against the Sinner are made with advantage until the beginning of its next turn.

Sloth - When the Sloth Sinner makes a Multiattack and hits a creature with both attacks, its movement speed is reduced by 10 until the end of the Sinner's next turn.

Wrath - When a Wrath Sinner makes a Multiattacks and misses both attacks, it makes one additional bite attack with advantage.

INK BEAST

Medium Ooze, neutral evil

Armor Class 16 (natural armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (0)	12 (+1)	7 (-2)

Proficiency +3

Skills Acrobatics +13, Perception +6, Stealth +8

Damage Immunities poison

Condition Immunities grappled, prone

Senses 60 ft. darkvision, passive Perception 16

Languages Common, Celestial, Draconic, Dwarven, Elven, and Infernal But Can't Speak

Challenge 6 (2,300 XP)

Ambusher. In the first round of combat, the Ink Beast has advantage on attack rolls against each creature it has surprised.

Evasion. If the Ink Beast is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Ink Beast instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

False Appearance. If shaped into writing and remaining motionless, the Ink Beast is indistinguishable from common ink writing (or other forms of ink).

FRIDGID

Medium Undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	14 (+2)	16 (+3)	11 (0)

Proficiency +4

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

Skills Perception +7, Stealth +8, Survival +7

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 120 ft., passive Perception 17

Languages Any languages it knew in life.

Challenge 11 (7,200 XP)

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

Innate Spellcasting. The fridgid's spellcasting ability is Charisma (spell save DC 12). The fridgid can innately cast the following spells, requiring no material components:

1/day: *Locate Creature* (target of its vengeance only)

Modular Body. The Ink Beast can form parts of its body into different kinds of weapons at will. Additionally the Ink Beast can contort and squeeze its body through openings that water can pass through.

Sneak Attack (1/turn). The Ink Beast deals an extra 28 (8d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Ink Beast that isn't Incapacitated and the Ink Beast doesn't have disadvantage on the Attack roll.

ACTIONS

Multiattack. The Ink Beast makes two weapon attacks.

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

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

Pseudopod (Pierce). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) piercing damage plus 9 (2d8) acid damage.

Legendary Resistance (1/day). If the fridgid fails a saving throw, it can choose to succeed.

Magic Weapon. The fridgid's weapons are magical and deal an additional 13 (3d8) cold damage (included in the attack).

Sneak Attack (1/turn). The fridgid deals an extra 28 (8d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the fridgid that isn't Incapacitated and the fridgid doesn't have disadvantage on the Attack roll.

Vengeance. At the creation of the fridgid it chooses a creature as the target of its vengeance. Any attacks against that creature made by the fridgid have advantage if no other creature except for the fridgid is within 5 ft. of it. The fridgid has disadvantage on attack rolls against any other creature if the target of its vengeance is within 5 ft. of itself. Additionally the fridgid is always aware of the exact location of the target of its vengeance if it is within 60 ft. of itself.

ACTIONS

Multiattack. The fridgid makes two weapon attacks.

Sabre. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 5) slashing damage plus 13 (3d8) cold damage.

MOON SPAWN

Medium Fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (17d8 + 30)

Speed 30 ft.

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

Proficiency +3

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

Skills Deception +7, Perception +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses 120 ft. darkvision, passive Perception 14

Languages Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

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

ACTIONS

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

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

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

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

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

STARSPAWN OF AZATHOTH

Gargantuan Aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 330 (20d20 + 120)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	1 (-5)	21 (+5)	11 (0)

Proficiency +6

Savings Throws Con +12, Wis +11, Cha +6

Damage Immunities cold, psychic, bludgeoning, piercing, and slashing from nonmagical attacks not made with magical weapons

Condition Immunities blinded, charmed, exhausted, frightened, prone

Senses 120 ft. truesight, passive Perception 15

Languages All telepathy 120 ft.

Challenge 20 (25,000 XP)

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

Beyond Comprehension. A creature that sees the starspawn must succeed on a DC 20 Wisdom saving throw. On a failed save a creature becomes confused, as if under the spell *Confusion* for one minute. A creature repeats the saving throw at the end of its turn, ending the confusion on a successful save. A creature that fails its initial saving throw will not remember the events of the past 2d6 hours once confusion ends as its mind forcefully purged the memory of seeing the starspawn. Once a creature succeeds the saving throw or the effect ends, is immune to the effect of seeing the starspawn for 24 hours.

Reality Rending Weapons. The starspawn's attacks are magical and deal an additional 9 (2d8) force damage on a hit.

Innate Spellcasting. The starspawn of azathoth's spellcasting ability is Wisdom (spell save DC 19). The starspawn can innately cast the following spells, requiring no material components:

At Will: *Contact Other Plane*, *Dream*

1/day each: *Plane Shift*, *Psychic Scream*, *Reverse Gravity*, *Time Stop*

ACTIONS

Multiattack. The starspawn of Azathoth makes 3 appendage attacks.

Appendage. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning, piercing, or slashing damage plus 9 (2d8) force damage.

Unravel (Recharge 5-6). The starspawn of Azathoth channels the chaotic energies of Azathoth itself. The starspawn unravels reality within 20 ft. centered on itself. Each creature must succeed on a DC 19 Constitution saving throw. On a failed save a creature takes 65 (10d6+30) force damage. Any object not held by a creature in the area with 50 or less hit points is unraveled and destroyed, and objects created by magic such as walls in the area are immediately destroyed. Additionally any spell of 3rd level or lower in the area ends.

LEGENDARY ACTIONS

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

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

Move. The starspawn moves or flies up to its speed.

Space Distortion. Two creatures within 120 ft. that the starspawn can see must succeed a DC 20 charisma saving throw. On a failed save both creatures teleport into the space the other occupies, effectively switching places. If one of the creatures is grappled, prone, or restrained when teleporting, the other creature will be grappled, prone, or restrained by the same effects the other creature was.

Attack (2 Actions). The starspawn makes an appendage attack.

WINTER MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 195 (225d8 + 78)

Speed 30 ft., fly 30 ft. when in a snow storm (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	22 (+6)

Proficiency +6

Saving Throws Dex +9, Wis +9, Cha +12

Skills Insight +9, Perception +9, Performance +12

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

Damage Immunities cold

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two additional languages

Challenge 18 (20,000 XP)

Cold Eyes. The winter muse's vision is not impeded by areas obscured by snow storms and similar weather.

Fey Step (Recharge 4-6). As a bonus action, the winter muse can teleport up to 30 feet to an unoccupied space it can see.

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

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

Spellcasting. The winter muse is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse cast the following spells:

Cantrips: *Dancing Lights*, *Message*, *Minor Illusion*, *Prestidigitation*

1st level (4 slots): *Charm Person*, *Disguise Self*, *Faerie Fire*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Hold Person*, *Invisibility*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Dispell Magic*, *Hypnotic Pattern*, *Major Image*

4th level (3 slots): *Blight*, *Greater Invisibility*, *Hallucinatory Terrain*

5th level (2 slots): *Dominate Person*, *Enervation (XGTE)*, *Scrying*

6th level (1 slot): *Eyebite*, *Mass Suggestion*

7th level (1 slot): *Finger of Death*, *Mirage Arcane*

Suave Combat. The winter muse uses its Charisma in place of Strength and Dexterity for weapon attacks.

Wintercowl. The winter muse is immune to the effect of its own spells that deal cold damage. While in a snow storm, or in the area of its *Sleet Storm*, ranged attacks against the winter muse are made with disadvantage. Additionally, when the winter muse starts its turn within such an area, it gains 10 temporary hit points and recharges the use of its fey step.

Winterborn Weapons. The winter muse's weapon attacks are magical and deal an additional 7 (2d6) cold damage on a hit (included in the attack).

Winter Magic. The winter muse's spellcasting ability is Charisma (spell save DC 20, +10 to hit). The winter muse can cast the following spells, requiring no material or somatic components:

At will: *Chill Touch*, *Frostbite*, *Fogcloud*, *Gust of Wind*, *Ice Knife* (2nd level)

1/day (each): *Cone of Cold*, *Control Weather*, *Ice Wall*

ACTIONS

Multiattack. The winter muse makes two cold dagger attacks.

Cold Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage plus 7 (2d6) cold damage. This attack scores an automatic critical hit against a charmed or restrained creature.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the muse's next turn. If the creature is an undead it has disadvantage on attack rolls against the muse until the end of the muse's next turn.

Frostbite. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 10 (3d6) cold damage.

Ice Knife. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 5 (1d10) piercing damage. Hit or miss, the projectile explodes. The target and each creature within 5 feet of it must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) cold damage.

LEGENDARY ACTIONS

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

Cantrip. The winter muse casts a cantrip against a target it has not targeted with a cantrip since the beginning of her last turn.

Lure. Each creature charmed by the winter muse must make a DC 16 Charisma saving throw or use its reaction to move up to its speed directly towards the winter muse.

Ice Knife (2 Actions). The winter muse casts *Ice Knife*.

Frozen Escape (3 Actions). The winter muse uses its Fey Step if available. Before teleporting, each creature within 5 ft. of the winter muse make a DC 20 Constitution saving throw. On a failed save a creature takes 21 (6d6) cold damage and is restrained until the end of the winter muse's next turn. On a success a creature takes half as much damage and is not restrained.

FLUT FLUT

Medium Beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 60 ft.

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

Proficiency +2

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 1/4 (50 XP)

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

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

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

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

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

SILKMOTH CAT

Tiny Fey, chaotic good

Armor Class 12

Hit Points 7 (3d4)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (0)	8 (-1)	12 (+1)	14 (+2)

Proficiency +2

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Challenge 0 (10 XP)

Antennae. The silkmoth cat has advantage on Wisdom (Perception) checks that rely on smell.

Fey Finder. Illusion spells such as disguise self or other forms of glamor fail to conceal a fey's true form to a silkmoth cat.

Magic Static. The silkmoth cat can detect if an item is magical or not by touching it. Touching a magic item causes the silkmoth cat's hair to stand on end.

ACTIONS

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

Hit: 2 slashing damage.

Soothing Powder (1/day). The silkmoth cat shakes itself and spreads a small cloud of powder in a 5-foot square centered on itself. Each creature in the are must succeed a DC 12 Charisma saving throw or be charmed by the silkmoth cat for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on a success. When a charmed creature takes any damage the charm effect ends.



Artwork by @keymonster

REVUSHKA

Huge Fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 800 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (0)	24 (+7)	16 (+3)	19 (+4)	22 (+6)

Proficiency +6

Saving Throws Str +14, Con+13, Wis +10, Cha +12

Skills Perception +10

Damage Resistance cold, fire, lightning

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

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses blindsight 120 ft. (blind beyond), passive Perception 20

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

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

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

Magic Weapons. Revuska's weapon attacks are magical.

ACTIONS

Multiattack. Revuska uses its Maddening Presence and makes two attacks: one bite and two stomp attacks. If both stomp attacks hit the same creature in one turn, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 10 (4d4) acid damage.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Maddening Presence. Each creature of Revuska's choice that is within 120 feet of Revuska and is aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success, and taking 7 (2d6) psychic damage on a failed saving throw. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Revuska's Maddening Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Revuska exhales magical acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Move. Revuska moves up to half of its speed.

Tail Attack. Revuska attacks with its tail.

Salivate (1/round). Revuska's next bite attack will deal an additional 20 (8d4) acid damage.

Otherworldly Screech (3 Actions). Revuska screams in a reality breaking pitch. Each creature within 60 ft. that can hear Revuska must succeed a DC 20 Wisdom saving throw or take 21 (6d8) psychic damage and will only hear unintelligible gibberish in place of spoken language until the end of its next turn. A creature that fails the saving throw by 5 or more is no longer immune to Revuska's Maddening Presence.

APOPHIS, THE CHAOS SERPENT

Gargantuan Fiend, Neutral Evil

Armor Class 21 (natural armor)

Hit Points 455 (26d20 + 182)

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

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	22 (+6)	26 (+8)	22 (+6)

Proficiency +8

Saving Throws Str +17, Con+15, Wis +16, Cha +14

Skills Athletics +17, Intimidation +14, Religion +12, Perception +16

Damage Resistance bludgeoning, piercing, and slashing while in darkness

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

Condition Immunities blinded charmed, frightened, grappled, poisoned, paralyzed

Senses blindsight 60 ft., truesight 120 ft., passive Perception 26

Languages Any, Telepathy 120 ft.

Challenge 26 (90,000 XP)

Command Snakes. Apophis automatically charms any snake-like beast that starts its turn within 120 ft. of Apophis for 1 hour. As long as the creature is charmed, Apophis controls all of its actions.

Divine Retreat. If Apophis is killed outside of its native plane, its body is destroyed, but its essence is banished to its native plane where it reforms in 7 (2d6) days.

Divine Grace. Apophis is treated as if under the permanent effect of the spells *Freedom of Movement*, *Waterwalk*.

Divine Spellcasting. Apophis' spellcasting ability is Wisdom (spell save DC 24, +16 to hit). Apophis can innately cast the following spells, requiring no material components:

At will: *Blight*, *Call Lightning*, *Circle of Death*, *Darkness*, *Dispell Magic*, *Sleet Storm*

2/day (each): *Control Weather*, *Plane Shift*, *Finger of Death*

1/day (each): *Earthquake*, Powerword: Kill, *Storm of Vengeance*

Eclipse (1/week). Apophis can cause an eclipse by performing a 1 minute ritual. The object covering the sun is a moon sized orb of darkness.

Legendary Resistance (3/day). If Apophis fails a saving throw, it can choose to succeed.

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

Magic Weapons. Apophis' weapon attacks are magical.

Regeneration. Apophis regains 20 hit points at the start of its turn or 40 hit points if Apophis starts its turn in darkness, if it has at least 1 hit point and isn't in sunlight. If Apophis takes radiant damage or damage from a sunblessed weapon (or other special condition at the Dungeon Master's discretion), this trait doesn't function at the start of Apophis' next turn. Apophis only dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Apophis uses Frightful Presence and makes two attacks: one bite and a constrict attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) piercing damage and the creature must make a DC 23 Constitution saving throw. On a failed save a creature takes 21 (6d6) necrotic damage and is poisoned for one day, a poisoned creature is blinded. On a successful save a creature takes half as much damage and is not poisoned.

Constrict. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 36 (6d8 + 9) bludgeoning damage. The target is grappled, escape dc 25 Until this grapple ends, the creature is restrained, and Apophis can't constrict another target

Frightful Presence. Each creature of Apophis' choice that is within 120 feet of Mechuiti and aware of it must succeed on a DC 22 Wisdom saving throw or become Frightened for 1 minute. A Frightened creature repeats the saving throw at the end of each of its turns, ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to Apophis' Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Sudden Death (1/round). Apophis casts *blight*.

Darkness. Apophis casts *Darkness* without needing to concentrate on the spell, Apophis can have 3 instances of this spell cast at the same time with the newest instance overriding the oldest.

Move. Apophis moves, borrows, or flies up to half of its speed without provoking opportunity attacks.

Bite (2 Actions). Apophis makes a bite attack.

Mortal Coil (3 Actions). Apophis casts *Finger of Death* (if available) on a creature it has grappled.

VENOM-VORE

Large Monstrosity, unaligned

Armor Class 16

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	2 (-4)	12 (+1)	6 (-3)

Proficiency +4

Resistances poison

Senses blindsight 30 ft., passive Perception 11

Challenge 9 (5,000 XP)

Centiped. The veno-vore has advantage on saving throws against being knocked prone.

Apex Poison. When the veno-vore deals poison damage to a creature, it ignores resistance to poison damage. Additionally a creature cannot benefit from advantage on a saving throw against its poison, unless the creature has disadvantage on the saving throw.

ACTIONS

Multiattack. The veno-vore makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 16 Constitution saving throw. On a failed check a creature takes 14 (4d6) poison damage and is poisoned for one minute. On a successful save a creature takes half as much damage and isn't poisoned. A poisoned creature repeats the saving throw at the end of its turns, taking 7 (2d6) poison damage on a failed save and ending the effect on a successful saving throw. A creature can only be effected by one instance of this poison at a time.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 5 (2d6 + 4) bludgeoning damage and the creature must succeed a DC 16 Strength saving throw or be knocked prone.

TEMPEST ELEMENTAL

Huge elemental, true neutral

Armor Class 16

Hit Points 189 (18d12 + 72)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Proficiency +4

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities lightning, poison, thunder

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

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 12 (8,400 XP)

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

Raging Storm. A creature that starts its turn in the tempest elemental's space takes 11 (2d10) bludgeoning damage.

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

At will: *Gust, Gust of Wind*

1/day each: *Wind Wall, Whirlwind*

ACTIONS

Multiattacks. The tempest elemental makes 2 slam attacks, the tempest elemental can use its fling in place of one slam attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a medium or smaller creature that weighs less than 300 pounds, it must succeed on a DC 17 Strength saving throw or be sucked into its space and trapped inside of the elemental. A creature trapped in the elemental cannot move by its own force and moves along with the elemental. A creature or another creature not trapped inside the elemental within reach can use its action to make a DC 16 Strength check to escape the tempest elemental and land prone within 5 ft. of the elemental. If the elemental dies the creature is released automatically and falls. [Strength Based]

Fling. The tempest elemental hurls a creature or object trapped inside of it up to 60 feet horizontally in a direction of the elemental's choice and land prone, taking 5 (1d10) bludgeoning damage for every 10 feet it was thrown. If the flung creature or object impacts a creature, the impacted creature must make a DC 17 Dexterity saving throw or take 27 (5d10) bludgeoning damage. [Strength Based]

Tornado (Recharge 5-6). The tempest elemental moves up to its speed in a straight line. Each medium or smaller creature it moves through must make a DC 16 Dexterity saving throw. On a failed save a creature takes 42 (12d6) bludgeoning damage and be trapped inside the elemental. On a successful save a creature takes half as much damage and isn't trapped inside the elemental. Non held objects lighter than 300 pounds are also sucked into the elemental and trapped inside it. [Constitution Based]

LUPINE ABOMINATION

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (0)

Proficiency +4

Saving Throws Str +8, Dex +6, Wis +5

Skills Perception +9

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

Condition Immunities charmed, frightened

Senses 60 ft. darkvision, passive Perception 19

Languages Common

Challenge 11 (7,200 XP)

Keen Smell. The Lupine Abomination has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Lupine Abomination has advantage on an attack roll against a creature if at least one of the Lupine Abomination's allies is within 5 ft. of the creature and the ally is not incapacitated.

Return to the Pack. The Lupine Abomination can use an action to absorb the body of a wolfling it has spawned within 5 ft. of itself. The Lupine Abomination then regains 19 hit points.

Snapping Jaws. The first time during a turn when the Lupine Abomination is hit with a melee attack while within 5 ft. of it, it makes a Snap attack against the target.

ACTIONS

Multiattack. The Lupine Abomination makes four attacks: two bite attacks and two claw attacks, a creature that is hit by two bite attacks must make a DC 16 Strength saving throw or be knocked prone.

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

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) slashing damage.

Snap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Howling Choir (Recharge 4-6). The Lupine Abomination and each of its Wolflings unleash a mind terrifying howl. Each creature within 20 ft. of the Lupine Abomination and its Wolflings that can hear them must make a DC 16 Wisdom saving throw. On a failed save a creature is frightened for one minute. A frightened creature is incapacitated. The frightened creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Alternatively a creature can spend an action to allow a creature to repeat the saving throw with advantage, ending the effect on a success.

Spawn Wolfling (1/day). The Lupine Abomination splits off part of its body and creates up to 4 Wolflings within 5 ft. of itself, losing 19 hit points for each Wolfling created. A Wolfling has the same statistics as a Wolf (see Monster Manual) except that it is an aberration, has 19 hit points, an AC of 14, and a Strength of 18. Its bite changes to the following: **Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. The Wolfling exists for one minute before it dies and is under control of the Lupine Abomination.

LEGENDARY ACTIONS

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

Command Pack. A Wolfling spawned by the Lupine Abomination moves up to its speed and makes a bite attack.

Recall the Pack. Each Wolfling within 120 ft. of the Lupine Abomination moves up to its speed towards the Lupine Abomination without provoking opportunity attacks.

Lunge (2 Actions). The Lupine Abomination moves up to half of its speed without provoking opportunity attacks and makes a bite attack.

WILD HUNTER

Medium Humanoid, neutral evil

Armor Class 16 (studded leather armor)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	10 (0)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Str +8, Dex +7, Wis +5

Skills Perception +5, Stealth +7, Survival +5

Senses darkvision 120 ft., passive Perception 15

Languages Common and any two other languages.

Challenge 8 (3,900 XP)

Bloodhunt. The first time in a turn the wild hunter hits a creature that is missing hit points with an attack, the attack deals an additional 9 (2d8) damage.

Brute. A melee weapon deals one extra die of its damage when the hunter hits with it (included in the attack).

Mobile. When the hunter makes a melee attack against a creature, it does not provoke opportunity attacks from that creature for the rest of the turn, whether it hit or not.

Pathfinder. Difficult terrain does not cost extra movement for the hunter to cross.

ACTIONS

Multiattack. The wild hunter makes three attacks: two attacks with their spear and one with their Shortsword. Instead of two spear attacks, the wild hunter can use hamstring or takedown strike.

Hunter's Spear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (2d8 + 5) piercing damage.

Hunter's Spear (Thrown). *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Hamstring. The wild hunter attacks a creature with their spear. If the attack hits the creature becomes injured. An injured creature's movement speed is halved for one minute. An injured creature makes DC 16 Constitution saving throw at the end of its turn, ending the injury on a success.

Takedown Strike (Recharge 5-6). The wild hunter makes a melee attack against a target creature with their spear. If the attack hits the creature must succeed a DC 16 Strength saving throw or is knocked prone. After the attack up to three allies of the wild hunter that sees them and the target creature can use a reaction to move up to half of their movement speed towards the target creature and make a melee weapon attack against it.

CINDER CORPSE

Medium Undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft. (40 ft. when ignited)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Proficiency +2

Saving Throws Wis +0

Damage Resistances fire (when ignited)

Damage Immunities poison

Condition Immunities charmed (when ignited), frightened (when ignited), poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 2 (450 XP)

Battlecry: Ignite. When the cinder corpse rolls for initiative and is not surprised, it uses a reaction to ignite itself.

Burning Dead. A cinder corpse ignites when it ignites itself, or when it takes any source of fire damage. When ignited a cinder corpse takes 5 fire damage at the end of its turn, which cannot be resisted. It remains ignited until it completely burns up or is doused (Dungeon Master's discretion). When ignited the cinder corpse gains additional traits; it gains an additional 10 ft. movement speed, gains resistance to fire damage, becomes immune to being charmed and frightened, as well as having advantage on saving throws against effects that turn undead, and the cinder corpse's slam attacks deal an additional 1d6 fire damage on a hit (included in the attack).

Fire Hazard. When ignited the cinder corpse ignites any flammable objects within 5 ft. of itself at the end of its turn. Additionally creatures that end their turn within 5 ft. of an ignited cinder corpse take 5 (2d4) fire damage.

Illumination. When the cinder corpse is ignited it sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

ACTIONS

Multiattack (Ignited only). The cinder corpse makes 2 slam attacks.

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

Ignite. The cinder corpse uses its residual pyromancy to set itself on fire (see **Burning Dead**).

MURK LURKER

Medium Monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 77 (9d8 + 36)

Speed 15 ft., swimming 60

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

Proficiency +2

Skills Stealth +5

Condition Immunities blinded

Senses blindsight 60 ft. (as long as in water), passive Perception 11

Challenge 3 (700 XP)

Amphibic. The Murk Lurker can breath air and water.

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

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

ACTIONS

Multiattack. The Murk Lurker makes two claw attacks.

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

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

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

REACTIONS

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

UMATH WARRIOR

Medium Monstrosity, neutral evil

Armor Class 17 (splint)

Hit Points 128 (15d8 + 60)

Speed 30 ft.

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

Proficiency +4

Skills Athletics +8, Insight +6, Intimidation +6

Senses darkvision 120 ft., passive Perception 12

Challenge 9 (5,000 XP)

Dominus (1/turn). When the umath hits a creature with an melee weapon attack it can deal an additional 5 (1d10) damage to the creature of the same type as the attack and choose one of the following:

- The target must succeed a DC 16 Strength saving throw or be knocked prone.
- The target must succeed a DC 16 Strength saving throw or be pushed back 5 ft. away from the umath warrior.
- The target must succeed a DC 16 Strength saving throw or drop one item of the umath warrior's choice that the target is holding.

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

ACTIONS

Multiattack. The umath warrior makes four attacks: three with its chained blade and one with its bladed fist. Alternatively, the umath warrior makes 3 melee weapon attacks. The umath warrior can use one shadow assault in place of one attack.

Chained Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) necrotic damage.

Bladed Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Shadow Assault. The umath warrior teleports up to 20 ft. to an unoccupied space. If the space is in dim light or darkness, the next attack the warrior makes before the end of its turn is made with advantage.

UMATH TYRANT

Medium Monstrosity, lawful evil

Armor Class 17 (megalomaniac defense)

Hit Points 213 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	18 (+4)	16 (+3)	18 (+4)	21 (+5)

Proficiency +5

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

Skills Arcana +8, History +8, Intimidation +10, Perception +9

Senses darkvision 120 ft., passive Perception 19

Challenge 13 (10,000 XP)

Gloomforged Weapons. The umath's weapons are magical and deal an additional 7 (2d6) necrotic damage on a hit (included in the attack).

Cowl of Shades. Attacks against the umath tyrant can't be made with advantage, if the umath tyrant is in dim light or darkness.

Megalomaniac Defense. While the umath tyrant is wearing no armor and his scepter (or other symbol of authority), its AC includes its Charisma modifier.

Innate Spellcasting. The umath tyrant's innate spellcasting ability is Charisma (spell save DC 18): It can innately cast the following spells requiring no material components:

At will: *Misty Step* (only when in dim light or darkness)

1/day: *Maddening Darkness*

Spellcasting. The umath tyrant is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit). The umath tyrant can cast the following spells:

Cantrips: *Chill Touch*, *Minor Illusion*, *Prestidigitation*, *Ray of Frost*

1st level (4 slots): *Bane*, *Magic Missile*, *Silent Image*, *Sleep*

2nd level (3 slots): *Blindness/Deafness*, *Magic Mouth*, *Mirror Image*, *Ray of Enfeeblement*, *Silence*

3rd level (3 slots): *Bestow Curse*, *Enemies Abound*, *Fear Hypnotic Pattern*

4th level (3 slots): *Compulsion*, *Greater Invisibility*, *Phantasmal Killer*

5th level (2 slots): *Dominate Person*, *Geas*

6th level (1 slot): *Mass Suggestion*

Tyranny of Shades (1/Short Rest). When the umath tyrant casts an enchantment or illusion spell that forces a creature that is in dim light or darkness to make a saving throw, it imposes disadvantage on that creature's saving throw.

ACTIONS

Multiattack. The umath tyrant makes two melee weapon attacks.

Blade Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage plus 7 (2d6) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the creature can't regain hit points until the start of the umath tyrant's next turn. If the creature is an undead it has disadvantage on attack rolls against the tyrant until the end of the tyrant's next turn.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 13 (3d8) cold damage and the target's speed is reduced by 10 feet until the start of the umath tyrant's next turn.

REACTIONS

Sacrificial Minion. When an attack hits the umath tyrant, the tyrant can force an ally or a creature it has charmed within 5 ft. of the tyrant to become the new target of the attack. To do so the umath tyrant must see the source of the attack and the ally or charmed creature.

