

## MIST REAVER

Huge undead (spirit), neutral evil

**Armor Class** 15

**Hit Points** 124 (13d10 + 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.

## 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.

## 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.

**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.

## 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** fire

**Senses** passive Perception 19

**Languages** Giant, Auran, Celestial

**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*.

**Greatsword.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 34 (7d12 + 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]

## 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.

## 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).

**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.

## WILD HUNTER

Medium humanoid, neutral evil

**Armor Class** 16 (studded leather armor)

**Hit Points** 39 (6d10 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	10 (0)	14 (+2)	11 (0)

**Proficiency** +3

**Saving Throws** Str +7, 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 dagger. Instead of two spear attacks, the wild hunter can use hamstring or takedown strike.

**Hunter's Spear.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Hunter's Spear (Thrown).** *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Dagger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) 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 15 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 15 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.