

CULTS OF THE LORD OF BEASTS

CHURCH OF THE BROKEN HAMMER

Religion DC 10: The Church of the Broken Hammer establishes itself in slums and ghettos, in besieged cities and moldering dungeons, recruiting those whose unrequited yearning for justice and freedom has matured into a deep bitter hatred for the architects of their restraints.

Religion DC 20: The fundamental truth promulgated by the Church of the Broken Hammer is that "I had no choice" is a cowardly lie; glorious and defiant death is always an option, and those who call for the Horned One's blessing at their final hour rarely leave this world alone or unremembered.

THE IRON REVEL

Religion DC 15: Conflict is the mother and midwife of all the blessings of this world, or so it is said by the sellswords of the The Iron Revel, whose veneration of violence itself carries them across the land in search of a war worthy of their deaths.

THE ENDLESS KNOT

Religion DC 15: A favorite fixation of the conspiracy-minded, The Endless Knot is a secretive organization said to meet in ancient groves upon moonless nights, plotting for the day when all of civilization is reduced to rubble and the mortal races shall be distilled to their purest essence through blood and fire, heralding a glorious era of perfected beings.



CULTIST OF THE LORD OF BEASTS

Medium humanoid (any), chaotic evil

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Animal Handling +3, Athletics +4

Senses Passive Perception 11

Languages Common

Challenge M3 (140 XP)

Feed the Pack. Attacks made by beasts or monstrosities against a creature grappled by the cultist are made at advantage.

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Tooth and Nail (Group Attack). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 bludgeoning damage.

If three or more cultists contributed to this attack, the target is grappled by one of them (escape DC 12).

Reactions

Bear Witness! As a reaction when a friendly non-minion creature within 30 feet is reduced to 0 hit points, the cultist lets out a wild cheer.

If three or more cultists took this reaction, the creature may make a DC 20 Constitution saving throw, adding +1 to its result for each cultist beyond the third that took this reaction.

On a success, the creature immediately take a full turn before dying or falling unconscious.

CULT FANATIC OF THE LORD OF BEASTS

Medium humanoid (any), chaotic evil

Armor Class 15 (Ghourhide Regalia)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws DEX +4, WIS +4
Skills Athletics +5, Perception +4, Persuasion +5
Senses Passive Perception 14
Languages Abyssal, Common
Challenge 1 (200 XP)

Beastlord's Ire. While within 5 feet of two or more hostile creatures, the fanatic has advantage on saving throws against any effect that would incapacitate or restrain it.

Feed the Pack. Attacks made by beasts or monstrosities against a creature grappled by the fanatic are made at advantage.

Actions

Multiattack. The fanatic makes two attacks with its Horned Bident.

Horned Bident. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage and the target is pushed 5 feet away.

Quicken Heart (1st Level Spell). One creature the fanatic can see within 30 feet must make a DC 13 Wisdom saving throw.

On a failed save, the creature is Frightened until the end of the fanatic's next turn and must use its reaction to move half its speed directly away from the fanatic, if possible.

On a success, the target may use its reaction to make a melee attack.

Bonus Actions

Exultation of Blood (2nd Level Spell). The fanatic gains 5 temporary hit points for each creature it hit with an attack this turn. While it has any of these temporary hit points, the fanatic's attacks are made at advantage.

DEVOTED OF THE LORD OF BEASTS

Medium humanoid (any), chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 162 (25d8 + 50)
Speed 30 ft.

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

Saving Throws WIS +5, CHA +5
Skills Athletics +7, Perception +4
Senses Passive Perception 14
Languages Abyssal, Common
Challenge 8 (3,900 XP)

Unbridled Fury (2/Day). If the devoted fails a saving throw while they are not grappled, they can choose to succeed instead.

Then, if the chosen is concentrating on a spell, they may roll a D6, regaining a use of this ability on a 5-6.

Actions

Multiattack. The chosen makes two attacks with their Spellfury Fist, one of which they may replace with a use of their Awaken Fury, if available.

Spellfury Fist. Ranged Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) force damage plus one additional effect of the exarch's choice:

- **Bestial Grip.** The target is grappled (escape DC 15).
- **Impact Vice.** The target is pushed up to 10 feet away, then takes an additional 13 (3d8) bludgeoning damage if this movement was stopped by a solid surface.

Awaken Fury (Recharge 5-6, 3rd Level Spell, Concentration). One creature the devoted can see within 60 feet must succeed on a DC 15 Wisdom saving throw or become hostile to all creatures for the next minute (Save Ends at end of turn).

A beast or monstrosity makes this saving throw at disadvantage.

Bonus Actions

Exultation of Blood (2nd Level Spell). The devoted gains 5 temporary hit points for each creature it hit with an attack this turn. While it has any of these temporary hit points, the devoted's attacks are made at advantage.

CHOSEN OF THE LORD OF BEASTS

Medium humanoid (any), chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 248 (28d8 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

Saving Throws DEX +8, WIS +7, CHA +8

Skills Athletics +15, Perception +11, Survival +6

Senses Truesight 60 ft., Passive Perception 21

Languages Abyssal, Common

Challenge 15 (13,000 XP)

Fear-Scent Tracker. The chosen can detect, by smell, the number and direction of each creature within 1000 feet of them that is not immune to the Frightened condition, and cannot be surprised by such creatures.

Juggernaut Rampage. If the chosen first moves 10 feet directly toward it, they may move through any nonmagical wall or object as through it were difficult terrain, shattering a 5 foot section of it in a spray of shrapnel.

Then, each creature within 5 feet of where the chosen emerges takes 4 (1d8) bludgeoning damage and is pushed up to 5 feet away.

Unbridled Fury (3/Day). If the chosen fails a saving throw while they are not grappled, they can choose to succeed instead.

Then, if the chosen is concentrating on a spell, they may roll a D6, regaining a use of this ability on a 5-6.

Actions

Multiattack. The chosen makes two attacks with its Spellfury Fist, one of which it may replace with a use of its Spontaneous Combustion, if available.

Spellfury Fist. Ranged Spell Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) force damage plus one additional effect of the exarch's choice:

- **Bestial Grip.** The target is grappled (escape DC 18).
- **Wound Spirit.** The target takes an additional 11 (2d10) necrotic damage.
- **Impact Vice.** The target is pushed up to 10 feet away, then takes an additional 13 (3d8) bludgeoning damage if this movement was stopped by a solid surface.
- **Shake Earth.** The chosen and each creature within 10 feet of it take 9 (2d8) thunder damage.

Spontaneous Combustion (Recharge 5-6, 4th Level Spell, Concentration). The chosen forces a creature they can see within 40 feet to succeed on a DC 18 Dexterity saving throw or take 21 (6d6) fire damage and ignite.

Until a creature takes an action to douse the fire, the target has disadvantage on attack rolls and takes 7 (2d6) fire damage at the beginning of each of its turns.

Bonus Actions

Exultation of Blood (2nd Level Spell). The chosen gains 5 temporary hit points for each creature it hit with an attack this turn. While it has any of these temporary hit points, the chosen's attacks are made at advantage.

Reactions

Smash Through Reality (1/Day, 8th Level Spell, Concentration). As a reaction when the exarch scores a critical hit, it banishes the target to a blood-drenched arena in a labyrinthine demiplane facing a **Bulezau Rot-Sower** that acts directly after it in combat.

The target may escape either by Incapacitating the bulezau, or by navigating the labyrinth as an action with a successful DC 18 Intelligence check. When the creature escapes, it reappears in the nearest space to where it departed.

Legendary Actions

The chosen can take 2 legendary actions, choosing from the options below.

Relentless Pursuit. The chosen moves up to half its speed toward the nearest enemy and makes a melee attack against it.

Winding Slam. The chosen smashes a grappled creature into the ground, forcing it to make a DC 18 Strength saving throw.

On a failed save, the creature takes 18 (4d8) bludgeoning damage, is knocked prone, and its space becomes difficult terrain.

A creature that fails this save by 10 or more can't speak or breathe until the end of the exarch's next turn.

Roar of Challenge. One creature the chosen can see within 60 feet must succeed on a DC 18 Wisdom saving throw or use its reaction to move its speed directly toward the chosen.

If it ends this movement within 5 feet of the exarch, the creature may immediately make a melee attack against it.

EXARCH OF THE LORD OF BEASTS

Medium humanoid (any), chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 195 (23d8 + 92)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	16 (+3)

Saving Throws DEX +9, WIS +9, CHA +10

Skills Athletics +20, Perception +15, Survival +7

Senses Truesight 60 ft., Passive Perception 25

Languages Abyssal, Common

Challenge 21 (33,000 XP)

Fear-Scent Tracker. The exarch can detect, by smell, the number and direction of each creature within 1000 feet of them that is not immune to the Frightened condition, and cannot be surprised by such creatures.

Juggernaut Rampage. If the exarch first moves 10 feet directly toward it, they may move through any nonmagical wall or object as through it were difficult terrain, shattering a 5 foot section of it in a spray of shrapnel.

Then, each creature within 5 feet of where the exarch emerges takes 9 (2d8) bludgeoning damage and is pushed up to 5 feet away.

Defiance at the Gates (1/Day, Mythic Trait). When the exarch is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it resets to 195 hit points.

The exarch gains resistance to Bludgeoning, Piercing, and Slashing damage, and its attacks score a critical on a 19-20. After 1 minute, the exarch dies.

Unbridled Fury (3/Day). If the exarch fails a saving throw while they are not grappled, they can choose to succeed instead.

Then, if the exarch is concentrating on a spell, they may roll a D6, regaining a use of this ability on a 5-6.

Actions

Multiattack. The exarch makes two attacks with its Spellfury Fist, one of which it may replace with a use of its Flaying Scream or Spontaneous Combustion.

Spellfury Fist. Ranged Spell Attack: +13 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) force damage plus one additional effect of the exarch's choice:

- **Bestial Grip.** The target is grappled (escape DC 21).
- **Wound Spirit.** The target takes an additional 11 (2d10) necrotic damage.
- **Impact Vice.** The target is pushed up to 10 feet away, then takes an additional 13 (3d8) bludgeoning damage if this movement was stopped by a solid surface.
- **Shake Earth.** The exarch and each creature within 10 feet of it take 9 (2d8) thunder damage.

Flaying Scream (3rd Level Spell). The exarch's eyes blaze with abyssal flame as they hold a grappled creature aloft and scream at it.

Each light the creature is carrying is doused, then the creature must succeed on a DC 21 Constitution saving throw or take 10 (3d6) fire plus 27 (6d8) thunder damage, or half as much on a success.

A creature killed by this damage has its skin peeled off and blown away in a spray of gore.

Spontaneous Combustion (4th Level Spell, Concentration). The exarch forces a creature they can see within 40 feet to succeed on a DC 21 Dexterity saving throw or take 21 (6d6) fire damage and ignite.

Until a creature takes an action to douse the fire, the target has disadvantage on attack rolls and takes 7 (2d6) fire damage at the beginning of each of its turns.

Reactions

Smash Through Reality (Recharges when the exarch's mythic trait becomes active, 8th Level Spell, Concentration). As a reaction when the exarch scores a critical hit, it banishes the target to a blood-drenched arena in a labyrinthine demiplane facing a **Bulezau Rot-Sower** that acts directly after it in combat.

The target may escape either by incapacitating the bulezau, or by navigating the labyrinth as an action with a successful DC 21 Intelligence check. When the creature escapes, it reappears in the nearest space to where it departed.

Legendary Actions

The exarch can take 3 legendary actions, choosing from the options below.

Relentless Pursuit. The exarch moves up to half its speed toward the nearest enemy and makes a melee attack against it.

Winding Slam. The exarch smashes a grappled creature into the ground, forcing it to make a DC 21 Strength saving throw.

On a failed save, the creature takes 27 (6d8) bludgeoning damage, is knocked prone, and its space becomes difficult terrain.

A creature that fails this save by 10 or more can't speak or breathe until the end of the exarch's next turn.

Roar of Challenge. One creature the exarch can see within 60 feet must succeed on a DC 21 Wisdom saving throw or use its reaction to move its speed directly toward the exarch.

If it ends this movement within 5 feet of the exarch, the creature may immediately make a melee attack against it.

Mythic Actions

Frothing Charge (Costs 2 Actions). The exarch moves up to its speed and makes one melee attack at advantage for each expended use of its Unbridled Fury. Attacks of Opportunity provoked by this movement are made at advantage.