

Chapter 14



PANSELENOI

Large celestial, chaotic neutral

- **Armor Class** 18 (plate, shield)
- **Hit Points** 90 (12d10 + 24)
- **Speed** 30 ft.

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

- **Saving Throws** Int +5, Wis +3, Cha +5
- **Skills** Athletics +6, Intimidation +4
- **Damage Immunities** radiant
- **Senses** darkvision 120 ft., passive Perception 10
- **Languages** Celestial, Common
- **Challenge** 4 (1,100 XP)

Multiattack. The Panselenoi makes two melee attacks. Alternatively, it can make one ranged attack with its javelin.

Brave. The Panselenoi has advantage on saving throws against being frightened.

ACTIONS

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Medium or smaller, it must succeed on a **DC 14 Strength** saving throw or be knocked prone.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Parry. The Panselenoi adds 3 to its AC against one melee attack that would hit it. To do so, the Panselenoi must see the attacker and be wielding a melee weapon.

GLOMBER & SLOMPER

Large giant, evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

Saving Throws Con +6

Skills Intimidation +0, Perception +3

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages understands Giant and Ratfolk

Challenge 4 (1,100 XP)

Two Headed Menace. Glomber & Slomer has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Ratroids (1/day). Whenever Glomber & Slomer starts its turn with 20 hit points or fewer, the rat handler on Glomber & Slomer's back, injects Glomber & Slomer with a unique substance called Ratroids that induces a kind of frenzy in Glomber & Slomer.

For the next 3 rounds Glomber & Slomer loses control of its actions and attacks the nearest target it can see. However, any damage that would reduce it to 0 hit points, it reduces it to 1 hit point instead.

If no target is present or visible Glomber & Slomer attacks itself.

After 3 rounds have passed Glomber & Slomer must succeed a **DC 16 Constitution** check or die. Even if it succeeds it falls **prone** to the ground writhing from pain for 1 round.

ACTIONS

Multiattack. Glomber & Slomer makes two attacks: one with its claw and one with its spiked gauntlet or one bite and one claw attack or one bite and one spiked gauntlet attack or two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Spiked Gauntlet. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

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