

THE MONSTER REQUEST MANUAL



HOMEBREW

A bestiary of monsters requested by patrons, created by [/u/Amellwind](https://www.patreon.com/amellwind)
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FOREWORD

Hello Everyone,

Below you will find the accumulated creations since the creation of my patreon. These creatures found in this Patron Monster Manual were requested by my HR 4 and up patrons that had an idea or a creature they wished to be created into a monster stat block.

These creatures were all created by me, using the CR set by the patron in addition to other ideas they had for the creatures. In many cases I was left to my own decisions beyond the CR of the creature. I have labeled them in the table of contents by their origin so that you are aware of where they came from.

In some cases you may not agree with the CR and that is okay, but I have no intention of ever changing them because this is what my patron wanted. That isn't to say, that you can't adjust and change them to fit your world and idea of the creature. In fact I encourage you to do so if it lets you use these creatures in your games. Overall I just hope you enjoy these creatures and that at least some of you get a chance to use them.

Finally, I would like to thank all my patrons for their support. Without them, this manual would not exist and I wouldn't be nearly as far as I am with my Monster Hunter project as I am. You are all awesome. For everyone else, I always love to hear feedback on my work. Feel free to reach out to me if you ever notice a mistake, have a question, or just like it and want to let me know.

Enjoy,

Amellwind

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ASURA

Medium celestial, neutral good

Armor Class 25 (natural armor)

Hit Points 445 (33d8 + 297)

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

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 24 (+7) | 28 (+9) | 20 (+5) | 22 (+6) | 20 (+5) |

Saving Throws Str +19, Dex +16, Con +19, Int +14, Wis +15, Cha +14

Skills Athletics +19, History +14, Insight +15, Intimidation +14, Perception +15, Survival +15

Damage Resistances fire; see *Mantra Activation*

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

Senses darkvision 120 Ft., passive Perception 25

Languages Common, celestial

Challenge 30 (155,000 XP)

Proficiency +9

Avoidance. If Asura is subjected to an effect that allows him to make a saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Godly Regeneration. Asura regains 20 hit points at the start of his turn if he has at least 1 hit point. If Asura loses a body part, he causes the missing part to regrow and return to full functionality after 1d6 + 1 days if he has at least 1 hit point the whole time.

Indomitable Might. If the total for a strength check is less than 30, Asura can use his Strength score in place of the total.

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

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

Magic Weapons. Asura's weapon attacks are magical.

Reactive. The Asura can take one reaction on every turn in a combat.

Standing Leap. Asura's long jump is up to 50 feet and his high jump is up to 20 feet, without a running start.

Actions

Multiattack. Asura can use his Frightful Presence. He then makes five Unarmed Strikes attacks.

Unarmed Strikes. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage plus 21 (6d6) thunder damage. Once per turn, Asura can cause one of the following additional effects (choose one or roll a d4):

1–2: Push. The target must succeed on a DC 27 Dexterity saving throw or be knocked prone.

3–4: Knock Down. The target must succeed on a DC 27 Strength saving throw or be pushed up to 10 feet directly away from the adept.

Frightful Presence. Each creature of Asura's choice that is within 120 feet of Asura and aware of him must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. 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 Asura's Frightful Presence for the next 24 hours.

Bonus Actions

Mantra Activation (3/day). Asura enters a rage. The rage lasts for 1 hour or until Asura is incapacitated. While raging, Asura gains the following benefits:

- Asura has advantage on Strength checks and Strength saving throws.
- Asura has resistance to bludgeoning, piercing, and slashing damage.
- Asura gains a fly speed equal to 180 feet.

Rampage. After Asura reduces a creature to 0 hit points with a melee attack on his turn, he moves up to half his speed and makes a Unarmed Strikes attack.

Reactions

Deadly Reach. In response to a creature entering a space within his Unarmed Strikes reach, Asura makes one Unarmed Strikes attack against that creature.

Deflect Attack. Asura adds 9 to his AC against one weapon attack that would hit him. To do so, Asura must see the attacker.

Deflect Missile. In response to being hit by a ranged weapon attack, Asura deflects the missile. The damage he takes from the attack is reduced by 29 (4d10 + 7). If the damage is reduced to 0, Asura catches the missile if it's a Medium or smaller object and Asura has a hand free.

Legendary Actions

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

Attack. Asura makes one Unarmed Strikes attack.

Fist-Channeled Blast. Asura increases the reach of his unarmed strikes to 120 feet. If the attack hits a creature that isn't within 5 feet of Asura, he deals thunder damage instead of bludgeoning damage.

Mantra Burst (Costs 2 actions). Asura stockpiles an exceedingly high amounts of Mantra in his fist. If Asura hits a creature with his next Unarmed Strike, the damage dealt is doubled.

GRUNBELD

Medium humanoid (goliath), any lawful alignment

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 11 (+0) | 20 (+5) | 18 (+4) | 20 (+5) | 16 (+3) |

Saving Throws Str +12, Con +11, Wis +11, Cha +9

Skills Athletics +12, History +10, Intimidation +9, Medicine +11, Nature +10, Perception +11, Persuasion +9, Survival +11

Damage resistance bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 21

Languages Common, Draconic, Giant, Infernal

Challenge 18 (20,000 XP) **Proficiency +6**

Charge. If Grunbeld moves at least 20 feet straight toward a target and then hits it with his greathammer attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage.

Incorrigible. Grunbeld has advantage on saving throws against being charmed.

Legendary Greathammer. Grunbeld wields a legendary greathammer, that increases their attack and damage rolls by +3 when they attack with it (included in the attack).

Legendary Resistance (2/Day). If Grunbeld fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Grunbeld makes three attacks with their greathammer.

Greathammer. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage. Once per turn, Grunbeld can cause one of the following additional effects (choose one or roll a d4):

1-2 Grappled. The target is grappled (Escape DC 22).

3-4 Sundered. If the target is wearing metallic armor or wielding a shield, it takes a cumulative -1 penalty to the AC. Nonmagical armor reduced to an AC of 10 is destroyed. Magical armor reduced to an AC of 10 no longer gains the benefits of any of its properties for one week, but its AC returns to normal after a long rest.

Greatshield Cannon. *Ranged Weapon Attack:* +12 to hit, range 600/2400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Change Shape (Recharges after Short or Long Rest).

Grunbeld magically polymorphs into his apostle form, a great four-legged fire dragon covered with stalactites made of corundum, or back into his humanoid form.

Any equipment he is wearing or carrying is absorbed or borne by the dragon form (Grunbeld's choice). He reverts to his humanoid form when his apostle form is reduced to 0 hit points. Grunbeld's Intelligence and Wisdom statistics are the same in each form.

Reactions

Repel. In response to being hit by a ranged weapon attack, Grunbeld deflects the missile. The damage he takes from the attack is reduced by 44 (8d10). If the damage is reduced to 0, Grunbeld repels the missile and makes one special greatshield cannon attack (range equal to the original ranged weapon's range) against a creature of its choice within range. On hit the attack deals damage equal to the repelled missile's damage.

Uncanny Dodge. Grunbeld halves the damage that he takes from an attack that hits him. Grunbeld must be able to see the attacker.

Legendary Actions

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

Attack. Grunbeld makes one attack with its hammer.

Detect. Grunbeld makes a Wisdom (Perception) check.

Move. Grunbeld moves up to his speed without provoking opportunity attacks.

GRUNBELD (APOSTLE FORM)

Gargantuan dragon, unaligned

Armor Class 24 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 20 ft., climb 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 30 (+10) 18 (+4) 20 (+5) 23 (+6)

Saving Throws Dex +7, Con +17, Wis +12, Cha +13

Skills Athletics +17, History +11, Intimidation +13, Medicine +12, Nature +11, Perception +12, Persuasion +13, Survival +12

Damage resistance bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire

Condition Immunities frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Giant, Infernal

Challenge 24 (75,000 XP) **Proficiency** +8

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

Magic Weapons. Grunbeld's weapon attacks are magical.

Actions

Multiattack. Grunbeld can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack.* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack.* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack.* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Grunbeld's choice that is within 240 feet of Grunbeld and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 Grunbeld's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). Grunbeld exhales fire in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Quake (Costs 2 Actions). Grunbeld rises up and slams its front feet onto the ground sending out a shockwave in a 30-foot radius around him. Each creature in that area must make a DC 26 Strength saving throw, taking 19 (2d8+10) thunder damage and be knocked prone on a failed save, or half as much damage on a successful one.

Trample (Costs 3 Actions). Grunbeld moves up to double his movement speed. During this move he can move through the spaces of other creatures without provoking opportunity attacks. Each creature the tigrax moves through, must succeed on a DC 26 Dexterity saving throw or take 28 (4d8 + 10) bludgeoning damage and be knocked prone.

DARKBEAST PAARL

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 11 (+0) | 23 (+6) | 6 (-2) | 13 (+1) | 14 (+2) |

Saving Throws Str +10 Dex +6, Con +12, Wis +7

Skills Acrobatics +6, Intimidation +8, Perception +7

Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Lightning Absorption. Whenever Darkbeast Paarl is subjected to lightning damage, it takes no damage and the legendary action cost of its overcharge is reduced by 1, to a minimum of 0.

Once overcharge is used, its cost resets back to 3.

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

Standing Leap. Darkbeast Paarl long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. Darkbeast Paarl makes two claw attacks.

Claw. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) lightning damage.

Deadly Leap. If Darkbeast Paarl jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Darkbeast Paarl's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Darkbeast Paarl's space.

Lightning Breath (recharge 5-6). Darkbeast Paarl exhales lightning in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Claw Attack. Darkbeast Paarl makes a claw attack.

Electric Nova (Costs 2 Actions). Darkbeast Paarl releases a burst of lightning from its body in all directions. Each creature within a 15-foot radius of it must make a DC 20 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Overcharge (Costs 3 Actions). Darkbeast Paarl envelops itself in an aura of lightning for 1 minute or until it takes 40 damage or more on a single turn from a single creature. While enveloped in this aura, it gains the following benefits:

- On a hit or miss, darkbeast paarl's claw attack releases a bolt of lightning that travels along the ground for 60 feet in a straight line behind the target. The first creature struck by this lightning must make a DC 18 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save or half as much damage on a successful one.
- It's speed is increased by 10.
- It's lightning breath now recharges on a 4-6.

WATCHDOG OF THE OLD LORDS

Huge monstrosity, unaligned

Armor Class 21 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 21 (+5) | 10 (+0) | 20 (+5) | 8 (-1) | 10 (+0) | 13 (+1) |

Saving Throws Dex +4, Con +11, Cha +6

Skills Athletics +10, Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 14 (11,500 XP)

Actions

Multiattack. The Watchdog of the Old Lords can use its Flame Swipe. It then makes one bite attack.

Bite. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 10 (3d6) fire damage.

Flame Swipe. The Watchdog of the Old Lords swipes its claw, sending fire out in a 30-foot cone in front of it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Inferno Charge (Recharge 5-6). The Watchdog of the Old Lords moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creatures the Watchdog of the Old Lords moves through must succeed on a DC 20 Dexterity saving throw or takes 15 (3d6 + 5) bludgeoning damage plus 21 (6d6) fire damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

Reactions

Explosion (Recharges on a short or long rest). The first time the Watchdog of the Old Lords is reduced to half of its maximum hit points or below, it can use its reaction to release a massive explosion, sending out flames in a 20-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a successful one.

A WATCHDOG OF THE OLD LORDS LAIR

The Watchdog of the Old Lords hides its earthly remains and treasures in a labyrinthine tomb guarded by monsters and traps. At the heart of this labyrinth rests the Watchdog of the Old Lords Chamber. In its crypt, a Watchdog of the Old Lords has access to lair actions and additional uses for its legendary actions. Its whole lair also has unique traits. The Watchdog of the Old Lords encountered in its lair has a challenge rating of 15 (13,000 XP).

LAIR TRAITS

A Watchdog of the Old Lords tomb might have any or all of the following effects in place:

- The first time a non-evil creature enters the tomb's area, the creature takes 16 (3d10) necrotic damage.
- Monsters in the tomb have advantage on saving throws against being charmed or frightened, and against features that turn undead.
- The tomb is warded against the magical travel of creatures the Watchdog of the Old Lords hasn't authorized. Such creatures can't teleport into or out of the tomb's area or use planar travel to enter or leave it. Effects that allow teleportation or planar travel work within the tomb as long as they aren't used to leave or enter the tomb's area.

If the Watchdog of the Old Lords is destroyed, these effects fade over the course of 10 days.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Watchdog of the Old Lords takes a lair action to cause one of the following effects; the Watchdog of the Old Lords can't use the same effect two rounds in a row:

- The Watchdog of the Old Lords chooses a point within 10 feet of it and vomits up a pool of lava that remains until the. The pool of lava spreads out, covering a 15-foot radius centered on that point. A creature that starts its turn or enters the lava for the first time on a turn takes 11 (2d10) fire damage. The lava pool turns to rock when the Watchdog of the Old Lords uses this lair action again or when the Watchdog of the Old Lords dies.
- The tomb trembles violently for a moment. Each creature on the floor of the tomb must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- A cloud of ash and dust swirls about in a 20-foot-radius sphere centered on a point the Watchdog of the Old Lords can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YHARON, DRAGON OF REBIRTH

Huge monstrosity, unaligned

Armor Class 22 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 23 (+6) | 25 (+7) | 3 (-4) | 21 (+5) | 7 (-2) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 22 (41,000 XP)

Proficiency +7

Arena of Fire (Recharges after a Short or Long Rest).

When Yharon rolls for initiative, a ringed wall of fire forms in a 60-foot diameter, 60-foot tall, 1 foot thick, centered on the ground below Yharon. The wall is opaque and lasts for 1 minute, or until Yharon leaves the inner area of the wall.

The area outer side of the wall deals 45 (10d8) fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Flyby. Yharon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. Yharon sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

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

Actions

Multiattack. Yharon makes one Beak attack, one Talon attack, and one Tail attack.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 9 (2d8) fire damage.

Talon. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a creature, it must make a DC 19 Strength saving throw or be knocked prone.

Teleport. Yharon teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Flare Tornado (Recharge 5-6). Two swirling projectiles of fire travel from Yharon towards the space of two creatures within 120 feet of it. At the end of the creature's next turn, a 10 foot wide, 20 foot tall tornado appears in the space the creature was in at the start of their turn. The tornado lasts for 1 minute, or until Yharon uses Flare Tornado again. At the start of Yharon's turn, the tornado moves 20 feet towards the closest hostile creature to it.

The tornado heavily obscures the area it is in, and a creature that starts its turn or enters a space within 10 feet of the tornado takes 49 (11d8) fire damage and must make a DC 22 Strength saving throw or be grappled by the tornado (escape DC ##).

Bonus Actions

Flare Dust. Immediately after Yharon teleports or flies 90 feet on this turn, it conjures eighteen wisps of flames. As part of the same bonus action or on subsequent bonus actions, Yharon can launch some or all wisps at creatures within 120 feet of it, but no more than 6 at one creature. Each creature targeted by a wisp(s) must make DC 22 Dexterity saving throw, taking 4 (1d8) fire damage for each wisp it is targeted by on a failed save or half as much damage on a successful one.

Legendary Actions

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

Attack. Yharon makes one Tail attack.

Fly. Yharon moves up to half its fly speed without provoking opportunity attacks.

Charge (Costs 2 Actions). Yharon moves up to half its fly speed in a straight line. During this move it can move through other creatures without provoking opportunity attacks. Each creature Yharon moves through must make a DC 17 Dexterity saving throw, taking 22 (4d8+4) slashing damage plus 10 (3d6) fire damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

DARK MONK

Medium fiend(demon), chaotic evil

Armor Class 14 (leather armor)

Hit Points 169 (26d8 + 52)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 16 (+3) | 15 (+2) | 13 (+1) | 17 (+3) | 18 (+4) |

Saving Throws Con +5, Wis +6 Cha +7

Skills Insight +6 Perception +6, Religion +4

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal

Challenge 7 (2,900 XP)

Magic Weapons. The dark monk's weapon attacks are magical.

Actions

Multiattack. The dark monk makes three melee attacks or two ranged attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) slashing damage plus 10 (3d6) necrotic damage.

Necrotic Slash. Ranged Weapon Attack: +6 to hit, ranged 30/120 ft., one target. **Hit:** 22 (5d8) necrotic damage.

Glyph of Summon (Recharge 5-6). The dark monk creates a magical glyph on the ground in an unoccupied space adjacent to it. The glyph can be attacked and destroyed (AC 12; hp 20; resistance to nonmagical damage). When destroyed, the glyph implodes deal 4 (1d8) necrotic damage to any creature that isn't a fiend within 5 feet of it. On initiative 20, 2 (1d4) CR 1-2 Medium or smaller fiends crawl out of the portal.

Merge. Three dark monk's within 15 feet of each other can magically merge together into a dark apostle. Each of the three must use its action and movement on three consecutive turns to perform the ritual and must maintain concentration while doing so (as if concentrating on a spell). When all three have finished their third turn, they merge together in an unoccupied space within 15 feet of their original spaces as a dark apostle. It remains for 1 hour or until it dies. A dark monk can't perform the ritual again until it finishes a long rest. When the dark apostle dies, the three dark monks appear (exactly as they were before the merging) in an adjacent space to the dark apostle's location.

DARK APOSTLE

Large fiend(demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 12 (+1) | 18 (+4) | 13 (+1) | 17 (+3) | 18 (+4) |

Saving Throws Con +9, Wis +8 Cha +9

Skills Insight +13 Perception +8, Religion +11

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunity fire

Senses darkvision 120 ft., passive Perception 18

Languages Abyssal

Challenge 15 (13,000 XP)

Fire Aura. At the start of each of the dark apostle's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the dark apostle or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Hellfire. Fire damage dealt by dark apostle bypasses fire resistance and deals half damage to creatures that are immune to fire damage.

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

Magic Weapons. The dark apostle's weapon attacks are magical.

Actions

Multiattack. The dark apostle makes three claw attacks or two firebolt attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage plus 10 (3d6) fire damage.

Firebolt. Ranged Weapon Attack: +10 to hit, ranged 80/320 ft., one target. **Hit:** 27 (6d8) fire damage.

Fire Breath (Recharge 5-6). The dark apostle exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Repulse (Recharge 6). The dark apostle releases an energy blast in a 15-foot radius around it. Each creature in that area must succeed on a DC 17 Strength saving throw, taking 49 (14d6) fire damage and be pushed back 15-feet and knocked prone on a failed save or half as much damage and isn't pushed back or knocked prone on a successful one.

SATAN'S SOLDIER

Large fiend(demon), chaotic evil

Armor Class 18 (plate armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft., climb 40 ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 18 (+4) | 13 (+1) | 12 (+1) | 18 (+4) |

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal

Challenge 11 (7,200 XP)

Charge. If the soldier moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Death Burst. When the soldier dies, it explodes in a burst of guts and acid. Each creature within 10 feet of it must make a DC 16 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Devour Soul. When a humanoid is reduced to 0 hit points by an attack or other effect from the soldier, its soul is consumed by the soldier, leaving behind a lifeless body. The victim's soul is trapped in the soldier for 24 hours, after which time it is digested. If the soldier dies before the soul is digested, the soul is released.

While a humanoid's soul is trapped in a soldier, any form of revival that could work has only a 50 percent chance of doing so, freeing the soul from the soldier if it is successful. Once a creature's soul is digested, however, no mortal magic can return that humanoid to life.

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

Actions

Multiattack. The dark monk makes three attacks: one with its ram, and two with its bladed hands.

Acid Spit. *Ranged Weapon Attack:* +8 to hit, ranged 30/120 ft., one target. *Hit:* 21 (6d6) acid damage and the target is restrained by acid. As an action, the restrained target can make a DC 14 Strength check, bursting the acid on a success. The acid can also be attacked and destroyed (AC 10; hp 20; immunity to fire, poison, and psychic damage).

Bladed Hands. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Ram. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Stomp (Recharge 5-6). The soldier stomps on the ground, releasing a shockwave in a 15-foot radius around it. Each creature in that area must make a DC 17 Strength saving throw, taking 40 (9d8) thunder damage on a failed save and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Conjure Spectral Snake. A large spectral snake made of green hellfire appears from the green bladder on its stomach for 1 minute or until the soldier dismisses it as an action. While the snake is out, the soldier's movement speed is reduced to 0. The snake can also be attacked and destroyed (AC 12; 60 hp; immune to fire damage; resistant to bludgeoning, piercing, slashing from nonmagical attacks). Destroying the snake deals no damage to the soldier. The snake can also be removed if a creature takes an action and succeeds on a DC 15 Strength check against it. A creature that attempts to remove the snake takes 10 (3d6) necrotic damage.

The snake takes its turn immediately after the soldier. It has a movement speed of 0, and can use the following attack action:

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (4d4) necrotic damage.

ALPHA CEPH

Gargantuan aberration, lawful evil

Armor Class 25 (natural armor)

Hit Points 280 (17d20 + 102)

Speed 30 ft., burrow 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 22 (+6) | 23 (+6) | 26 (+8) | 15 (+2) | 20 (+5) |

Saving Throws Con +14, Int +16, Wis +10, Cha +13

Skills perception +10

Damage Resistances cold, fire, lightning

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages understands All languages, but can't speak
Challenge 26 (90,000 XP) **Proficiency** +8

Alpha Mind. The alpha ceph is the center of the hive mind, it can communicate telepathically with all other ceph that are on the same plane of existence as it is. While telepathically connected to the hive, the alpha ceph has advantage on initiative saving throws. When the alpha ceph dies, all ceph on the same plane of existence die as well.

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

Plasma Weapon Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on the alpha ceph's ranged weapon attack rolls.

Tunneler. The alpha ceph can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

Actions

Multiattack. The alpha ceph makes five attacks with its rapidfire plasma guns.

Drills. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) slashing damage.

Rapidfire Plasma Guns. *Ranged Weapon Attack:* +14 to hit, range 80/320 ft., one target. *Hit:* 22 (4d10) lightning damage.

Plasma Grenade Launcher (Recharge 5-6). *Ranged Weapon Attack.* +13 to hit, range 60/240 ft., one target. *Hit:* 71 (11d12) fire damage and each creature within 15 feet of the target must make a DC 22 Dexterity saving throw, taking the same amount of damage as the target on a failed save or half as much on a successful one.

Legendary Actions

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

Attack. The alpha ceph makes one attack with its rapidfire plasma guns.

Dig. The alpha ceph burrows underground and moves up to half its burrow speed.

Telekinetic Lightning (Costs 2 Actions). The alpha ceph lashes out with lightning at a creature within 90 feet of it. That creature must make a DC 24 Dexterity saving throw, taking 33 (6d10) lightning damage and be grappled by the lightning (*escape DC 24 or until the alpha ceph's concentration ends [as if concentrating on a spell]*) on a failed save or half as much damage and isn't grappled on a successful one. Until this grapple ends, the creature is restrained, and the alpha ceph can't use its telekinetic lightning on another target.

At the start of the alpha ceph's turn, a creature grappled by the lightning takes 22 (4d10) lightning damage and is pulled 30 feet towards the alpha ceph. If the creature is pulled within 15 feet of the alpha ceph, it can make two attacks with its drills as a bonus action.

CEPH PINGER

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 27 (+8) | 12 (+1) | 23 (+6) | 8 (-1) | 15 (+2) | 9 (-1) |

Saving Throws Str +14, Con +12, Wis +8

Skills perception +8

Damage Resistances cold, fire, lightning

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

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

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 18

Languages —

Challenge 20 (25,000 XP)

Proficiency +6

Ping. At the start of each of its turns, the pinger makes a Wisdom (Perception) check. Additionally each creature, that isn't deafened, within 15-feet of the pinger must succeed on a DC 20 Constitution saving throw or have disadvantage on attack rolls and Constitution saving throws to maintain concentration until the end of its next turn.

Actions

Multiattack. The pinger makes two melee weapon attacks or two ranged weapon attacks.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Plasma Chaingun. *Ranged Weapon Attack:* +14 to hit, range 80/320 ft., one target. *Hit:* 33 (6d10) lightning damage.

EMP (Recharge 5-6). The pinger releases an electromagnetic pulse in a 30-foot radius around it. Each creature in the area must make a DC 22 Constitution saving throw, taking 31 (8d6) lightning damage plus 21 (6d6) thunder damage on a failed saving throw or half as much damage on a successful one. Additionally, if a creature is invisible within the EMP's radius its invisibility ends.

Legendary Actions

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

Attack. The pinger makes one stomp attack.

Move. The pinger moves up to half its movement speed without provoking opportunity attacks.

Plasma Blast (Costs 2 Actions). The pinger fires a plasma blast in a 120-foot line that is 5 feet wide, or until it hits a solid object or creature where it explodes in a 20-foot radius center on the object it hit. Each creature in the explosions radius must make a DC 22 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

CEPH SCORCHER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 25 ft., climb 25 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

21 (+5) 7 (-2) 20 (+5) 4 (-3) 15 (+2) 12 (+1)

Damage Resistances cold; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

Damage Immunities fire, poison, psychic

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Proficiency +3

Sturdy. When a spell or effect would cause the scorcher to make a Dexterity saving throw, it can choose to make a Constitution saving throw instead.

Actions

Multiattack. The scorcher makes two melee weapon attacks or two ranged weapon attacks.

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

Plasma Gun. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 11 (2d10) fire damage and the target catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Folding Carapace. The scorcher folds its armored carapace around itself. Until it unfolds, it gains a +4 bonus to its AC and can't use its plasma gun or incinerator. It can unfold its carapace as a bonus action on its turn.

Incinerator (Recharge 5-6). The scorcher fires a stream of plasma fireballs in a 30-foot cone in front of it. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage and catch fire on a failed save, or half as much damage and doesn't catch fire on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

CEPH MASTERMIND

Huge aberration (ceph), lawful evil

Armor Class 22 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 26 (+8) | 17 (+3) | 22 (+6) | 4 (-3) | 14 (+2) | 5 (-3) |

Saving Throws Str +14, Con +12

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

Senses darkvision 60 ft., passive Perception 12

Languages All, telepathy 120 ft. (ceph only)

Challenge 18 (20,000 XP)

Aura of Vitality. As a bonus action, the mastermind chooses one ceph within 30 feet of it. That ceph regains 7 (2d6) hit points.

Ceph Energy. All ceph within 15 feet of the mastermind gain a +2 bonus to their AC, resistance to nonmagical bludgeoning, piercing, and slashing damage, and deal an extra 7 (2d6) lightning damage on attacks unless the mastermind is incapacitated.

Hive Mind. If the mastermind is within 50 miles of the alpha ceph, it can communicate telepathically with all other ceph that are also within 50 miles of the same alpha. While telepathically connected to the hive, the mastermind has advantage on initiative saving throws.

Actions

Multiattack. The mastermind makes four attacks; two with its claws, and two with its lightning beam.

Claws. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Lightning Beam. *Ranged Weapon Attack.* +9 to hit, range 100/400 ft., one target. *Hit:* 22 (4d10) lightning damage.

Drone Creation (Recharge 6). The mastermind waves its arms and tears the metal from the bodies of all dead ceph within 40 feet, transforming the metal into 2 Swarms of Ceph Drones which appear in unoccupied spaces within 5 feet of the mastermind or the next closest unoccupied space.

Legendary Actions

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

Command (Costs 2 Actions). The mastermind commands up to two swarm of ceph drones within 30 feet of it to make one attack with their laser beams.

SWARM OF CEPH DRONES

Large swarm of Small constructs

Armor Class 15 (natural armor)

Hit Points 126 (23d10 + 6)

Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hive Mind. If the swarm is within 50 miles of the alpha ceph, it can communicate telepathically with all other ceph that are also within 50 miles of the same alpha. While telepathically connected to the hive, the mastermind has advantage on initiative saving throws.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes three attacks with its laser beams.

Laser Beams. *Ranged Weapon Attack.* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (2d6) radiant damage.

Plasma Blast. *Ranged Weapon Attack.* +5 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) radiant damage. On a hit, each creature within 5 feet of the target must make a DC 13 Dexterity saving throw, taking the same amount of damage as the target on a failed save or half as much on a successful one.

Kamikaze. 2 (1d4) drones exit the swarm and each one attaches itself to a different target within 60 feet of the swarm, before exploding. The target and each creature within 5 feet of a drone when it explodes must make a DC 13 Dexterity saving throw, or take 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

When the drones explode, the swarm loses a number of hit points equal to #d10, where # is equal to the number of drones that exploded.

MOLD-1

Gargantuan Plant, unaligned

Armor Class 20 (natural armor)

Hit Points 350 (28d12 + 168)

Speed 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|---------|
| 27 (+8) | 1 (-5) | 22 (+6) | 1 (-5) | 10 (+0) | 10 (+0) |

Saving Throws Str +16, Con +14, Wis +8

Skills Perception +8

Damage Resistances fire; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

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

Senses blindsight 120 Ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 18

Languages —

Challenge 25 (75,000 XP)

Proficiency +8

Legendary Resistance (3/Day). If the mold-1 fails a saving throw, it can choose to succeed instead.

Sweet Scent. Any creature other than a plant that starts its turn within 120 feet of the mold-1 must succeed on a DC 22 Constitution saving throw or be charmed for 1 minute.

While charmed by the mold-1, a creature is incapacitated and ignores the scent of other mold-1s. If the charmed creature is more than 5 feet away from the mold-1, the creature must move on its turn toward the mold-1 by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the mold-1, a creature can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A creature that successfully saves is immune to this mold-1's sweet scent for the next 24 hours.

Actions

Multiattack. The mold-1 makes four Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Spore Projectiles. *Ranged Weapon Attack:* +16 to hit, range 40/120 ft., one target. *Hit:* 25 (10d4) poison damage, and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Shudder (Recharge 5-6). The mold-1 violently shakes releasing a concentration of spores in a 30-foot-radius sphere around it. Each creature in that area must make a DC 22 Constitution saving throw, taking 101 (29d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The mold-1 can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mold-1 regains spent legendary actions at the start of its turn.

Attack. The mold-1 makes one Spore Projectile attack.

Detect. The mold-1 makes a Wisdom (Perception) check.

Disturb (Costs 2 Actions). The mold-1 disturbs the terrain in a 120-foot radius around it, releasing spores into the air. Each creature in that area must succeed on a DC 22 Constitution saving throw or take 21 (6d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. A humanoid slain by this attack rises 24 hours later as a fungal zombie (**zombie**, but its type is *Plant*) under the mold-1's control, unless the humanoid is restored to life or its body is destroyed.

GLYPHID DREADNOUGHT

Huge monstrosity, unaligned

Armor Class 25 (natural armor)

Hit Points 396 (24d20 + 144)

Speed 40 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 29 (+9) | 10 (+0) | 23 (+6) | 8 (-1) | 20 (+5) | 12 (+1) |

Damage Resistances acid, cold, fire, lightning, piercing

Damage Immunities bludgeoning and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 26 (90,000 XP, or 180,000 XP as a mythic encounter) **Proficiency** +8

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

Magic Resistance. the glyphid dreadnought has advantage on saving throws against spells and other magical effects.

Shield Carapace (Mythic Trait; Recharges after a Short or Long Rest). When the glyphid dreadnought is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates cracks in its carapace, revealing its abdomen. The glyphid dreadnought's abdomen has an AC of 22 and 300 hit points. To target the abdomen, the attacker must have at least one of the attacker's allies is within 5 feet of the dreadnought. The abdomen is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks, and it is immune to all conditions. If it finishes a short or long rest, the carapace heals, any damage to the abdomen regenerates, and the abdomen is covered again. The dreadnought dies its abdomen is destroyed.

Actions

Multiattack. The the glyphid dreadnought makes one Bite and two Slash attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Slash. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Ignited Projectile. The glyphid dreadnought launches a fireball which explodes at a point within 120 feet of it. Each creature in a 15-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Trembling Stomp (Recharge 5-6). The dreadnought roars causing rocks to levitate, and then stomping the ground creating volcanic spikes around it. Each creature on the ground within 30 feet of the dreadnought, must make a DC 25 Dexterity saving throw, taking 28 (8d6) piercing damage plus 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The glyphid dreadnought makes one Bite attack.

Move. The the glyphid dreadnought moves up to half its speed without provoking opportunity attacks.

Fireball (Costs 2 Actions). The glyphid dreadnought uses Ignited Projectile.

Swarm Bladder (Costs 3 Actions; Recharge 6). The dreadnought fires a pheromone cluster at a point within 60 feet of it. Within 15-feet of the point 14 (1d8 + 10) glyphid spawn (**phase spiders**) appear. The glyphid spawn cting as allies of the dreadnought and obeying its commands.

ECHO OF ORYX

Large aberration (taken), chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 16 (+3) | 19 (+4) | 15 (+2) | 21 (+5) | 18 (+4) |

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

Skills Arcana, Athletics +10, Perception +10, Religion +7, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 120 ft., truesight 60 ft., passive Perception 20

Languages all, telepathy 1 mile

Challenge 16 (15,000 XP)

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

Magic Weapons. The echo's weapon attacks are magical.

Unusual Nature. The echo doesn't require air, food, drink, or sleep.

Actions

Multiattack. The echo frame makes three melee weapon attacks or four ranged spell attacks.

Spectral Greatsword. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 19 (6d6 + 5) necrotic damage.

Black Lightning. *Ranged Spell Attack.* +9 to hit, range 120 ft., one target. *Hit:* 7 (2d6) lightning damage plus 7 (2d6) necrotic damage.

Grasp of the King (Recharge 5-6) The echo siphons the life force of each creature in a 30-foot radius around it. Each creature in that area must make a DC 17 Constitution saving throw, taking 38 (7d10) necrotic damage on a failed save or half as much damage on a successful one. The echo gains a number of temporary hit points equal to half the damage dealt to all creatures. While the temporary hit points remain, a creature that was damage by the grasp of the king cannot use any class features that have a limited use such as: *action surge*, *channel divinity*, *flurry of blows*, *wildshape*, etc

King's Decree. The echo targets a creature within 60 feet of it, that is currently knocked unconscious by its grasp of the king. That creature's soul leaves its body and is destroyed, killing the creature. A creature killed by this action, can't be revived by any means short of a *wish* spell.

Legendary Actions

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

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

Move. The echo moves up to half its fly speed without provoking opportunity attacks.

Teleport (Costs 2 Actions). The echo magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the echo can make one attack with its spectral greatsword or black lightning.

ORYX, THE TAKEN KING

Huge aberration (taken), chaotic evil

Armor Class 25 (natural armor)

Hit Points 319 (22d12 + 176)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 16 (+3) | 26 (+8) | 22 (+6) | 20 (+5) | 23 (+6) |

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

Skills Arcana, Athletics +17, Perception +13, Religion +14, Survival +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 240 ft., truesight 120 ft., passive Perception 23

Languages all, telepathy 1 mile

Challenge 28 (120,000 XP)

Discorporation. When Oryx drops to 0 hit points or dies on a plane other than his throne world, his body is destroyed but his essence travels back to his throne world and transforms into Oryx Ascendant, and he is unable to return to the material plane for a time.

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

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

Magic Weapons. Oryx's weapon attacks are magical.

Presence of Oryx. Any creature hostile to Oryx that starts its turn within 30 feet of him must make a DC 22 Wisdom saving throw, unless Oryx is incapacitated. On a failed save, the creature takes 28 (8d6) necrotic damage and is grappled until the start of its next turn. Until this grapple ends, the target is restrained. If a creature's saving throw is successful, the creature is immune to Oryx's Presence of Oryx for the next 24 hours.

Unusual Nature. Oryx doesn't require air, food, drink, or sleep.

Actions

Multiattack. Oryx frame makes three melee weapon attacks or four ranged spell attacks.

Willbreaker. *Melee Weapon Attack.* +17 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 7 (2d6) necrotic damage.

Black Lightning. *Ranged Spell Attack.* +13 to hit, range 240 ft., one target. *Hit:* 10 (3d6) lightning damage plus 10 (3d6) necrotic damage.

Legendary Actions

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

Attack. Oryx makes one attack with Willbreaker or his black lightning.

Detect. Oryx makes a Wisdom (Perception) check.

Move. Oryx moves up to half its fly speed without provoking opportunity attacks.

Teleport. Oryx magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, Oryx can make one attack with its spectral greatsword or black lightning.

Darkness Dimension (Costs 2 Actions). Choose one creature within 60 feet of Oryx. That creature is surrounded by a 10-foot-radius sphere of magical darkness until the end of Oryx's next turn. No creature, except Oryx can pass through the sphere (*including by magical effect or spell*), in or out. Additionally, when Oryx makes a melee weapon attack, he can target a creature in the magical darkness, even if he is not within 10 feet of the target.

IMMARU

Tiny construct, neutral evil

Armor Class 11 (14 with mage armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 12 (+1) | 12 (+1) | 14 (+2) | 14 (+2) | 8 (-1) |

Damage Vulnerabilities necrotic; bludgeoning, piercing, and slashing from magical attacks

Damage Immunities acid, cold, fire, force, lightning, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 2 (450 XP)

Avoidance. If Immaru is subjected to an effect that allows him to make a saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fast Casting. When Immaru casts the *true resurrection* spell, its casting time is 1 minute.

Nimble Escape. Immaru can take the Disengage or Hide action as a bonus action on each of his turns.

One Ghost One Guardian. Immaru is magically bonded to Savathun. The bond lasts until Immaru dies. While bonded, Immaru and Savathun can communicate telepathically with each other over any distance as long as the two of them are on the same plane of existence.

Actions

Spellcasting. Immaru casts one of the following spells at 5th-level, requiring no spell components. At Will: *cure wounds* (Savathûn only), *healing word* (Savathûn only), *mage armor* (self only)*
1/day: *true resurrection* (Savathûn only)
*Immaru casts this spell on itself before combat.

Unarmed Strike. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

REDJACK FRAME

Medium construct, unaligned

Armor Class 18 (plate)

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 14 (+2) | 12 (+1) | 4 (-3) | 14 (+2) | 5 (-3) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak
Challenge 2 (450 XP)

Axiomatic Mind. The redjack frame can't be compelled to act in a manner contrary to its nature or its instructions.

Sidearm Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on the redjack frame sidearm's ranged attack rolls.

Actions

Multiattack. The redjack frame makes a number of attacks depending on which weapon it is using: 4 attacks with its assault rifle, two attacks with its fists, one attack with its fist and one with its sidearm, or two attacks with any weapon not listed.

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

Assault Rifle. Ranged Weapon Attack. +4 to hit, range 200/600 ft., one target. *Hit:* 5 (2d4) piercing damage.

Sidearm. Ranged Weapon Attack. +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Suppressing Fire. The redjack frame lays down suppressing fire in a 10-foot cubed area at a point within 150 feet of it. Each creature in that area must succeed on a DC 12 Dexterity saving throw or take 5 (1d6 + 2) piercing damage on a failed save, or half as much on a successful one.

Additionally, the area becomes difficult terrain until the start of the redjack frame's next turn, a creature in the area has disadvantage on attack rolls while within the area, and when a creature moves into, out of, or within the area, it takes 3 (1d6) piercing damage for every 5 feet it travels.

SAVATHÛN, THE WITCH QUEEN

Huge aberration (hive), neutral evil

Armor Class 24 (natural armor)

Hit Points 159 (11d12 + 88)

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

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|

| | | | | | |
|---------|---------|---------|---------|---------|----------|
| 24 (+7) | 16 (+3) | 26 (+8) | 26 (+8) | 24 (+7) | 30 (+10) |
|---------|---------|---------|---------|---------|----------|

Saving Throws Con +16, Int +16, Cha +18

Skills Arcana +16, Deception +18 Intimidation +18, Perception +15, Persuasion +18, Religion +16

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 240 ft., truesight 120 ft., passive Perception 25

Languages All, telepathy 1 mile

Challenge 28 (120,000 XP)

Discorporation. When Savathûn drops to 0 hit points or dies on a plane other than her throne world, **Immaru** is magically teleported to an unoccupied space adjacent to her body and must use its action on its next turn to cast his *true resurrection* spell on Savathûn. If Immaru dies or his concentration is interrupted, Savathûn's body is destroyed after 24 hours.

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

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

Magic Weapons. Savathûn's weapon attacks are magical.

One Guardian One Ghost. Savathûn is magically bonded to Immaru. The bond lasts until Savathûn dies. While bonded, Immaru and Savathûn can communicate telepathically with each other over any distance as long as the two of them are on the same plane of existence.

Ward of Dawn (Mythic Trait; Recharges after a Short or Long Rest). When Savathûn is reduced to 0 hit points she doesn't die or fall unconscious. Instead, she regains her maximum hit points. In addition, she creates a ward of dawn around her (As if concentrating on a spell). The ward is a 50-foot-radius sphere centered on Savathûn that moves with her. While the ward is up, creatures can freely pass through it, and Savathûn has full cover against attacks made outside of the ward, she regains 10 hit points at the start of her turn if she has at least 1 hit point, and the damage die of her claw and light blast attacks increase by 1.

Unusual Nature. Savathûn doesn't require air, food, drink, or sleep.

Actions

Multiattack. Savathûn makes one attack with her nova bomb (if able), then makes three melee weapon attacks or four ranged spell attacks.

Claws. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 7 (2d6) radiant damage.

Light Blast. Ranged Spell Attack. +18 to hit, range 240 ft., one target. *Hit:* 7 (2d6) lightning damage plus 10 (3d6) radiant damage.

Nova Bomb (Recharge 5-6). Ranged Weapon Attack. +12 to hit, range 400/1200 ft., one target. *Hit:* 22 (3d8) force damage. On a hit or miss the bomb explodes. The target and each creature within 15 feet of it must make a DC 26 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save or half as much damage on a successful one.

Stormcall (Recharge 5-6). Savathûn projects three 120-foot long, 50-foot tall, 5-foot wide lines of radiant lighting each in a different direction in front of her. Each creature in a line must make a DC 26 Dexterity saving throw, taking 49 (9d10) lightning damage plus 49 (9d10) radiant damage on a failed save, or half as much on a successful one.

Legendary Actions

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

Attack. Savathûn makes one attack with her claws or her light blast.

Detect. Savathûn makes a Wisdom (Perception) check.

Move. Savathûn moves up to half its fly speed without provoking opportunity attacks.

Teleport. Savathûn magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, Savathûn can make one attack with its spectral greatsword or black lightning.

Blade Barrage (Costs 3 Actions). Savathûn creates five burning blades of light each of which is launched at a different points at least 20 feet apart within 120 feet of her. Each creature within a 10-foot radius of a point takes 10 (3d6) fire damage plus 10 (3d6) radiant damage.

TECHEUN

Medium humanoid (awoken), lawful neutral

Armor Class 19

Hit Points 149 (23d8 + 46)

Speed 30 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 16 (+3) | 15 (+2) | 22 (+6) | 20 (+5) | 18 (+4) |

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

Skills Arcana +11, Deception +9, History +11, Insight +10, Nature +11, Persuasion +9, Religion +11

Damage Resistances necrotic, psychic, radiant

Condition Immunities prone

Senses blindsight 60 ft., truesight 30 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (1/Day). If the techeun fails a saving throw, she can choose to succeed instead.

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

Actions

Multiattack. The techeun makes two attacks with her eviscerating hex.

Eviscerating Hex. *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 7 (2d6) necrotic damage plus 10 (3d6) lightning damage.

Awoken Magic (Recharge 5-6). The techeun uses one of the following awoken magic:

Techeun Scream The techeun screams at the top of her lungs, causing a shockwave in a 30-foot cone in front of her. Each creature in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) thunder damage plus 35 (10d6) force damage and be pushed back 10 feet on a failed save, or half as much damage and isn't pushed back on a successful one.

Ontological Weapon (Recharges after Long Rest). The techeun shields herself (gaining 100 temporary hit points) before rising up to 30 feet into the air without provoking opportunity attacks. The techeun then begins charging up the ontological weapon.

On subsequent turns, while the techeun is charging the weapon, she techeun can't move from the space she is in (including teleportation) and must use her action to continually charge the ontological weapon. When the techeun's temporary hit points are reduced to 0, she must still use her action to charge the weapon, but she also must maintain concentration on charging it (as if concentrating on a spell).

On the techeun's 4th turn, the ontological weapon finishes charging and it's energy is released in a 40-foot radius around the techeun. Each creature in that area must succeed on a DC 18 Wisdom saving throw, or die. A creature that dies in this way is erased from time, as if they never existed. On a successful save, the creature takes 99 (18d10) force damage.

Legendary Actions

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

Attack. The techeun makes one attack with her eviscerating hex.

Detect. techeun makes a Wisdom (Perception) check.

Teleport. The techeun magically teleports, along with any equipment she is wearing or carrying, up to 40 feet to an unoccupied space she can see.

GOLIATH

Gargantuan fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 214 (13d20 + 78)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 26 (+8) | 10 (+0) | 22 (+6) | 9 (-1) | 14 (+2) | 16 (+3) |

Saving Throws Str +14, Con +12, Wis +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common

Challenge 20 (25,000 XP) **Proficiency** +6

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

Siege Monster. The goliath deals double damage to objects and structures.

Standing Leap. The goliath's long jump is up to 40 feet and his high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The goliath makes three Slam attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 14 (4d6) fire damage and the target is swallowed if it is a Large or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the goliath, and takes 31 (9d6) acid damage at the start of each of the goliath's turns.

If the goliath takes 40 damage or more on a single turn from a creature inside it, the goliath must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the goliath. If the goliath dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Fire Cyclone (Recharge 5-6). The mouth on the goliath's stomach exhales a vortex of fire that moves across a 60-foot cone. Each creature in that area must make a DC 20 Strength or Dexterity saving throw, taking 55 (10d10) fire damage and be pulled up to 30-feet towards the goliath on a failed save, or half as much damage on a successful one.

If a creature fails its saving throw and is pulled within 5 feet of the goliath, the goliath can make one Bite attack against the creature.

Fireball (Recharge 6). The goliath exhales a fireball which explodes at a point within 120 feet of him. Each creature in a 15-foot radius sphere centered on that point must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Swallow Debris. Roll a d6. On a 6, the goliath's Fireball recharges. If the goliath's Fireball didn't recharge on this turn or the previous turn, it automatically recharges at the end of his turn.

Legendary Actions

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

Attack. The goliath makes one Slam attack.

Chomp (Costs 2 Actions). The goliath makes one Bite attack.

Demonic Energy Blast (Costs 2 Actions). The goliath releases a blast of demonic energy in a 30-foot radius sphere centered on him. Each creature in that area must make a DC 20 Dexterity saving throw, taking 22 (5d8) necrotic damage and be pushed up to 10 feet away and knocked prone on a failed save, or half as much damage and isn't pushed away or knocked prone on a successful one.

KING CERBERUS

Gargantuan fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 346 (21d20 + 126)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 15 (+2) | 22 (+6) | 12 (+1) | 14 (+2) | 20 (+5) |

Saving Throws Str +16, Con +14, Wis +10

Skills perception +10

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

Damage Immunities poison, the damage type of the current head in control

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 20

Languages All

Challenge 26 (75,000 XP)

Proficiency +8

Fire Aura (Left Head Only). At the start of each of King Cerberus's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches King Cerberus or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (2/Day). If King Cerberus fails a saving throw, he can choose to succeed instead.

Multiheaded. King Cerberus can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Standing Leap. King Cerberus long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. King Cerberus makes one Bite attack and two Claw attacks. While its Middle Head is in control, it can use Spellcasting twice, but each cast must be a different spell.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 21 (6d6) damage (damage type is determined by which head is in control).

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 14 (4d6) damage (damage type is determined by which head is in control).

Lightning Orb (Right Head Only). King Cerberus fires two 2-foot-diameter sphere of lightning at two different creatures within 90 feet of it. Each creature must make a DC 22 Dexterity saving throw, taking 17 (5d6) lightning damage plus 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

Deadly Leap (Left Head Only). If King Cerberus jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 24 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 30 (4d10 + 8) bludgeoning damage plus 28 (8d6) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of King Cerberus's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in King Cerberus's space.

Breath Weapon (Left or Middle Head Only; Recharge 5–6). King Cerberus exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) cold or fire damage (depending on which head is in control) on a failed save, or half as much damage on a successful one.

Spellcasting (Middle Head Only). King Cerberus casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *ice storm* at 9th-level, *wall of ice*

Bonus Actions

Take Control (Recharge 5-6). King Cerberus heads fight for control. Roll a d6 to determine which one does. On a 1-2, the left head takes control (fire); 3-4, the middle head takes control (cold); 5-6, the right head takes control (lightning).

Immediately after a head takes control, King Cerberus releases a burst of elemental energy in a 40-foot-radius sphere. Each creature in that area must make a DC 22 Dexterity saving throw, taking 14 (4d6) damage on a failed save, or half as much damage on a successful one. The damage type is determined by which head takes control.

Lightning Quick (Right Head Only). King Cerberus takes the Disengage action.

Legendary Actions

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

Attack. King Cerberus makes one Claw attack.

Move (Right Head Only). King Cerberus moves up to its speed.

Ice Spikes (Middle Head Only; Costs 2 Actions). Jagged spikes made of ice jut up from the ground at a point within 120 feet of King Cerberus. Each creature on the ground in a 20-foot-radius circle of that point must make a DC 21 Dexterity saving throw, taking 27 (6d8) cold damage plus 27 (6d8) piercing on a failed save, or half as much damage on a successful one.

MALPHAS

Gargantuan fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 310 (20d20 + 100)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 10 (+0) | 20 (+5) | 24 (+7) | 23 (+6) | 25 (+7) |

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages All

Challenge 27 (105,000 XP) **Proficiency** +8

Demonic Armor (Recharges after a Short or Long Rest).

When Malphas is reduced to half of her maximum hit points (150) she coats herself in black ichor, gaining 200 temporary hit points. While she has these hit points, her movement speed is increased by 10 feet, she can't use Enigorate, and she has advantage on melee weapon attacks, but attack rolls against her have advantage.

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

Siege Monster. Malphas deals double damage to objects and structures.

Actions

Multiattack. Malphas makes five melee weapon attacks, but only one can be a Headbutt attack; or she makes four Summoned Thorn attacks.

Malpha can use Spellcasting in place of one attack to cast an At Will spell, or three attacks to cast a 2/Day spell.

Headbutt. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. If Malphas moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Peck. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Talon. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Summoned Thorn. *Ranged Spell Attack:* +13 to hit, range 240 ft., one target. *Hit:* 16 (3d10) piercing damage plus 11 (2d10) force damage.

Invigorate (Recharge 6). Malphas teleports to an unoccupied space she can see within 120 feet of her, but appears partially submerged into the ground as she begins concentrating (as if concentrating on a spell). While submerged, Malphas has three-quarters cover from creatures that are 15 feet or further from her. At the start of her next turn, Malphas regains 120 hit points plus any damage she received since the end of her last turn. If her concentration is broken, Malphas can't move or take actions until after its next turn.

Spellcasting. Malphas casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 23):

At will: *blur, creation, disguise self, dream, fear, hallucinatory terrain, hypnotic pattern, invisibility, magic mouth, major image, minor illusion, mislead, phantasmal killer, silence, silent image*
2/day each: *greater invisibility, programmed illusion, teleportation circle*
1/day each: *mirage arcane, gate, plane shift, project image, teleport, weird*

Bonus Action

Teleport. Malphas teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space she can see.

Legendary Actions

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

Melee Attack. Malphas makes one melee weapon attack.

Create Portal. Malphas creates a portal in a space within 120 feet of her. The portal remains until the end of her next turn. When Malphas makes a melee weapon attack, she can make the attack as if she was standing in the portal's space.

Wall of Thorns (Costs 2 Actions). Malphas conjures a row of magical spikes on the ground in a 60-foot long line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 31 (9d6) piercing damage on a failed save, or half as much damage on a successful one.

NIDHOGG

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 0 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 22 (+6) | 10 (+0) | 20 (+5) | 7 (-2) | 9 (-1) | 10 (+0) |

Saving Throws Con +10

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

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 120 ft., passive Perception 9

Languages Abyssal, Common

Challenge 13 (10,000 XP)

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

Magic Weapons. Nidhogg weapon attacks are magical.

Parasitic Demon. Nidhogg can possess any tree it comes in contact with. While possessing the tree, Nidhogg can hover up to 30 feet off the ground, but can never be more than 30 feet from the tree. When a tree Nidhogg is possessing is destroyed, Nidhogg is ejected 10 feet into the ground.

Nidhogg can possess other plants, but the plant is destroyed at the start of Nidhogg's next turn. He cannot use his root attacks while possessing these plants, but can still take his plant-humanoid like form and attack with his armblasses.

Regenerate (Must be Possessing a Tree) At the start of Nidhogg's turn, he regenerates up to 10 hit points, dealing the same amount of damage to the tree as necrotic damage. Nidhogg's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Nidhogg makes three root attacks or two armblasses attacks.

Armblasses. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Root (Possessing Small Sized Tree Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.

Root (Possessing Medium Sized Tree Only). *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Root (Possessing Large Sized Tree Only). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Root (Possessing Huge Sized Tree Only). *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Root (Possessing Gargantuan Sized Tree Only). *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Spinning Slash (Recharge 5-6, Must be Possessing a Tree). Nidhogg moves 30 feet in a straight line, without provoking opportunity attacks, slashing at all creatures within a 5-foot radius of his path before returning to his original space. Each creature in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) slashing damage on a failed save, or half as much damage on a successful one.

RECOMMENDED TREE STATS

Small Tree. AC: 15, Hit Points: 10 (3d6)

Medium Tree. AC: 15, Hit Points: 18 (4d8)

Large Tree. AC: 15, Hit Points: 27 (5d10)

Huge Tree. AC: 16, Hit Points: 39 (6d12)

Gargantuan Tree. AC: 16, Hit Points: 73 (7d20)

URIZEN'S LAIR

Urizen makes its lair in Red Grave City where the Qliphoth has emerged. Red Grave City features mostly neoclassical architecture typical of the Victorian era, with some older structures such as the cathedral speaking of a long history. Red Grave City has been slowly torn apart, going from thick thorny roots ripping through individual buildings to entire districts being lifted up and split apart as the demonic tree's root system establishes itself. Urizen encountered in his lair has a challenge rating of 27 (105,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Urizen takes a lair action to cause one of the following effects; Urizen can't use the same effect two rounds in a row:

- A beam of demonic energy forms a 5-foot-wide line between two of the lair's solid surfaces that Urizen can see. They must be within 120 feet of Urizen and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) force damage.
- The sky or ceiling above Urizen cracks and falls apart like glass. Each creature within 120 feet of Urizen must succeed on a DC 15 Wisdom saving throw or become confused as if under the *confusion* spell until Urizen uses another lair action or when Urizen dies.

Unless surprised, a creature can close its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see until the start of its next turn. If the creature looks, while within 120 feet of Urizen, in the meantime, it must immediately make the save.

- Urizen casts the *spiked growth* spell four times at its lowest level, targeting different areas with the spell. Urizen doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- Blue flames erupt from the ground at up to four points of the DM's choice in the lair. The fire lasts for 1 minute or until this action is used again. Each jet of flame is a 20-foot-tall cylinder with a 5-foot radius. Each creature in the cylinder when it first appears must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Any creature that starts its turn in the flames must also make the saving throw.

URIZEN

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 405 (30d12 + 210)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 14 (+2) | 25 (+7) | 20 (+5) | 20 (+5) | 25 (+7) |

Saving Throws Dex +10, Con +16, Wis +11, Cha +15

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 26 (90,000 XP)

Destroy Illusion. Any illusion spell or spell-like ability is dispelled when Urizen is within 15 feet of it.

Innate Spellcasting. Urizen's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chromatic orb* (cold only at 6th level), *fireball*, *magic missile*, *melf's minute meteors*, *slow*

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

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

Magic Weapons. Urizen's weapon attacks are magical.

Many Eyes. Urizen has advantage on Wisdom (Perception) checks that rely on sight, but disadvantage on saving throws against being blinded.

Actions

Multiattack. Urizen makes two attacks: one with its slam and one with its tentacle.

Tentacle. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. **Hit:** 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and Urizen is healed for the same amount. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Slam. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 22 (4d6 + 8) bludgeoning damage plus force damage 4 (1d8) force damage

Teleport. Urizen magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

Urizen can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Urizen regains spent legendary actions at the start of its turn.

Knock Back. Urizen releases a blast of energy in a 10-foot radius around him. Each creature in that area must succeed on a DC 24 Strength saving throw or be pushed 15 feet in a straight line away from Urizen. If the saving throw fails by 5 or more, the target falls prone.

Teleport. Urizen uses his Teleport action.

Summon Crystal (Costs 3 Actions, Recharge 6). Urizen summons a large blood red crystal in an unoccupied space within 5 feet of him. While the crystal remains, Urizen has immunity to all damage except poison and psychic damage. The crystal can be attacked and destroyed (AC 20; hp 40; immunity to poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks). A creature that touches the crystal or hits it with a melee attack while within 5 feet of it takes 10 (3d6) force damage.

Magic Missile (Costs 2 Actions). Urizen casts *magic missile* at 9th level, but must choose at least 2 or more creatures.

AZMODAN

Huge fiend (devil), chaotic evil

Armor Class 23 (natural armor)

Hit Points 391 (29d12 + 203)

Speed 50 ft.

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 26 (+8) | 10 (+0) | 24 (+7) | 28 (+9) | 28 (+9) | 24 (+7) |

Saving Throws Dex +8, Con +15, Wis +17, Cha +15

Skills History +17, Insight +17, Intimidation +15, Perception +17

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 27

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Proficiency +8

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

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

Magic Weapons. Azmodan's weapon attacks are magical.

Pools of Destruction. At the start of each of Azmodan's turns, he conjures a pool of bloody, shadowy substance at a point within 300 feet of him. The pool fills a 15-foot radius around the point when it appears and its radius increases by 10 feet at the start of each Azmodan's subsequent turns. Each creature that isn't a fiend, that starts its turn in a pool, loses 28 (8d6) hit points and must succeed on a DC 25 Strength saving throw or have its walking speed reduced by half until the start of its next turn. The pools remain until Azmodan removes them as a bonus action, he dies, or is no longer on the same plane of existence.

Actions

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 14 (4d6) fire damage. If the target is a Large or smaller creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Eye Lasers. *Ranged Spell Attack:* +16 to hit, range 120 ft., one target. *Hit:* 28 (8d6) fire damage.

Globe of Annihilation (Recharge 5-6). Azmodan throws a homing meteor at a point within 300 feet of it. Each creature in a 30-foot radius sphere centered on that point must make a DC 25 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Teleport. Azmodan teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spellcasting. Azmodan casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 25):

At will: *alter self* (can become Medium when changing its appearance), *detect magic*, *thaumaturgy*, *major image*, *wall of fire*

3/day each: *dispel magic*, *fear*

1/day each: *earthquake*, *incendiary cloud*

Bonus Actions

Demon Gate. Azmodan conjures a 10-foot wide, 10-foot tall demon gate in an unoccupied space within 60 feet of him. The demon gate can be attacked and destroyed AC 18; 40 hit points; immunity to poison and psychic damage; resistance to bludgeoning, piercing, slashing from nonmagical attacks).

When it appears and on subsequent turns roll a d8 and consult the table below to determine what type of devils come through.

| d8 | Devils |
|-----|---------------------------|
| 1-2 | 1d10 Imps |
| 3-4 | 1d4 Bearded Devils |
| 5-6 | 1d2 Barbed Devils |
| 7-8 | 1 Chain Devil |

Legendary Actions

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

Attack. Azmodan makes a Eye Laser attack.

Falling Corpses. Azmodan creates a rift above a creature within 120 feet of it. That creature must make a DC 25 Dexterity saving throw or be knocked prone and restrained (escape DC 21) by the corpses falling through the rift on a failed save. On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of its space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature automatically fails its saving throw.

Teleport. Azmodan uses Teleport.

Trample (Costs 2 Actions). Azmodan moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creature Azmodan moves through must succeed on a DC 24 Dexterity saving throw or take 30 (4d10 + 8) bludgeoning damage and be knocked prone.

DIABLO

Huge fiend (devil), chaotic evil

Armor Class 24 (natural armor)

Hit Points 391 (29d12 + 203)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 14 (+2) | 25 (+7) | 20 (+5) | 20 (+5) | 25 (+7) |

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

Skills Insight +13, Perception +13

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 28 (120,000 XP)

Proficiency +8

Fire Aura. At the start of each of Diablo's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Diablo or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

Magic Weapons. Diablo's weapon attacks are magical.

Actions

Multiattack. Diablo makes three Claw attacks and two Tail attacks.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 14 (4d6) fire damage. If the target is a creature it must succeed on a DC 23 Wisdom saving throw or be cursed with one of the following curses for 1 minute:

Curse of Anguish. Anytime the cursed creature regains hit points while cursed, it regains half as many.

Curse of Hatred. The cursed creature deals only half damage with weapon attacks that use Strength or Dexterity.

A creature can repeat the saving throw at the end of each of its turns, ending the curse on itself on a success.

Tail. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 8) bludgeoning damage. If the target is a creature it must succeed on a DC 24 Strength saving throw or be knocked prone.

Fireball. Diablo throws a fireball at a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Teleport. Diablo teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Red Lightning (Recharge 5-6). Diablo releases red lightning from its hands in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 55 (10d10) lightning damage plus 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. Diablo casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

At will: *alter self* (can become Medium when changing its appearance), *detect magic*, *wall of fire*
3/day each: *dispel magic*, *dominate person*, *fear*
1/day each: *earthquake*, *incendiary cloud*

Legendary Actions

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

Attack. Diablo makes a Tail attack.

Teleport. Diablo uses Teleport.

Bone Prison (Costs 2 Actions). Bone cages rise up from underground, underneath each creature within 60-feet of Diablo. Those creatures must make a DC 23 Dexterity saving throw or be stunned and trapped in the bone cage until the end of Diablo's next turn.

Explosion. Diablo uses Fireball.

Flame Circle (Costs 2 Actions). Diablo creates a circle of ground-based fireballs that spread out in a 30-foot radius around it. Each creature in that area must make a DC 23 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

MALTHAEL

Huge celestial, neutral evil

Armor Class 25 (natural armor)

Hit Points 393 (27d12 + 218)

Speed 40 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 20 (+5) | 26 (+8) | 20 (+5) | 22 (+6) | 24 (+7) |

Saving Throws Str +19, Dex +16, Con +19, Int +14, Wis +15, Cha +14

Skills Athletics +19, History +14, Insight +15, Intimidation +16, Perception +15, Survival +15

Damage Immunities necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 Ft., passive Perception 25

Languages Common, celestial

Challenge 29 (135,000 XP) **Proficiency** +9

Angel of Death. When Malthael reduces a creature to 0 hit points, it dies.

Angelic Weapons. Malthael's weapon attacks are magical. When Malthael hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Drain Soul. A whirling ring of souls surrounds Malthael. At the start of each of the Malthael's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage. A creature that touches Malthael or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage.

Flyby. Malthael doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

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

Unusual Nature. Malthael doesn't require air, food, drink, or sleep.

Actions

Multiattack. Malthael can use his Frightful Presence. He then makes four Hand Scythe attacks.

Hand Scythe. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Death Shroud. Malthael conjures 20-foot-radius sphere of mist at a point within 120 feet of him. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature starts its turn in the cloud or enters it for the first time on a turn, it takes 21 (6d6) cold damage.

Frightful Presence. Each creature of Malthael's choice that is within 120 feet of Malthael and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. 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 Malthael's Frightful Presence for the next 24 hours.

Last Rites (Recharges after a Short or Long Rest). Malthael casts the *power word kill* spell.

Teleport. Malthael teleports to an unoccupied space that he can see within 120 feet of itself.

Soul Nova (Recharge 5-6). Malthael uses Teleport. He then releases a swarm of glowing blobs of souls around him. Each creature within 30-feet of Malthael must make a DC 25 Dexterity saving throw, taking 35 (10d6) cold damage plus 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Soul Sweep (Recharge 6). While below half of his maximum hit points, Malthael uses Teleport. He then releases multiple waves of flames across a 120-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 90 (20d8) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Move Clouds. Each Death Shroud, that Malthael has conjured, moves up to 15 feet in any direction.

Summon Demon (2/day). While below half of its maximum hit points, Malthael summons 2 (1d4) Nalfeshnee to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of Malthael and obeying its commands.

Legendary Actions

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

Attack. Malthael makes one Hand Scythe attack.

Teleport. Malthael uses Teleport.

Charge (Costs 2 actions). Malthael moves up to his speed, during this move he can move through other creatures without provoking opportunity attacks. Each creature the Malthael moves through must succeed on a DC 27 Dexterity saving throw or take 32 (4d10 + 10) bludgeoning damage, be pushed up to 10 feet away, and knocked prone.

Conjure Cloud (Costs 2 Actions). Malthael use Death Shroud.

MEPHISTO

Huge fiend (devil), chaotic evil

Armor Class 22 (natural armor)

Hit Points 356 (31d12 + 155)

Speed 0 ft., fly 50 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 14 (+2) | 21 (+5) | 26 (+8) | 29 (+9) | 25 (+7) |

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

Skills Arcana, Athletics, Deception, Intimidation, Persuasion

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP) **Proficiency** +8

Aura of Hatred. Mephisto exudes contempt, disdain, and loathing that manifests into black wisps around him.

When a creature starts its turn within 15 feet of Mephisto or enters the area for the first time on a turn, it must succeed on a DC 23 Wisdom saving throw or be cursed for 1 minute. A cursed 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 Mephisto's Aura of Hatred for the next hour.

While cursed, the creature goes berserk and must use its action each round to attack the creature nearest to it. If it can make extra attacks as part of the Attack action or Multiattack, it uses those extra attacks, moving to attack the next nearest creature after it falls its current target. If it has multiple possible targets, it attacks one at random.

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

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

Magic Weapons. Mephisto's weapon attacks are magical.

Actions

Multiattack. Mephisto uses his Malevolent Presence. He then makes three Claw attacks.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 14 (4d6) lightning damage.

Skull Missile. Ranged Spell Attack: +17 to hit, range 120 ft., one target. *Hit:* 22 (4d10) necrotic damage. If a creature is reduced to 0 hit points by this effect, the creature immediately dies, and its body is reduced to ash.

Malevolent Presence. Any creature with an Intelligence of 4 or more that is within 30 feet of Mephisto must succeed on a DC 23 Wisdom saving throw or be charmed by him for 1 minute. 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 Mephisto's Malevolent Presence for the next 24 hours. A creature charmed in this way fixates on another creature or object that Mephisto mentally chooses and must, on each of its turns, move as close as it can to that target and use its action to make a melee attack against it. If Mephisto doesn't choose a target, the charmed creature can act normally on its turn.

Nova (Recharge 5-6). Magical energy radiates out from Mephisto. Each creature within 30 feet of Mephisto must make a DC 27 Constitution saving throw, taking 77 (22d6) cold, lightning, or poison damage (Mephisto's choice) on a failed save, or half as much damage on a successful one.

Spellcasting. Mephisto casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 27):

At will: *detect magic*, *wall of fire*

3/day each: *dispel magic*, *dominate person*, *fear*, *lightning bolt* at 9th-level

2/day: *chain lightning*

Bonus Actions

Change Shape. Mephisto magically transforms into any Humanoid or Beast, while retaining his game statistics (other than his size). This transformation ends if Mephisto is reduced to 0 hit points or if he uses a bonus action to end it.

Teleport. Mephisto teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

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

Attack. Mephisto makes a Claw or Skull Missile attack.

Cast a Spell (Costs 2 Actions). Mephisto uses Spellcasting.

Summon Wraiths (Costs 3 Actions; Recharge 6).

Mephisto calls up the enslaved spirits of those he has slain; 1d4 **wraiths** (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of him. The wraiths act right after Mephisto on the same initiative count and fight until they're destroyed. They disappear when Mephisto is destroyed.

DOOM HUNTER

Large construct/fiend (demon), unaligned

Armor Class 18 (natural armor)

Hit Points 200 (16d10 + 112)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+7) | 16 (+3) | 24 (+7) | 22 (+6) | 18 (+4) | 10 (+0) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses truesight 120 Ft., passive Perception 14

Languages abyssal

Challenge 21 (33,000 XP)

Sled. The doom hunter rides atop of a hover sled. The sled can be attacked (AC 20; 100 hit points; immunity to fire, poison, and psychic damage). Destroying the sled deals no damage to the doom hunter, but its fly speed is doubled, its energy shield is disabled, and it can no longer use its machine guns action and missile swarm legendary action.

Energy Shield (requires sled). At the start of the doom hunter's turn, it gains 20 temporary hit points. The shield is magical and can be dispelled. If dispelled the shield activates again after 1d4+2 rounds.

Evasion (sled destroyed). If the doom hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fire Missiles. The doom hunter's *magic missile* spell deals fire damage instead of force.

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

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

At will: *detect magic*, *fireball*, *magic missile*

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

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

Magic Weapons. The doom hunter's weapon attacks are magical.

Actions

Multiattack. While on the sled, the doom hunter makes four attacks: two with its machine guns and two with its dual chainsaw arm. If the sled is destroyed, it makes three attacks with its dual chainsaw arm.

Dual Chainsaw Arm. Melee Weapon Attack. +14 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Machine Guns (requires sled). Ranged Weapon Attack: +10 to hit, range 80/320 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Legendary Actions

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

Attack. The doom hunter makes one attack with its dual chainsaw or its machine guns.

Missile Swarm (requires sled). The doom hunter casts the *magic missile* spell three times, but each cast can only target 1 creature.

Arm Cannon (Costs 2 Actions). The doom hunter casts the *fireball* spell.

CORPSE ARMOR HARVESTER

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 24 (+7) | 11 (+0) | 24 (+7) | 1 (-5) | 9 (-1) | 3 (-4) |

Damage Resistances fire

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 18 (20,000 XP)

Proficiency +4

Assorted Limbs. The corpse armor harvester has 8 extra flail limbs. As a bonus action the corpse armor harvester can rip one of these limbs off its body and use it to increase its slam attack's reach by 5 feet until the end of its turn. Used limbs do not regrow, but the corpse armor harvester can use an action to attach a limb from a corpse within 5 feet of it, to its body.

Corpse Armor. When the corpse armor harvester is reduced to 0 hit points, it is not killed outright. Instead the harvester emerges from the amalgamation of corpses as a **harvester**.

Actions

Multiattack. The corpse armor harvester makes three slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit* 23 (3d10 + 7) bludgeoning damage.

Vile Disembowelment. The corpse armor harvester rips off a chunk of its body and throws it at a creature within 120 feet of it. That creature and each creature within 5 feet of it must make a DC 21 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A **zombie** then rises up from the guts in an unoccupied space within 5 feet of the creature. A creature that is more than 30 feet away from the corpse armor harvester has advantage on its saving throw.

Bile Burst (Recharge 5-6). The corpse armor harvester releases a burst of noxious bile from its chest in a 45-foot cone in front of it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 31 (9d6) acid damage plus 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The corpse armor harvester makes a Wisdom (Perception) check.

Move. The corpse armor harvester moves up to half its speed without provoking opportunity attacks.

Chuck. The corpse armor harvester uses its vile disembowelment.

HARVESTER

Medium undead, chaotic evil

Armor Class 13

Hit Points 114 (12d8 + 60)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 20 (+5) | 16 (+3) | 20 (+5) | 1 (-5) | 9 (-1) | 3 (-4) |

Damage Resistances fire

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Aura of Undeath. At the start of each of the harvester's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage and each corpse, that isn't a construct, within 30 feet of the harvester attempts to grapple a creature of its choice within 5 feet of it. The corpse uses its strength or athletics skill's bonus it had when it was alive (or previous undeath). When a corpse grappling a creature is no longer within 30 feet of a harvester, the grapple ends.

Pounce. If the harvester moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the harvester can make one tail attack against it as a bonus action.

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

Actions

Multiattack. The harvester makes two attacks with its claws

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

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

TEMPLAR

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 12 (+1) | 14 (+2) | 15 (+2) | 11 (+0) | 10 (+0) |

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 6 (2,300 XP)

Blessed Blades. The templar's weapon attacks are magical. When the templar hits with any melee weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Innate Spellcasting. The templar's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *protection from evil and good (fiend)*

3/day each: *counterspell, dispel magic*

Mage Slayer. When a creature within 5 feet of the templar casts a spell, it can use its reaction to make a melee weapon attack against that creature.

Magic Break. When the templar damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

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

Actions

Multiattack. The templar makes three melee attacks: two with its longsword and one with its shortsword. Or two attacks with its longsword while holding a shield. Or the templar makes two ranged attacks with its longbow.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage, or 14 (2d10 + 3) slashing damage plus 4 (1d8) radiant damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) radiant damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

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

RED TEMPLAR BEHEMOTH

Huge monstrosity, any evil alignment

Armor Class 20 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 10 (+0) | 22 (+6) | 7 (-2) | 11 (+0) | 6 (-2) |

Saving Throws Str +12 Con +12

Damage Resistance damage from spells

Damage Immunities fire; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities frightened, paralyzed, unconscious

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 19 (22,000 XP)

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

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

Actions

Multiattack. The behemoth makes three attacks; two with its claw, and one with its club arm.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the creature is restrained, and the behemoth can't claw another target.

Club arm. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be pushed back 10 feet and knocked prone.

Red Lyrium Burst (Recharge 5-6). The behemoth plunges its arm into the ground, causing red lyrium spikes to rapidly grow from the ground in a 60-foot cone in front of it. The area becomes difficult terrain for 1 minute. When a creature moves into or within the area, it takes 5 (2d4) piercing damage plus 5 (2d4) necrotic damage for every 5 feet it travels.

If the behemoth enters into a space covered by red lyrium, the spikes are destroyed in that area and the behemoth takes no damage.

Legendary Actions

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

Move. The behemoth moves up to half its speed without provoking opportunity attacks.

Club Attack. The behemoth makes a club arm attack.

Red Lyrium Wall (Costs 3 Actions). The behemoth creates a wall of jutting red lyrium crystals (as if concentrating on a spell). The wall appears within 120 feet of it on a solid surface and lasts for up to 10 minutes. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a DC 20 Dexterity saving throw, taking 22 (5d8) piercing damage plus 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a DC 20 Dexterity saving throw, taking 22 (5d8) piercing damage plus 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

RED TEMPLAR HORROR

Medium monstrosity, any evil alignment

Armor Class 16 (breastplate)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 11 (+0) | 20 (+5) | 8 (-2) | 11 (+0) | 9 (-1) |

Saving Throws Str +7 Con +8

Damage Resistance damage from spells

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 7 (2,900 XP)

Aura of Sickness. Any creature that starts its turn within 10 feet of the horror must succeed on a DC 14 Constitution saving throw or be poisoned until the

start of its next turn. On a successful saving throw, the creature is immune to the horror's aura of sickness for 24 hours.

Magic Break. When the horror damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

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

Actions

Multiattack. The horror makes three melee attacks or two ranged attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 7 (2d6) necrotic damage.

Red Lyrium Spike. *Ranged Weapon Attack:* +7 to hit, ranged 30/120 ft., one target. *Hit:* 14 (4d8) necrotic damage.

RED TEMPLAR KNIGHT

Large monstrosity, any evil alignment

Armor Class 18 (plate)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 11 (+0) | 20 (+5) | 10 (+0) | 11 (+0) | 10 (+0) |

Saving Throws Con +9, Wis +4, Cha +4

Damage Resistances necrotic; damage from spells

Damage Immunities cold

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 11 (7,200 XP)

Red Lyrium. The templar's weapon attacks are magical. When the templar hits with an unarmed strike, the attack deals an extra 9 (2d8) necrotic damage (included in the attack).

Mage Slayer. When a creature within 5 feet of the templar casts a spell, it can use its reaction to make a melee weapon attack against that creature.

Magic Break. When the templar damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

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

Actions

Multiattack. The templar makes three melee attacks or two ranged attacks.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 9 (2d8) necrotic damage and the target must succeed on a DC 15 Strength saving throw, or be knocked prone.

Red Lyrium Spike. *Ranged Weapon Attack:* +9 to hit, ranged 30/120 ft., one target. *Hit:* 9 (2d8) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, they must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Counterspell (Recharge 5-6). The templar attempts to interrupt a creature that it can see within 60 feet in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, the templar makes a Charisma check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

VARTERRAL

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 16 (+3) | 20 (+5) | 3 (-4) | 12 (+1) | 7 (-2) |

Damage Resistances acid, cold, lightning

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

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 30 ft., passive Perception 11

Languages understands Elvish and Sylvan but can't speak

Challenge 18 (20,000 XP)

Elf Subservience. When the varterral make an attack against an elf, it must make a DC 14 Wisdom saving throw. On a failed save, it must choose a new target or lose the attack. On a successful save, the varterral is immune to the effects of Elf Subservience against the elf it succeeded against for 1 hour.

Rejuvenation. If it is bound to an object or area it must protect, a dead varterral gains a new body in 24 hours, regaining all its hit points and becoming active again. The new body appears within 5 feet of the object, or in the center of the area, it is protecting.

Stench of the Guilty. The varterral has advantage on Wisdom (Perception) checks that rely smell to detect evil creatures.

Actions

Multiattack. The varterral makes three attacks: one with its poisonous maw and two with its claws. It can replace up to two of these attacks with its caustic poison.

Poisonous Maw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 13 (3d8) poison damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Caustic Poison. *Ranged Weapon Attack:* +12 to hit, ranged 30/120 ft., one target. *Hit:* 9 (2d8) acid damage plus 9 (2d8) poison damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Caustic Breath (Recharge 5-6). The varterral exhales caustic spittle in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 28 (8d6) poison damage plus 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The varterral makes one stomp attack or one attack with its caustic poison.

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

Move. The varterral moves up to half its speed without provoking opportunity attacks.

CHIMERA

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 20 (+5) | 10 (+0) | 18 (+4) | 7 (-2) | 16 (+3) | 15 (+2) |

Saving Throws Str +8 Wis +7

Skills Athletics +8, Perception +7

Damage Immunities radiant

Condition Immunities blinded, poisoned, petrification

Senses passive Perception 17

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Breakable Parts. The chimera has three breakable parts. A creature can make Wisdom (Perception) check, learning which parts are breakable on the creature if the check is higher than the DC listed below.

When a creature makes an attack against the chimera or uses a spell that targets one creature, it can choose to target the chimera's breakable part if it is aware of it (using the same skills, saving throws, resistances, and immunities as the chimera) from the list below.

- **Goat Head.** (AC 19; HP 60) When the Goat Head is broken, the chimera can no longer make a Bite (Goat Head) attack or use Spellcasting.
- **Lion Head.** (AC 19; HP 60) When the Lion Head is broken, the chimera can no longer make a Bite (Lion Head) and Claw (Lion Head) attacks, use the Roar and Kick Legendary Actions, and Pounce.
- **Snake Head.** (AC 19; HP 60) When the Snake Head is broken, the chimera can no longer make a Bite (Snake Head) attack or use its Poison Breath.

Dealing damage to a part deals damage to the chimera. When the chimera finishes a short or long rest, all broken parts are healed.

Multiple Heads. The chimera can take one reaction per turn, rather than only one per round. It also has advantage on saving throws against being knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Pounce (Lion Head). If the chimera moves at least 20 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the chimera can make one Claw attack against it as a bonus action.

Actions

Multiattack. The chimera one Bite for each head it has. When its Poison Breath is available, it can use the breath in place of its Bite (Snake Head) attack.

Bite (Goat Head). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Bite (Lion Head). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Bite (Snake Head). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target is grappled (escape DC ##).

Claws (Lion Head). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Kick (Lion Head). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Poison Breath (Recharge 5-6; Snake Head). The chimera's snake head exhales a poisonous mist in a 60-foot cone. The Mist lingers until the start of the chimera next turn. A creature that starts its turn in the mist or moves through it for the first time on a turn must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage and become poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one.

Spellcasting (Goat Head). The morkoth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):
2/day each: *call lightning*, *cone of cold*, *fireball*, *sleep* at 5th-level.

Legendary Actions

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

Attack. The chimera's lion head makes one Claw or Kick attack.

Lick. The chimera makes one Bite (Goat Head) attack against a target grappled by its Snake Head. On a hit, the attack deals no damage, but the target is vulnerable to lightning and cold damage, and resistant to fire damage for 1 minute or until it uses an action to wipe away the spit.

Move. The chimera moves up to its speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions; Goat Head). The chimera's goat head uses Spellcasting.

Roar (Costs 2 Actions; Lion Head). The chimera's lion head roars at the top of its lungs. Each creature within 10 feet of the chimera must succeed on a DC 16 Constitution saving throw or be pushed 5 feet away from the chimera and knocked prone. If the saving throw fails by 5 or more, the target is also incapacitated until the end of its next turn.

CURSED DRAGON

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 202 (15d12 + 105)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 25 (+7) | 16 (+3) | 13 (+1) | 21 (+5) |

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Resistance cold, lightning

Damage Immunities fire, poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages understands Draconic, but can't speak

Challenge 19 (22,000 XP)

Proficiency +7

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

Magic Crystal. Instead of a heart, the dragon has a single purple crystal in its chest that can be attacked. (AC 22; immunity to fire, necrotic, poison, and psychic damage, resistances cold, lightning, and piercing, slashing from nonmagical weapons, vulnerable to all other damage). The crystal can be targeted only when an ally creature is within 5 feet of the dragon. Dealing damage to the crystal deals damage to the dragon.

Actions

Multiattack. The dragon makes one Bite attack, one Claw attack, and two Stomp attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) necrotic damage. If the dragon moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16) and is restrained until this grapple ends. The dragon can have only one creature grappled this way at a time.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is on the ground and the dragon rolled a 20 on the attack roll, the target is also pushed 20 feet away and knocked prone.

Malevolent Presence. Any creature with an Intelligence of 4 or more that is within 30 feet of the dragon must succeed on a DC 15 Wisdom saving throw or be charmed by it for 1 minute. 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 Malevolent Presence for the next 24 hours. A creature charmed in this way fixates on another creature or object that the dragon mentally chooses and must, on each of its turns, move as close as it can to that target and use its action to make a melee attack against it. If the dragon doesn't choose a target, the charmed creature can act normally on its turn.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, a creature takes 45 (10d8) poison damage, is poisoned for 1 minute and all food and drinks on them rot. While poisoned in this way, the creature the creature deals only half damage with weapon attacks. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature takes half as much damage and isn't poisoned.

Bonus Actions

Enslave (Recharge 4–6). The dragon targets one creature it has grappled. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the dragon until the dragon dies or until it is on a different plane of existence from the target. The charmed target is under the dragon's control and can't take reactions.

The charmed target can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. No more than once every 24 hours, the target can repeat the saving throw when it is at least 1 mile away from the dragon.

Legendary Actions

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

Tail Attack. The dragon makes a Tail attack.

Slow (Costs 2 Actions). The dragon targets one or more creatures it can see within 40 feet of it. Each target must make a DC 22 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Biting Assault (Costs 3 Actions). The dragon makes three bite attacks.

DAIMON, THE DARK ARISEN

Huge fiend, neutral evil

Armor Class 23 (natural armor)
Hit Points 480 (31d12 + 279)
Speed 60 ft., fly 120 ft (hover while Demonic Awakening is active)

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 16 (+3) | 29 (+9) | 21 (+5) | 20 (+5) | 26 (+8) |

Saving Throws Str +18, Dex +11, Con +17
Skills Athletics +18, Intimidation +16, Perception +13
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, necrotic
Condition Immunities poisoned (prone while demonic awakening is active)
Senses truesight 120 ft., passive Perception 23
Languages All, telepathy 1 mile
Challenge 27 (105,000 XP or 210,000 XP as a mythic encounter) **Proficiency** +8

Demonic Awakening (Recharges after a Short or Long Rest). If Daimon would be reduced to 0 hit points, his current hit point total instead resets to 387 (25d12 + 225) hit points, he regains all expended Spellcasting uses, begins to hover, and he regains any expended uses of Legendary Resistance. Additionally, Daimon can now use the options in the "Mythic Actions" section for 1 hour.

Fire Aura. At the start of each of Daimon's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Daimon or hits him with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

Magic Weapons. Daimon's weapon attacks are magical.

Petrifying Fog. When a creature ends its turn in a fog cloud created by Daimon it must succeed on a DC 24 Constitution saving throw or be subjected to the failed effects of the *flesh to stone* spell.

Actions

Multiattack. Daimon makes three Fist attacks and two Kick attacks. If Daimon's Demonic Awakening trait has activated in the last hour, he can instead make two Spectral Claw attacks, and one Kick or Bite attack.

Fist. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC ##).

Kick. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be knocked prone.

Rift Vortex (Recharge 6). Daimon slams the ground creating a black hole at his feet. Each creature in within 20 feet of Daimon must succeed on a DC 24 Strength saving throw or be pulled into a space adjacent to Daimon and be banished as if by the *banishment* spell. If at least one creature is banished, Daimon must concentrate (as if concentrating on a spell) to keep them banished.

Spellcasting. Daimon casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 24):
At will: *cloud kill*, *detect magic*, *dispel magic*, *fog cloud*
3/day at 5th-level each: *call lightning*, *ice storm*, *magic missile*, *wall of fire*
1/day each: *earthquake*, *meteor swarm*

Legendary Actions

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

Miasma. Daimon transmutes the ground in a 10-foot radius centered on a point within 120 feet of him into a putrid bog for 1 hour. When a creature starts its turn in the bog or enters it for the first time on a turn, it must succeed on a DC 24 Constitution saving throw or be poisoned for 1 minute.

Move. Daimon moves up to half his fly speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). Daimon uses Spellcasting to cast one of his 3/day or At will spells. If Daimon is concentrating on the *call lightning* spell, he can use this action to call down a lightning bolt instead of casting the spell again.

Mythic Actions

If Daimon's Demonic Awakening trait has activated in the last hour, he can use the options below as legendary actions.

Spectral Claw. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 26 (3d10 + 10) slashing damage plus 10 (3d6) force damage.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Costs 2 Actions; Recharge 5-6). The dragon mouth on Daimon's belly exhales fire in a 60-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Tiamat takes a lair action to cause one of the following effects; Tiamat can't use the same effect two rounds in a row:

- Tiamat chooses a point on the ground that she can see within 120 feet of her. A 5-foot-radius, 20-foot-deep pit of swirling water forms centered on that point until initiative 20 on the next round. A creature on the ground above where the pit formed must make a DC 15 Dexterity saving throw. On a failed save, a creature is pulled to the bottom of the pit, taking 14 (4d6) bludgeoning damage and is restrained (escape DC 15) by the whirlpool. On a successful save, a creature moves to the nearest unoccupied space instead of falling in the pit.
- Poisonous mist billows around one creature Tiamat can see within 120 feet of her. The creature must succeed on a DC 20 Constitution saving throw or be poisoned until initiative count 20 on the next round.
- Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that Tiamat can see. They must be within 120 feet of Tiamat and 120 feet of each other. Each creature in that line must succeed on a DC 16 Dexterity saving throw or take 18 (5d6) lightning damage and be afflicted with thunderblight for 1 minute. A thunderblighted creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on a success.
- Jagged ice shards fall from sky, striking up to three creatures underneath that Tiamat can see within 120 feet of it. Tiamat makes one ranged attack roll (+9 to hit) against each target. On a hit, the target takes 21 (6d6) piercing damage.
- A tremor shakes the lair in a 60-foot radius around Tiamat. Each creature other than Tiamat on the ground in that area must succeed on a DC 18 Dexterity saving throw or be knocked prone.

GARM

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 15 (+2) | 16 (+3) | 7 (-2) | 15 (+2) | 8 (-1) |

Skills Perception +10, Stealth +6

Damage Resistance cold, fire

Damage Immunities necrotic

Condition Immunities frightened, paralyzed, unconscious

Senses darkvision 120 ft., passive Perception 20

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Keen Hearing and Smell. The garm has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Last Breath. When the garm is reduced to 0 hit points, its Black Breath action automatically recharges and uses it as a reaction before taking its final breath.

Pack Tactics. The garm has advantage on an attack roll against a creature if at least one of the garm's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The garm makes one Bite attack and two Claw attacks, or it makes one Ram attack and one Bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the garm can't bite another target.

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

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 4) bludgeoning damage. If the garm moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Black Breath (Recharge 5-6). The garm exhales a black mist in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (9d8) necrotic damage and be blinded for 1 minute on a failed save, or half as much damage and be blinded until the end of its next turn on a successful one. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THRASHER SNAIL

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 15 ft.

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

Damage Resistances fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency +3

Spiked Shell. A creature that touches the thrasher snail or hits it with a melee attack while within 5 feet of it takes 5 (2d4) piercing damage.

Thrasher Tentacles. The thrasher snail has five thrasher tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days.

Actions

Multiattack. The thrasher snail makes as many thrasher tentacle attacks as it has thrasher tentacles, all against the same target.

Thrasher Tentacle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Reactions

Deflect. The thrasher snail withdraws into its shell, gaining a +3 bonus to its AC against one melee attack that would hit it. To do so, the thrasher snail must see the attacker.

CLOCKWORK SPY

Tiny construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 5 (1d10)

Speed 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|-----|-----|---------|--------|
| 10 (+0) | 13 (+1) | — | — | 11 (+0) | 1 (-5) |

Saving Throws Dex +3

Skills Athletics +2, Stealth +7

Damage Vulnerabilities lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 1/2 (200 XP)

Improved Initiative. The clockwork spy has advantage on advantage on initiative rolls.

Mindless Construct. The clockwork spy automatically succeeds on all Constitution and Intelligence saving throws.

Record Audio. As a bonus action, the clockwork spy can record nearby sounds, archiving all sounds within a 20-foot radius onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound. Starting and stopping playback of recorded sound is a bonus action.

Removing a gemstone or installing a gemstone into a clockwork spy requires a DC 20 Intelligence (tinker's tools) or Dexterity (sleight of hand) check. Failing this check does not damage the gemstone, but does erase any recorded sounds on it.

Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruct. Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is reduced to 0 hit points. During this round, the thing shrieks and thrashes about as if undergoing convulsions. When it explodes, each creature in a 5-foot radius around it must make a DC 10 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much on a successful one.

Before the clockwork spy explodes, a creature can make a DC 15 Intelligence (tinker's tools) or Dexterity (Sleight of Hand) check, disabling the self-destruct sequence on a successful check. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it.

Winding. The clockwork spy must be wound with special keys in order to function. Once fully wound, the clockwork spy can remain active for a total of 24 hours, before needing to be wound again. While turned off, the clockwork spy is considered stunned.

Actions

Slam. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

INEVITABLE ARBITER

Tiny construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 20 ft., fly 50 ft.

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

Saving Throws Con +4, Wis +2

Skills Insight +2, Perception +2, Persuasion +4, Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 12

Languages all

Challenge 2 (450 XP)

Constant Vigilance. The arbiter has advantage on saving throws and skill checks against illusions.

Flyby. The arbiter doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

components:

At will: *detect evil and good*

3/day: *command, mending, protection from evil and good*

1/week: *commune*

Locate Inevitable. An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

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

Make Whole. When the arbiter casts the *mending* cantrip on an object or construct, it regains 1d6 hit points.

Regeneration. The arbiter regains 2 hit points at the start of its turn. If the arbiter takes acid damage, this trait doesn't function at the start of the arbiter's next turn. The arbiter dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Electrical Burst (1/day). The arbiter releases electrical energy from its body in a 10-foot-radius. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much on a successful one. Immediately following the burst, the arbiter is stunned for 24 hours.

INEVITABLE LHAKSHARUT

Huge construct, lawful neutral

Armor Class 23 (natural armor)

Hit Points 217 (15d12 + 120)

Speed 0 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 13 (+1) | 26 (+8) | 14 (+2) | 21 (+5) | 20 (+5) |

Saving Throws Dex +7, Con +14, Wis +8

Skills Arcana +8, History +8, Insight +11, Intimidation +11, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold, fire, lightning, thunder from spells

Condition Immunities charmed, frightened, paralyzed, poisoned, prone, unconscious

Senses truesight 120 ft., passive Perception 21

Languages all

Challenge 20 (25,000 XP)

Cunning Reflexes (5/round). When a creature provokes an opportunity attack from the lhaksharut, it can use a special reaction instead of its normal reaction to make an attack against that creature.

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

Innate Spellcasting. The lhaksharut's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 19, +11 to hit), requiring no material components:

At will: *detect magic*, *dispel magic*, *teleportation* (self plus 50 lbs. of objects only), *sending*

3/day: *banishment*, *disintegrate*, *planeshift*, *scrying*, *wall of force*

1/day: *imprisonment*

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

Perfect Prediction. While the lhaksharut is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (already included in its AC).

Regeneration. The lhaksharut regains 10 hit points at the start of its turn if it has at least 1 hit point. If the lhaksharut takes radiant damage or damage from holy water, this trait doesn't function at the start of the lhaksharut's next turn.

Shield of Law. At the start of the lhaksharut turn, it can choose up to 4 creatures within 20 feet of it. Those creatures have a +2 bonus to AC; advantage on saving throws against spells and other magical effects; and cannot be charmed, frightened or effected by mental influence until the start of the lhaksharut's next turn. The lhaksharut can't target itself with this trait.

Actions

Multiattack. The lhaksharut makes three melee attacks: two with its wounding spear and one with its wounding mace; or it makes four slam attacks.

Slam. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 22 (2d10 + 10) bludgeoning damage.

Wounding Spear. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 24 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a *bloody wound*. Each time the lhaksharut hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 19 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Wounding Mace. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 26 (3d6 + 10) bludgeoning damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 24 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a *bloody wound*. Each time the lhaksharut hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 19 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Energy Bolt. *Ranged Spell Attack:* +11 to hit, ranged 120 ft., one target. *Hit:* 35 (10d6) damage of one of the following types (lhaksharut's choice): acid, cold, fire, lightning, or thunder.

Dimensional Anchor (3/day). *Ranged Spell Attack:* +11 to hit, ranged 120 ft., one target. *Hit:* A creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, *teleportation circle*, and similar spell-like abilities for 10 minutes.

INEVITABLE MARUT

Large construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 16 (+3) | 23 (+6) | 12 (+1) | 17 (+3) | 24 (+7) |

Saving Throws Con +11, Wis +8

Skills History +6, Intimidation +12, Insight +8, Perception +8, Persuasion +12, Religion +6, Survival +8

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

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., truesight 30 ft., passive Perception 18

Languages all

Challenge 15 (13,000 XP)

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

Innate Spellcasting. The marut's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 20), requiring no material components:

At will: *command, dimension door, fear, dispel magic, inflict wounds, locate creature*

1/day: *chain lightning, circle of death, wall of force*

1/week: *geas, plane shift*

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

Regeneration. The marut regains 10 hit points at the start of its turn. If the marut takes acid damage, this trait doesn't function at the start of the marut's next turn. The marut dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The marut makes two slam attacks.

Slam. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 10 (3d6) lightning or thunder damage. If the attack deals lightning damage, the target must succeed on a DC 19 Constitution saving throw or be blinded until the start of the marut's next turn. If it deals thunder damage the target must succeed on a DC 19 Constitution saving throw or be deafened for 1 minute.

SIBRIEX

Challenge Rating 18

Carves 4

| Carve Chance | Material | Slots |
|--------------|-------------------------|-------|
| 1-4 | Warped Tooth | (A,O) |
| 5-9 | Warped Flesh | (A,W) |
| 10-12 | Warped Bone Casing | (A,W) |
| 13-16 | Crystallized Secretions | (A,W) |
| 17-18 | Corrupted Chain | (A,W) |
| 19 | Warped Eye | (A,W) |
| 20 | Warp Stone | (A) |

ARMOR MATERIAL EFFECTS

Warped Tooth

You can cast the *comprehend languages* spell at will.

Warped Flesh

Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Warped Bone Casing

While wearing this armor you can speak its command word to release a noxious aura in a 5-foot radius around you for 1 minute. At the start of each of your turns, each creature within 5 feet of you takes 7 (2d6) poison damage. Once you use this feature, you cannot use it again until you complete a long rest.

Crystallized Secretions

You have immunity to the poisoned condition.

Corrupted Chain

You have immunity to poison damage.

Warped Eye

While you are attuned to this armor, you can cast the *Legend Lore* spell a number of times per day equal to your Intelligence modifier (minimum of 1).

Warp Stone

While you are attuned to this armor you can roll on the Flesh Warping table, gaining the effects of the roll for 1 hour. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Warped Flesh (Dual Repeaters Only)

When you hit a creature with empowered acid ammo, you reduce its AC by 2 instead of 1.

Warped Bone Casing (Charge blade & switchaxe only)

Rapid Morph. While attuned to this weapon, you can switch its modes as a free action.

Crystallized Secretions

Your weapon deals an extra 1d8 acid damage.

Corrupted Chain

Stamina Thief. Once per turn when you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

Warped Eye

The weapon has 8 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *charm*

person (1 rune), *command* (1 rune), *dispel magic* (3 runes), or *hold monster* (5 runes). The weapon regains 1d6 + 2 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Warped Tooth.

Transmute Tool. When this material is placed into a trinket it transforms into a magical set of artisan tools. As an action you can speak this trinkets command word to have it transform into one other artisan tool of choice.

FLESH WARPING TABLE

D100 Effect

- | | |
|-------|--|
| 01-05 | The color of the target's hair, eyes, and skin becomes blue, red, yellow, or patterned. |
| 06-10 | The target's eyes push out of its head at the end of stalks. |
| 11-15 | The target's hands grow claws, which can be used as daggers. |
| 16-20 | One of the target's legs grows longer than the other, reducing its walking speed by 10 feet. |
| 21-25 | The target's eyes become beacons, filling a 15-foot cone with dim light when they are open. |
| 26-30 | A pair of wings, either feathered or leathery, sprout from the target's back, granting it a flying speed of 30 feet. |
| 31-35 | The target's ears tear free from its head and scurry away; the target is deafened. |
| 36-40 | Two of the target's teeth turn into tusks. |
| 41-45 | The target's skin becomes scabby, granting it a +1 bonus to AC but reducing its Charisma by 2 (to a minimum of 1). |
| 46-50 | The target's arms and legs switch places, preventing the target from moving unless it crawls. |
| 51-55 | The target's arms become tentacles with fingers on the ends, increasing its reach by 5 feet. |
| 56-60 | The target's legs grow incredibly long and springy, increasing its walking speed by 10 feet. |
| 61-65 | The target grows a whiplike tail, which it can use as a whip. |
| 66-70 | The target's eyes turn black, and it gains darkvision out to a range of 120 feet. |
| 71-75 | The target swells, tripling its weight. |
| 76-80 | The target becomes thin and skeletal, halving its weight. |
| 81-85 | The target's head doubles in size. |
| 86-90 | The target's ears become wings, giving it a flying speed of 5 feet. |
| 91-95 | The target's body becomes unusually brittle, causing the target to have vulnerability to bludgeoning, piercing, and slashing damage. |
| 96-00 | The target grows another head, causing it to have advantage on saving throws against being charmed, frightened, or stunned. |

THE THIRSTING DEATH

Large dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 202 (15d12 + 105)

Speed 40 ft., fly 80ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 25 (+7) | 16 (+3) | 13 (+1) | 21 (+5) |

Saving Throws Dex +6, Con + 13, Wis +7, Cha + 11

Skills Perception +13, Stealth +6

Damage Immunities necrotic

Senses blindsight 60ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Thirsting Mist. A bloodthirsty mist surrounds the dragon in a 300-foot-radius that is 10 feet high, though the exact range of the mist beyond 120 feet can vary. The mist spreads around corners, and its area is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it in that area until the start of the dragons next turn.

A creature that starts its in the mist or enters it for the first time on a turn must make a DC 21 Constitution saving throw, taking 11 (2d10) necrotic damage and the creatures's hit point maximum is reduced by an amount equal to the necrotic damage taken on a failed save, or half as much damage on a successful one and the creatures hit point maximum is not reduced.

The reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way, leaves behind a completely dry corpse.

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

Actions

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

Bite. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) necrotic damage.

Claw. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. 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 Frightful Presence for the next 24 hours.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

M'RSKA CHAMPION OF TIAMAT

Medium humanoid/fiend (devil), chaotic evil

Armor Class 22 (+2 plate, shield)

Hit Points 247 (26d8 + 130)

Speed 30 ft., fly 90 feet

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 27 (+8) | 20 (+5) | 14 (+2) | 18 (+4) | 25 (+7) |

Saving Throws Wis +11, Cha +15

Skills Animal Handling +10, Athletics +13, Intimidation +13, Perception +10, Stealth +14, Survival +10

Damage Resistances cold, fire, lightning

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

Condition Immunities charmed, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Draconic, Luvian

Challenge 20 (25,000 XP)

Proficiency +6

Chromatic Wrath (Recharges after a Short or Long Rest). If M'raska would be reduced to 0 hit points, his current hit point total instead resets to 190 (20d8 + 100) hit points, four spectral dragon heads form on his shoulders each a different color of tiamat's heads (M'raska representing the black dragon), and he regains any expended uses of Legendary Resistance. Additionally, M'raska can now use the options in the "Mythic Actions" section for 1 hour.

Equipment. M'raska has the following materials in his equipment:

- **Armor.** Dragonwood, T.Chameleos Gem, T.Teostra Gem, T.Kirin Thunderhorn, Heavenly Dragongem
- **Weapon.** Storm Vesicle, Teostra Mane, T.Chameleos Gem, Thunder Serpent Orb, Monoblos Heart.

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

Magic Resistance. M'raska has advantage on saving throws against spells and other magical effects.

Magic Weapons. M'raska's weapon attacks are magical.

Multiple Heads (Chromatic Wrath Only). M'raska has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Partbreaker +2. M'rask's critical hits deal an extra 1d8 damage.

Reactive Heads (Chromatic Wrath Only). M'raska can take one reaction on every turn in a combat, but each reaction after the first in a round can be used only for opportunity attacks with his Bite attack.

Unholy Aura. Whenever a hostile creature within 10 feet of M'raska must make a saving throw, the creature has disadvantage on the save.

Actions

Multiattack. M'raska can use its Conquering Presence. M'raska makes two Sword attacks or four Eldritch Burst attacks.

Bite (Chromatic Wrath Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) damage (fire, cold, lightning, necrotic, or poison)

Legendary Sword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage plus 17 (5d6) with each 1d6 being acid, cold, fire, lightning, necrotic. M'raska scores a critical hit on a 19 or higher with this attack and its damage bypasses resistances.

Eldritch Burst. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 12 (1d10 + 7) force damage.

Conquering Presence. Each creature of M'raska's choice that is within 120 feet of M'raska and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 M'raska's Frightful Presence for the next 24 hours.

Teleport. M'raska magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Wind Barrier+ (Recharges after a Long Rest). M'raska summons a wind barrier around him for 1 minute. While the barrier is active, he has three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperses any fog like effect in a 10-foot radius around him.

Spellcasting. M'raska casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *command*, *frostbite* (4d6), *ray of enfeeblement*, *shield of faith**

2/day each: *bless*, *compelled duel*, *counter spell*, *dispel magic*, *fire shield* (warm shield), *hold person*, *misty step*, *shield*

1/day each: *armor of agathys* at 5th level, *banishment*, *destructive wave*

*M'raska cast this spell on himself before combat.

Bonus Actions

Smite. Immediately after M'raska hits a target with an attack roll, M'raska can force that target to make a DC 21 saving throw (type determined by the smite). On a failed save, the target suffers one of the following effects of M'raska's choice:

Blind (Constitution). The target is blinded for 1 minute. The blinded target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

WRATH

Medium fiend, chaotic evil

Armor Class 19 (unarmored defense)

Hit Points 184 (16d8 + 112)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 14 (+2) | 24 (+7) | 22 (+6) | 18 (+4) | 24 (+7) |

Saving Throws Dex +8, Wis +10

Skills Insight +12, Intimidation +13

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 14

Languages Common, Infernal, telepathy 120ft.

Challenge 17 (18,000 XP)

Fear Aura. Any creature hostile to Wrath that starts its turn within 20 feet of Wrath must make a DC 21 Wisdom saving throw, unless Wrath is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Wrath's Fear Aura for the next 24 hours.

Innate Spellcasting. Wrath's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *primal savagery* (at 17th level), *enlarge/reduced* (self only),

3/day: *wrathful smite*

1/day: *armor of agathys* (at 5th level)

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

Magic Weapons. Wrath's weapon attacks are magical.

Unarmored Defense. While Wrath is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Actions

Multiattack. Wrath makes four melee weapon attacks.

Battleaxe. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 4 (1d8) cold damage.

Legendary Actions

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

Attack. Wrath makes one attack with its battleaxe.

Move. Wrath moves up to its speed without provoking opportunity attacks.

Savagery (Costs 2 Actions). Wrath uses its *primal savagery* cantrip.

Reactions

Bloody Rampage. When Wrath takes damage, it makes one attack with its battle axe against a random creature within its reach.

BAHAMUT

Gargantuan dragon (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 30 (+10) 26 (+8) 26 (+8) 28 (+9)

Saving Throws Dex +9, Con +19, Wis +17

Skills Animal Handling +17, Arcana +17, History +17, Insight +25, Intimidate +26, Nature +17, Perception +26, Religion +17

Damage Immunities acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 36

Languages Celestial, Common, Draconic

Challenge 30 (155,000 XP)

Control Dragon. All nonevil dragons, or any dragon with Charisma of 12 or lower automatically fail their saving throw when Bahamut casts the *dominate monster* spell on them.

Discorporation. When Bahamut drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain Celestia, and he is unable to take physical form for a time.

Innate Spellcasting. Bahamut's innate spellcasting ability is Charisma. It can innately cast the following spells at 9th level (spell save DC 26), requiring no material components:

At will: *aid*, *control weather*, *divine word*, *dominate monster*, *freedom of movement*, *gaseous form*, *sanctuary*

3/day: *antimagic field*, *holy aura*, *mind blank*

Legendary Resistance (5/Day). If Bahamut fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Bahamut is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Bahamut's weapon attacks are magical.

Portfolio Sense. Bahamut can sense anything that affects the welfare of good dragons, so long as the event in question affects at least five hundred dragons.

Regeneration. Bahamut regains 30 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Bahamut can use its frightful presence. He then makes three attacks: two with his claws and one with his tail.

Claw. Melee Weapon Attack. +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Tail. Melee Weapon Attack. +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Bahamut's choice that is within 240 feet of Bahamut and aware of him must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. 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 Bahamut's Frightful Presence for the next 24 hours.

Legendary Actions

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

Bite. Melee Weapon Attack. +19 to hit, reach 20 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 14 (4d6) radiant damage.

Disintegration Beam (Costs 2 Actions). Bahamut exhales a beam of blue light in a 120-foot line that is 10 feet wide. Each creature in a line must make a DC 27 Dexterity saving throw, taking 49 (10d6 + 40) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 Hit Points, it is disintegrated as if by the *disintegrate* spell.

Cold Breath (Costs 2 Actions). Bahamut breathes an icy blast in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LOLTH

Huge monstrosity (deity), chaotic evil

Armor Class 25 (natural armor)

Hit Points 450 (36d12 + 216)

Speed 60 ft. (30 ft. in drow form), climb 60 ft. (15 ft. in drow form)

| STR | DEX | CON | INT | WIS | CHA |
|------------|------------|------------|-------------|-------------|-------------|
| 24 (+7) | 29 (+9) | 22 (+6) | 30 (+10) | 30 (+10) | 30 (+10) |

Saving Throws Dex +18, Con +15, Int +19, Wis +19, Cha +19

Skills Arcana +19, History +19, Investigation +19, Perception +19, Religion +19, Stealth +18

Damage Resistances fire

Damage Immunities acid, cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, paralysis, poisoned, unconscious

Senses truesight 15 miles, passive Perception 29

Languages all (telepathy 15 miles)

Challenge 30 (155,000 XP)

Create Magic Item. Lolth can create any kind of magic item worth 200,000gp or less, unless it requires attunement by a good alignment.

Divine Power. Spell damage dealt by Lolth bypasses damage resistances and deals half damage to creatures that are immune to the spell's damage.

Divine Sense. Lolth can perceive anything within fifteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 15 hours.

In addition, Lolth senses anything that affects drow welfare the instant it happens and retains the sensation for fifteen weeks after the event occurs. She is similarly aware whenever drow make war or commit violence against each other.

Legendary Resistance (4/Day). If Lolth fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Lolth is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Lolth's weapon attacks are magical.

Meta Magic. Whenever Lolth casts a spell she can use one of the following metamagic options on it.

- **Distant Spell.** When Lolth casts a spell that has a range of 5 feet or greater, she can double the range of the spell. When she casts a spell that has a range of touch, she can make the range of the spell 30 feet.

- **Extended Spell.** When Lolth casts a spell that has a duration of 1 minute or longer, she can double its duration, to a maximum duration of 24 hours.
- **Heightened Spell (Recharge 5-6).** When Lolth casts a spell that forces a creature to make a saving throw to resist its effects, she can give one target of the spell disadvantage on its first saving throw made against the spell.
- **Subtle Spell.** When Lolth casts a spell, she can cast it without any somatic or verbal components.

Speak with Vermin. Lolth can communicate with vermin such as insects, arachnids, other arthropods, worms, and similar invertebrates as if they shared a language.

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

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

Web Sense. While in contact with a web, Lolth knows the exact location of any other creature in contact with the same web.

Web Walker. Lolth ignores movement restrictions caused by webbing.

Actions

Multiaction. In spider form, Lolth uses Spellcasting and then makes one Poisonous Maw attack. In drow form, she uses Spellcasting (At Will Only), then she makes one Unholy Dagger attack and one Unholy Whip attack. She can replace her use of Spellcasting with a Divine Blast attack.

Divine Blast. *Ranged Spell Attack:* +19 to hit, range 15 miles, one target. *Hit:* 65 (10d12) necrotic damage. If the target of this spell attack is a *wall of force* or *prismatic wall* it is destroyed. A creature that casts the *shield* spell using a 5th-level or higher spell slot takes no damage from this blast.

Poisonous Maw (Spider Form Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 25 Constitution saving throw, taking 42 (12d6) poison damage and be poisoned for 1 hour on a failed save, or half as much damage and isn't poisoned on a successful one. If the poison damage reduces the target to 0 hit points, the target dies. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Unholy Dagger (Drow Form Only). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 11 (1d4 + 9) piercing damage plus 7 (2d6) necrotic damage.

Unholy Whip (Drow Form Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 11 (1d4 + 9) slashing damage plus 7 (2d6) necrotic damage.

Spellcasting (Divine). Lolth casts one of the following

spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 28):

At Will: All 6th-level and lower cleric and wizard spells, *dominate monster* (vermin only), *plane shift*, *teleport*

3/day each: *divine word*, *imprisonment*, *resurrection*

1/day each: *antimagic field*, *demiplane*, *maddening darkness*, *foresight*, *mind blank*, *power word kill*, *psychic scream*, *temple of the gods*, *time stop*, *true resurrection*

Webs (8/day). Lolth casts the *web* spell (spell save DC 28), but the range is 120 feet and the webs fill a 60-foot cube. In addition, a creature touching the webs takes 42 (12d6) poison damage at the start of each of its turns.

Bonus Actions

Change Shape. Lolth transforms into a Medium drow or back into her spider form. Other than her size and speed, her statistics are the same in each form. Any equipment Lolth is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Shadow Stealth. While in dim light or darkness, Lolth takes the Hide action. Her stealth bonus is also improved to +27.

Legendary Actions

Lolth can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lolth regains the spent legendary actions at the start of its turn.

Attack. Lolth makes one attack with her poisonous maw while in spider form or two unholy whip attacks while in drow form.

Cast a Spell (Costs 3 Actions). Lolth uses spellcasting.

ODIN

Medium celestial, chaotic neutral

Armor Class 25 (divine armor)

Hit Points 634 (47d8 + 423)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-------|------|------|-------|-------|------|
| 30 | 28 | 29 | 30 | 30 | 29 |
| (+10) | (+9) | (+9) | (+10) | (+10) | (+9) |

Saving Throws Str +19, Dex +18, Con +19, Int +19, Wis +19, Cha +18

Skills Arcana +19, Athletics +19, Deception +18, History +19, Intimidation +19, Insight +18, Investigation +19, Nature +19, Perception +18, Persuasion +19, Religion +19, Survival +18

Damage Resistances cold, fire, thunder

Damage Immunities lightning; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, disease, exhaustion, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Senses truesight 240 Ft., passive Perception 28

Languages all (telepathy 19 miles)

Challenge 30 (155,000 XP)

Automatic action. Odin can use any Intelligence (arcana, history, religion, or nature) check as a free action.

Create Magic Item. Odin can create any kind of magic item.

Divine Immunities. Odin is immune to the effects of the *imprisonment* and *banishment* spells.

Divine Sense. Odin can hear, touch, and smell at a distance of 19 miles, and see at a distance of 38 miles. As an action, Odin can perceive anything within 19 miles of his worshipers, holy sites, object, or any location where one of his titles or names was spoken in the last hour. He can extend his senses up to twenty locations at a time.

Gungnir. Odin wields the weapon, Gungnir (The bonus damage and increased range are included in the attack). When Odin uses the Gungnir's runic aim trait, he can only expend a spell slot that would allow it to hit the creature and no higher. After hitting the creature, the expended spell slots are regained. Refer to the Gungnir artifact for its other effects

Innate Spellcasting. The Odin's innate spellcasting ability is Intelligence. It can innately cast the following spells at 9th level (spell save DC 27, +19 to hit), requiring no material components:

At will: *aid*, *alter self*, *control weather*, *counterspell*, *detect thoughts*, *dispel magic*, *divination*, *divine word*, *fly*, *freedom of movement*, *gaseous form*, *identify*, *magic weapon*, *sanctuary*, *speak with dead*, *teleport* (without failure)

3/day: *holy aura*, *mind blank*, *shapechange*

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

Limited Magic Immunity. Unless he wishes to be affected, Bahamut is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

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

Spellcasting. Odin is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *dancing light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *expeditious retreat*, *fog cloud*

2nd level (3 slots): *arcane lock*, *invisibility*, *knock*, *locate object*, *nystul's magic arua*, *spiritual weapon*, *suggestion*

3rd level (3 slots): *clairvoyance*, *nondetection*, *major image*, *protection from energy*, *wind wall*

4th level (3 slots): *confusion*, *dimension door*, *polymorph*

5th level (3 slots): *creation*, *dominate person*, *dream*, *flame strike*, *hold monster*, *legend lore*, *mislead*, *scrying*, *teleportation circle*

6th level (2 slot): *blade barrier*, *chain lightning*, *find the path*

7th level (2 slot): *plane shift*, *power word: pain*, *whirlwind*

8th level (1 slot): *antimagic field*, *power word: stun*

9th level (1 slot): *astral projection*, *foresight*, *power word: kill*, *shapechange*, *time stop*

Actions

Multiattack. Odin makes three weapon attacks.

Gungnir. *Melee or Ranged Weapon Attack:* +19 to hit, reach 5 ft. or range 100/300 ft., one target. *Hit:* 13 (1d6 + 10) piercing damage plus 22 (4d10) lightning damage or 14 (1d8 + 10) piercing damage plus 22 (4d10) lightning damage if used with two hands to make a melee attack.

Possession (Recharge 6). One humanoid that Odin can see within 19 miles of him must succeed on a DC 27 Charisma saving throw or be possessed by Odin; Odin then disappears, and the target is incapacitated and loses control of its body. Odin now controls the body but doesn't deprive the target of awareness. Odin can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Odin ends it as a bonus action, or Odin is turned or forced out. When the possession ends, Odin reappears in an unoccupied space within

19 miles of the body. The target is immune to this Odin's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Legendary Actions

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

Move. Odin moves up to his speed.

Attack. Odin makes one melee weapon attack with his gungnir.

Cast a Spell (Costs 2 Actions). Odin casts a spell from his list of prepared spells, using a spell slot as normal.

Reactions

Parry. Odin adds 9 to its AC against one melee attack that would hit it. To do so, Odin must see the attacker and be wielding a melee weapon.

GUNGNIR

Weapon (spear), Artifact (requires attunement)

Odin's magical spear that always hits its mark and always kills. Gungnir means "Swaying one" it is made from Yggdrasils Sacred Ash. Odin has also written his magic runes, onto Gungnir.

Magic Weapon. The Gungnir is a magic weapon that grants a +3 bonus to attack and damage rolls made with it, its thrown range is increased to 100/300, and when you hit a target with this weapon, the target takes an extra 4d10 lightning damage.

Random Properties. The axe has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Frightful Presence. When gungnir is thrown. Each hostile creature that can see gungnir as it travels along its path, must succeed on a DC 17 Wisdom saving throw or be frightened by the spear and its wielder for 1 minute. 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 Gungnir's Frightful Presence for the next 24 hours.

Return. Immediately after a ranged attack, the weapon flies back to your hand.

Runic Aim. Gungnir has a number of runes inscribed on it. When you attack with this weapon, you can expend one or more spell slot to add the total number of spell slot levels used to your weapon attack. You can choose to expend the spell slots before or after making the attack roll, but before knowing the result.

If you hit the creature after expending the spell slots, you deal an extra 5 damage times the total spell slot level expended as force damage..

Curse. Gungnir bears a curse that effects anyone that attunes to it. Even if the attunement ends, the curses remains. While cursed in this way, you are plagued nightly with dreams of a giant wolf killing you and you are frightened of wolves even if you would normally be immune to the effect.

Destroying Gungnir. When a creature attuned to and wielding gungnir is killed by a wolf or wolf-like creature, gungnir becomes a nonmagical spear. *It is said that when gungnir power is lost, ragnarok begins.*

BLACK DRACOLICH

DAURGOTHOOTH

Gargantuan undead, chaotic evil

Armor Class 35 (natural armor)
Hit Points 1151 (47d20 + 658)
Speed 60 ft., fly 200ft., swim 60ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

38 (+14) 10 (+0) 39 (+14) 32 (+11) 28 (+9) 25 (+7)

Saving Throws Str +24, Dex +10, Con +24, Int +21, Wis +19, Cha +17

Skills Arcana +21, Acrobatics +10, History +21, Intimidation +17, Perception +19, Nature +19, Religion +19

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities acid, cold, poison

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

Senses blindsight 360ft., darkvision 120ft., passive Perception 29

Languages Common, Draconic, Dwarven, Elven
Challenge 50 (835,000 XP)

Amphibious. Daurgothoth can breathe air and water.

Arcane Reach. Spells cast by Daurgothoth range are doubled. If Daurgothoth casts a spell that has a range of touch, its range is increased to 30 feet.

Flyby. Daurgothoth doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Immutable Form. Daurgothoth is immune to any spell or effect that would alter its form.

Innate Spellcasting. Daurgothoth's spellcasting ability is Intelligence (spell save DC 29). It can innately cast the following spells, requiring no material components:

At Will: *alter self, comprehend languages, disguise self, dispel magic, gentle repose, mage armor*

3/day each: *darkness, detect thoughts, see invisibility*

1/day each: *insect plague, mind blank**, *plant growth, shapechange, true seeing**

*Daurgothoth casts these spells on himself before combat.

In vulnerability. If Daurgothoth is slain, his spirit immediately returns to its phylactery, a black opal of insignificant size. If there is no reptilian corpse within 90 feet for his spirit to possess, it is trapped within the phylactery until such a time that a corpse becomes available. If his spirit is in its phylactery, destroying that item when a suitable corpse is not within range effectively destroys him. Likewise, Daurgothoth is unable to attempt further possessions if his phylactery is destroyed.

Keen Hearing and Smell. Daurgothoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (5/Day). If Daurgothoth fails a saving throw, he can choose to succeed instead.

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

Magical Weapons. Daurgothoth's weapon attacks are magical.

Mastery of Elements. Daurgothoth can alter spells it casts so that it utilizes a different element from the one it normally does. This ability can alter only spells that deal acid, cold, fire, lightning, or thunder damage. The spell's casting time is unaffected. Daurgothoth decides whether or not to alter the spell's damage type and chooses the new damage type (acid, cold, fire, lightning, or thunder damage) when he casts the spell.

Mastery of Shaping. Daurgothoth can alter area and effect spells that use the following categories: cone, cylinder. The alteration consists of creating spaces in the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube.

Spellcasting. Daurgothoth is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 29, +21 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch, dancing light, mage hand, mending, prestidigitation, ray of frost, shocking grasp*

1st level (4 slots): *alarm, color spray, fog cloud, grease, identify, magic missile, shield, tasha's hideous laughter*

2nd level (3 slots): *arcane lock, animate dead, blindness/deafness, invisibility, knock, locate object, melf's acid arrow, ray of enfeeblement, suggestion*

3rd level (3 slots): *fear, fireball, haste, hold person, lightning bolt, protection from energy, sleet storm*

4th level (3 slots): *evard's black tentacles, fabricate, ice storm, polymorph, stoneskin*

5th level (3 slots): *cloudkill, cone of cold, contagion, creation, dominate person, dream, hold monster, scrying, teleportation circle, wall of force*

6th level (2 slot): *chain lightning, circle of death, disintegrate, flesh to stone, globe of invulnerability, mass suggestion, move earth, wall of ice*

7th level (2 slot): *delayed blast fireball, etherealness, finger of death, forcecage, plane shift, prismatic spray*

8th level (1 slot): *abi-dalzim's horrid wilting, antimagic field, antipathy/sympathy, dominate monster*

9th level (1 slot): *astral projection, foresight, meteor swarm, power word: kill, prismatic wall, time stop*

Spell Immunity. Daurgothoth is immune to the following spells: *imprisonment, power word: kill, reverse gravity, time stop.*

Actions

Multiattack. Daurgothoth can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, and two with its tail. It can use a breath attack instead of its bite.

Bite. *Melee Weapon Attack:* +24 to hit, reach 15 ft., one target. *Hit:* 30 (3d10 + 14) piercing damage plus 18 (4d8) acid damage.

Claw. *Melee Weapon Attack:* +24 to hit, reach 10 ft., one target. *Hit:* 24 (3d6 + 14) slashing damage.

Tail. *Melee Weapon Attack:* +24 to hit, reach 15 ft., one target. *Hit:* 27 (3d8 + 14) bludgeoning damage.

Frightful Presence. Each creature of Daurgothoth's choice that is within 120 feet of Daurgothoth and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. 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 Daurgothoth's Frightful Presence for the next 24 hours.

Paralyzing Gaze (Recharge 6). Each creature within 30 feet of Daurgothoth that can see him must succeed on a DC 30 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Breath Weapons (Recharge 5-6). Daurgothoth uses one of the following breath weapons:

Acid Breath. Daurgothoth exhales acid in a 120-foot line that is 15 feet wide. Each creature in that line must make a DC 30 Dexterity saving throw, taking 90 (20d8) acid damage on a failed save, or half as much damage on a successful one.

Cold Breath. Daurgothoth exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 30 Constitution saving throw, taking 85 (19d8) cold damage on a failed save, or half as much damage on a successful one.

Fire Breath. Daurgothoth exhales fire in a 120-foot cone. Each creature in that area must make a DC 30 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Lightning Breath. Daurgothoth exhales lightning in a 150-foot line that is 15 feet wide. Each creature in that line must make a DC 30 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Dispel Magic Breath. Daurgothoth exhales antimagic in a 150-foot line that is 15 feet wide. Each creature in that line is the target of an 8th-level *dispel magic* spell.

Legendary Actions

Daurgothoth can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Daurgothoth regains spent legendary actions at the start of his turn.

Arcane Fire. Daurgothoth expends a spell slot to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy. Make a ranged spell attack (+21 to hit, range 600 feet). On hit, the target takes 45 (8d10) force damage plus 5 (1d10) force damage per level of the spell slot consumed.

Detect. Daurgothoth makes a Wisdom (Perception) check.

Tail Attack. Daurgothoth makes a tail attack and a claw attack.

Tail Sweep. Daurgothoth sweeps its tail in a half-circle with a diameter of 30 feet, centered on his rear. Each Large or smaller creature in that area must make a DC 32 Dexterity saving throw, taking 21 (2d6 + 14) bludgeoning damage. If a creature fails the saving throw by 5 or more, they are paralyzed until the end of their next turn.

Wing Attack (Costs 2 Actions). Daurgothoth beats its wings. Each creature within 30 feet of Daurgothoth must succeed on a DC 32 Dexterity saving throw or take 40 (4d12 + 14) bludgeoning damage and be knocked prone. Daurgothoth can then fly up to half its flying speed.

Cast a Spell (Costs 3 Actions). Daurgothoth casts a spell from its list of prepared spells, using a spell slot as normal.

Animation Breath (Costs 5 Actions, Recharges after a Short or Long Rest). Daurgothoth exhales necromantic energy in a 150-foot cone in front of it. Each pile of bones or corpse in the area animates as if by the *animate dead* spell, but roll a d4 for each one to determine what they rise as. On a 1, a ghoul; On a 2, a ghastr; On a 3, wight; On a 4, revenant.

Destroy Undead Breath (Costs 3 Actions). Each undead in a 150-foot cone in front of Daurgothoth must succeed on a DC 29 Wisdom saving throw, or be instantly destroyed. An undead that is CR 5 or lower, automatically fails its saving throw.

Lair Actions

Daurgothoth can use any and all black, blue, red, and white dragon lair actions.

THE NUMIDIUM

Gargantuan construct (titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 60 ft., fly 120 feet

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|----------|----------|---------|---------|
| 30 (+10) | 10 (+0) | 30 (+10) | 30 (+10) | 20 (+5) | 18 (+4) |

Saving Throws Dex +9, Int +19, Wis +14, Cha +13

Skills Insight +14, Intimidation +13, Perception +22

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

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 150 Ft., passive Perception 32

Languages all, telepathy 120 ft., but rarely speaks

Challenge 30 (155,000 XP)

Arcane Weapons. Numidium's weapon attacks are magical. When Numidium hits with any weapon, the weapon deals an extra 4d8 force damage (included in the attack). If the weapon attack targets a celestial, construct, or fiend the force damage is doubled.

God Slayer. If a fiend, celestial, or gods hit points are reduced to 0 they are destroyed and erased from history, except by those who witnessed its destruction. This effect ignores a creature's ability to prevent their death, such as Tiamat's discorporation trait. Restoring such a slain creature requires the use of a *wish* spell and the caster may never cast the wish spell again.

Immutable Form. Numidium is immune to any spell or effect that would alter its form.

Innate Spellcasting. Numidium's innate spellcasting ability is Intelligence. It can innately cast the following spells at 9th level (+19 to hit, spell save DC 27), requiring no material components:

At will: *arcane gate*, *control weather*, *divine word*, *dominate monster*, *enlarge/reduce*, *eyebite*, *freedom of movement*, *gate*

3/day: *antimagic field*, *mass suggestion*, *mind blank*, *modify memory*, *plane shift*, *reverse gravity*, *time stop*

1/day: *clone*, *foresight*, *simulacrum*

Irregular Causality. Numidium operates on a different and irregular system of cause and effect than regular causality. Each creature within 1000 feet of Numidium cannot use any abilities, feats, magic items, or traits that would allow them to reroll dice, unless Numidium allows it.

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

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

Siege Monster. Numidium deals double damage to objects and structures.

Towering Terror. Any enemy that starts its turn within 30 feet of Numidium must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to Numidium's Towering Terror for the next 24 hours.

Actions

Multiattack. Numidium makes three attacks; two with its slam and one with its stomp.

Slam. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage plus 18 (4d8) force damage and Numidium can push the target up to 20 feet away from it.

Stomp. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 18 (4d8) force damage and each creature within 20 feet of the target must succeed on a DC 27 Strength saving throw or be knocked prone.

Shout of Refusal (Recharge 6). Numidium emits an ear-piercing wail. Each creature within 30 feet of Numidium must make a DC 21 Charisma saving throw, taking 39 (6d12) thunder damage plus 39 (6d12) force damage and are permanently deafened on a failed save or half as much damage on a successful one and are deafened for 1d4 hours.

If a creature's hit points are reduced to 0 by this shout, its body is disintegrated into nothing, the memory of this creature is erased from the memories of every creature in the planes, all written or pictorial references to the target fade away. The only exception is those who personally witnessed the death. Restoring such a slain creature requires a wish or divine intervention; no mortal remembers the creature's life or death.

Legendary Actions

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

Shift. Numidium chooses one creature, that isn't a god, within 1000 feet of it. That creature is moved to a location, on the ground, of Numidium's choice within 150 feet of it.

Attack (Costs 2 Actions). Numidium makes one stomp attack.

Cast a Spell (Costs 3 Actions). Numidium casts a spell from its list of spells.

DEATHCLAW

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 12 (+1) | 18 (+4) | 8 (-1) | 12 (+1) | 14 (+2) |

Saving Throws Str +10, Con +7

Skills Athletics +9, Perception +7, Survival +4

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

Fearless. The deathclaw has advantage on saving throws against being frightened.

Frightful Presence. Each creature of the deathclaw's choice that is within 120 feet of the deathclaw and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of turns, ending the effect on itself on a success. If a the creature is immune to the deathclaw's Frightful Presence for the next 24 hours.

Actions

Multiattack. The deathclaw makes three attacks, but it can only use each once.

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage and the target is grappled (escape DC 18).

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Slam. The deathclaw repeatedly slams a creature, it has grappled, into the ground. The grappled creature must make a DC 17 Strength saving throw, taking 22 (5d8) bludgeoning damage on a failed save, or half as much damage and is thrown up to 15 feet away into an unoccupied space (deathclaw's choice) on a successful one.

MANTICORE

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 10 (+0) | 18 (+4) | 5 (-3) | 10 (+0) | 14 (+2) |

Saving Throws Str +7, Con +7

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Echolocation. The manticore can't use its blindsight while deafened.

Keen Hearing. The manticore has advantage on Wisdom (Perception) checks that rely on hearing.

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

Actions

Multiattack. The manticore makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage plus 7 (2d6) acid damage. If the target is wearing nonmagical metal armor, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Claw. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage. If the target is Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained. The manticore has two claws, each of which can grapple a target.

Stinger. *Melee Weapon Attack.* +7 to hit, reach 30 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a Large or smaller creature, it is impaled on (escape DC 13) and restrained by the stinger. The manticore has 3 stingers, each of which can impale on target.

Reactions

Quick Attack. When a creature within 30 feet of the manticore moves, the manticore can make one stinger attack against it.

ELDER MANTICORE

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 210 (12d20 + 84)

Speed 40 ft., climb 40 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 10 (+0) | 25 (+7) | 7 (-2) | 16 (+3) | 18 (+4) |

Saving Throws Str +12, Con +13

Skills Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 120 ft., passive Perception 19

Languages —

Challenge 20 (33,000 XP)

Proficiency +6

Echolocation. The manticore can't use its blindsight while deafened.

Keen Hearing. The manticore has advantage on Wisdom (Perception) checks that rely on hearing.

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

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

Actions

Multiattack. The manticore makes two Claw attacks and one Bite attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage plus 10 (3d6) acid damage. If the target is wearing nonmagical metal armor, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Claw. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. If the target is Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The manticore has two claws, each of which can grapple a target.

Stinger. *Melee Weapon Attack.* +12 to hit, reach 50 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a Large or smaller creature, it is impaled on (escape DC 16) and restrained by the stinger. The manticore has 3 stingers, each of which can impale on target.

Fling. One Large or smaller object held or creature grappled by the manticore is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Reactions

Quick Attack. When a creature within 50 feet of the manticore moves, the manticore can make one Stinger attack against it.

Legendary Actions

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

Stinger Attack. The manticore makes one Stinger attack.

Fling (Costs 2 Actions). The manticore uses Fling.

BERSERKER

Large humanoid (swarm), chaotic evil

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 25 (+7) | 16 (+3) | 20 (+5) | 4 (-3) | 12 (+1) | 6 (-2) |

Saving Throws Wis +5, Cha +2

Skills perception +5

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 30 ft. (blind beyond this radius),
passive Perception 15

Languages —

Challenge 12 (8,400 XP)

Charge. If the berserker moves at least 20 feet straight toward a target and then hits it with an unarmed strike on the same turn, the target takes an extra 11 (2d10) bludgeoning damage.

Fire Susceptibility. If the berserker takes fire damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it is resistant only to nonmagical bludgeoning, slashing, and piercing attacks.

Keen Hearing and Smell. The berserker has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The berserker makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Legendary Actions

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

Move. The berserker moves up to its speed without provoking opportunity attacks.

Attack. The berserker makes one unarmed strike attack.

Stomp (Costs 2 Actions). The berserker slams its foot onto the ground, releasing a shock wave in a 15-radius around it. Each creature in that area must succeed on a DC 19 Strength saving throw or be knocked prone. If the creature within 5 feet of the berserker, they also take 11 (2d10) bludgeoning damage.

BRUMAK

Huge monstrosity, unaligned

Armor Class 18 (plate armor)

Hit Points 227 (17d12 + 119)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 25 (+7) | 11 (+0) | 25 (+7) | 6 (-2) | 13 (+1) | 14 (+2) |

Saving Throws Str +12, Dex +5, Con +12, Wis +6

Skills Athletics +12, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages understands undercommon but can't speak it

Challenge 16 (15,000 XP)

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

Siege Monster. The brumak deals double damage to objects and structures.

Actions

Multiattack. The brumak makes either three melee attacks: two with its slam and one with its stomp, or three ranged attacks with its chainguns.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Chainguns. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Suppressing Fire. The brumak lays down suppressing fire in a 20-foot cubed area at a point within 80 feet of it. Each creature in that area must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) piercing damage on a failed save, or half as much on a successful one.

Additionally, the area becomes difficult terrain until the start of the brumak's next turn, a creature in the area has disadvantage on attack rolls while within the area, and when a creature moves into or within the area, it takes 7 (2d6) piercing damage for every 5 feet it travels.

Back-Mounted Rocket Launcher (Recharge 5-6). The brumak fires 5 rockets, each at a different point within 120 feet of it. Each creature within 15 feet of a point must make a DC 20 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save, or half as much on a successful one. A creature in the radius of more than one rocket, makes their saving throw at disadvantage, but does not take any additional damage.

LAMBENT BERSERKER

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 25 (+7) | 16 (+3) | 20 (+5) | 2 (-4) | 12 (+1) | 6 (-2) |

Saving Throws Wis +7, Cha +4

Skills perception +7

Damage Immunities acid, fire; bludgeoning, piercing, slashing from nonmagical attacks

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 17

Languages —

Challenge 18 (20,000 XP)

Charge. If the berserker moves at least 20 feet straight toward a target and then hits it with an unarmed strike on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Climb. The berserker can climb difficult surfaces, including upside down on ceilings, using its tentacles, leaving its hands free.

Death Burst. The berserker explodes when it drops to 0 hit points. Each creature within 20 feet of it must make a DC 19 Dexterity saving throw, taking 28 (8d6) acid damage plus 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Imulsion. When the berserker is reduced to half its maximum hit points it begins to leak toxic burning imulsion on the ground below it. As it moves, it leaves behind a trail of imulsion in each space it travels through. The imulsion remains until the start of the berserker's next turn. Each time a creature enters a space covered in imulsion, it takes 7 (2d6) acid damage plus 7 (2d6) fire damage.

Standing Leap. The berserker's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start. In addition, the berserker does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The berserker makes three attacks; two unarmed strikes and one with its bladed tentacles.

Bladed Tentacles. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage. If the attack roll is 5 or greater than the target's AC, the target is impaled (escape DC 21). While impaled the target is grappled, restrained, and takes 10 (3d6) hit point damage at the start of each of its turns. The berserker has 6 tentacles, each of which can impale one Medium or smaller target. It can use 3 tentacles to impale a Large creature, or all 6 to impale a Huge creature.

Unarmed Strike. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning.

THE FLOCK

Huge swarm of small monstrosities (swarm), neutral evil

Armor Class 15
Hit Points 126 (16d12 + 80)
Speed 10 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 14 (+2) | 13 (+1) | 12 (+1) | 11 (+0) | 10 (+0) |

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 Ft. passive Perception 10
Languages understands Undercommon but can't speak
Challenge 6 (2,300 XP)

Disrupt Communications. The flock blocks all telepathic and magical communication within 30 feet of it. This includes spells like sending and message, but also includes magic items such as the sending stones.

Flyby. The flock doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Swarm. The flock can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small leech. The flock can't regain hit points or gain temporary hit points.

Actions

Engulf (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 4 (1d6 + 1) leeches attach themselves onto the target and the flock loses a number of hit points equal to the number of leeches that are attached to the target.

Engulf (swarm has half HP or less). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 2 (1d4) leeches attach themselves onto the target and the flock loses a number of hit points equal to the number of leeches that are attached to the target.

Cyclone (Recharge 5-6). The flock swirls around in a cyclone like fashion. Each creature within 15 feet of the flock must make a DC 13 Strength saving throw or be pulled into the nearest space the flock occupies. On a successful save the target is pulled 5 feet towards the flock, entering its space if it is already within 5 feet of it. A creature that enters the flocks space takes 31 (9d6) piercing damage.

LEECH

Small monstrosity (swarm), neutral evil

Armor Class 10 (natural armor)
Hit Points 38 (11d6)
Speed 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|---------|---------|---------|---------|
| 2 (-4) | 9 (-1) | 10 (+0) | 12 (+1) | 11 (+0) | 10 (+0) |

Skills Athletics +0
Damage Resistances piercing, slashing
Senses darkvision 60 Ft. passive Perception 10
Languages understands Undercommon but can't speak
Challenge 1/2 (100 XP)

Death Burst. When the leech dies, it explodes in a burst of guts and acid. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, Reach 5 ft., one target. *Hit:* 1 piercing damage and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. If this damage reduces the creature to 0 hit points and it has 2 or more leeches attached to it, its body is ripped apart.

Dominate Construct. The leech initiates an Intelligence contest with a construct it is grappling. If it wins the contest, the leech magically enters the construct, teleports into the target's body, and takes control of it. While inside a creature, the leech has total cover against attacks and other effects originating outside its host. The leech retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Undercommon. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the construct drops to 0 hit points, the leech must leave it. A protection from evil and good spell cast on the construct drives the leech out. By spending 5 feet of its movement, the leech can voluntarily leave the body, landing in the nearest unoccupied space within 5 feet of it.

MATRIARCH

Huge monstrosity (locust), chaotic evil

Armor Class 22 (natural armor)

Hit Points 275 (22d12 + 126)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 26 (+8) | 16 (+3) | 22 (+6) | 6 (-2) | 12 (+1) | 6 (-2) |

Saving Throws Wis +8, Cha +5

Skills perception +8

Damage Resistances fire

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 18

Languages Understands undercommon, but can't speak it, telepathy 120 ft. (with all locust in range)

Challenge 21 (33,000 XP)

Charge. If the matriarch moves at least 20 feet straight toward a target and then hits it with an unarmed strike on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Cold Susceptibility. If the matriarch takes cold damage equal to one-quarter of its maximum hit points in a round (##), it is paralyzed for 1 round.

Actions

Multiattack. The matriarch makes two unarmed strike attacks.

Spike. Ranged Weapon Attack: +10 to hit, range 80/320 ft, one target. Hit: 16 (2d12 + 3) piercing damage and the target is impaled by the spike. Any creature can take an action to remove the spike by succeeding on a DC 18 Strength check. If the spike remains in the target at the end of its turn, the spike explodes.

When the spike explodes, the target takes 13 (2d12) fire damage and each creature within 5 feet of the target must succeed on a DC 18 Dexterity saving throw or take the same damage on a failed save, or half as much damage on a successful save.

Unarmed Strike. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. Hit: 16 (3d8 + 8) bludgeoning or slashing damage (*DM's choice*).

Violent Roar (Recharge 5-6). The matriarch lets out an ear shattering roar in a 90-foot cone in front of it. Each creature in that area must make a DC 21 Constitution saving throw, taking 49 (14d6) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Legendary Actions

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

Move. The matriarch moves up to its speed without provoking opportunity attacks.

Fist. The matriarch makes one unarmed strike attack.

Spike (Costs 2 Actions). The matriarch makes one spike attack.

POUNCER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +3

Skills Perception +5

Damage Resistance piercing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Nimble Escape. The pouncer can take the Disengage or Hide action as a bonus action on each of its turns.

Pounce. If the pouncer moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pouncer can make one bite attack against it as a bonus action.

Actions

Multiattack. The pouncer makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

Tail Spike. *Ranged Weapon Attack.* +7 to hit, reach 100/200 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

SCION

Large humanoid (swarm), neutral evil

Armor Class 16 (piecemeal armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 22 (+6) | 20 (+5) | 18 (+4) | 10 (+0) | 12 (+1) | 8 (-1) |

Saving Throws Int +4, Wis +5, Cha +3

Skills intimidation +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Telepathy 120 ft. (but can only speak to other swarm this way) Common, Undercommon

Challenge 11 (7,200 XP)

Arsenal. The scion carries one of four weapons, to find out which, roll a 1d4. On a 1, they have a buzzkill; On a 2, they have a mulcher; On a 3, they have a boomshot; On a 4, they have a scythe.

Actions

Multiattack. The scion makes four attacks with its scythe, or three attacks with its mulcher or buzzkill.

Boomshot. *Ranged Weapon Attack.* +10 to hit, range 30/120 ft., one target. *Hit:* 19 (3d12) fire damage. On a hit, each creature within 5 feet of the target must make a DC 18 Dexterity saving throw, taking the same amount of damage as the target on a failed save or half as much on a successful one.

Buzzkill. *Ranged Weapon Attack.* +9 to hit, range 80/320 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the scion rolls a 20 on its attack roll with this weapon, the target takes an extra 14 (4d6) slashing damage. Then roll another d20. On a 20, the attack lops off one of the target's limbs, with the effect of such loss determined by the GM. If the target has no limb to sever, it lops off a portion of its body instead.

Mulcher. *Ranged Weapon Attack.* +9 to hit, range 150/600 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

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

Suppressing Fire (Mulcher Only). The scion lays down suppressing fire in a 10-foot cubed area at a point within 150 feet of it. Each creature in that area must succeed on a DC 18 Dexterity saving throw or take 14 (2d8 + 5) piercing damage on a failed save, or half as much on a successful one.

Additionally, the area becomes difficult terrain until the start of the scion's next turn, a creature in the area has disadvantage on attack rolls while within the area, and when a creature moves into, out of, or within the area, it takes 7 (2d6) piercing damage for every 5 feet it travels.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the scion can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the scion. A creature can benefit from only one Leadership die at a time. This effect ends if the scion is incapacitated.

Legendary Actions

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

Move. The scion moves up to its speed without provoking opportunity attacks.

Attack. The scion makes one attack with its buzzkill, mulcher, or scythe.

Boomshot (Costs 2 Actions). The scion makes one attack with its boomshot.

SNATCHER

Huge monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 19 (+4) | 5 (-3) | 14 (+2) | 16 (+3) |

Saving Throws Dex +7

Skills Perception +6, Stealth +6

Damage Resistance piercing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Snatch. When the snatcher ends its turn within 5 feet of a Medium or smaller creature that is prone or unconscious, its stomach opens up. From it, tentacles emerge and wrap around the creature, pulling it inside the snatcher's stomach. While inside the stomach the creature is blinded and restrained, it has total cover against attacks and other effects outside the snatcher, and it takes 21 (6d6) bludgeoning damage at the start of each of the snatcher's turns if its hit points are above 0. A dying creature pulled into the stomach or a creature reduced to 0 hit points while in the stomach is stable. A snatcher can have only one creature in its stomach at a time.

If the snatcher takes 30 damage or more on a single turn from the swallowed creature, the snatcher must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the snatcher. If the snatcher dies, a creature in its stomach is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Actions

Multiattack. The snatcher makes three attacks: one with its tail and two with its legs.

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

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Tail Spine. *Ranged Weapon Attack.* +8 to hit, reach 100/200 ft., one target. Hit: 17 (3d8 + 4) piercing damage and the target succeed on a DC 16 Strength saving throw or be knocked prone.

Napalm Vomit (Recharge 5-6). The snatcher spews a acidic flammable liquid in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage plus 28 (8d6) acid on a failed save, or half as much damage on a successful one.

SWARM CARRIER

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 217 (15d12 + 120)

Speed 15 ft., climb 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|

| | | | | | |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 11 (+0) | 26 (+8) | 3 (-4) | 14 (+2) | 10 (+0) |
|---------|---------|---------|--------|---------|---------|

Saving Throws Str +11, Con +13

Skills Athletics +11, Perception +7

Senses darkvision 240 ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Freedom of Movement. The carrier swarm ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Living Projectile. The swarm carrier's cankers are a living projectile that have a Dexterity score of 22. Its Dexterity modifier (+6) replaces the swarm carriers Dexterity modifier for its canker attack. Range weapon attacks made with cankers ignore cover.

Siege Monster. The swarm carrier deals double damage to objects and structures.

Actions

Multiattack. The swarm carrier makes five canker attacks

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. Hit: 27 (6d6 + 6) bludgeoning damage and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained. The swarm carrier has two claws, each of which can grapple one target.

Canker. *Ranged Weapon Attack.* +11 to hit, reach 150/600 ft., one target. Hit: 5 (1d10) acid damage plus 5 (1d10) fire damage.

Crush. The swarm carrier squeezes a creature that it is grappling. That creature must succeed on a DC 19 Strength saving throw, taking 31 (9d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The creature explodes in a shower of gore and dies if the crush reduces it to 0 hit points.

Barrage (Recharge 5-6). The swarm carrier fires 5 bloated cankers, each at a different point within 120 feet of it. Each creature within 15 feet of a point must make a DC 21 Dexterity saving throw, taking 7 (2d6) acid damage plus 7 (2d6) fire damage on a failed save, or half as much on a successful one. A creature in the radius of more than one canker, makes their saving throw at disadvantage, but does not take any additional damage.

Legendary Actions

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

Move. The swarm carrier moves up to half its speed.

Claw Attack (Costs 2 Actions). The swarm carrier makes one claw attack or uses its crush.

Shockwave (Costs 3 Actions). The swarm carrier slams both arms onto the ground creating a shock wave that travels along a 30-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 26 (4d12) thunder damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

SWARM KRAKEN

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 20 ft., burrow 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|--------|---------|---------|
| 30 (+10) | 10 (+0) | 27 (+8) | 6 (-2) | 20 (+5) | 10 (+0) |

Saving Throws Str +18, Con +16, Cha +8

Skills Perception +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 23

Languages —

Challenge 25 (75,000 XP)

Siege Monster. The swarm kraken deals double damage to objects and structures.

Tunneler. The swarm kraken can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Underground Charge. If the swarm kraken moves at least 20 feet straight toward a creature while underground and hits it with a beak attack, it is grappled until the end of the swarm kraken's turn and it can make one attack with its prehensile tongues against the creature as a bonus action.

Actions

Multiattack. The swarm kraken makes three attacks: one with its beak, and two with its prehensile tentacles. It can replace one of its prehensile tentacles attacks with one use of Fling.

Beak. *Melee Weapon Attack.* +18 to hit, reach 10 ft., one target. Hit: 46 (8d8 + 10) piercing damage

Prehensile Tongues. *Melee Weapon Attack.* +18 to hit, reach 20 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage. If the target is a Large or smaller creature grappled by the swarm kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the swarm kraken's turns.

If the swarm kraken takes 50 damage or more on a single turn from a creature inside it, the swarm kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the swarm kraken. If the swarm kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacles. *Melee Weapon Attack.* +18 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The swarm kraken has four tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the swarm kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Spawn (Recharge 6). The swarm kraken summons 4 (1d8) leeches and 2 (1d4) flock from the various spiracles on its body. These creatures appear in unoccupied spaces within 5 feet of the swarm kraken and take their turn immediately after the swarm kraken's turn.

Legendary Actions

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

Dig. The swarm kraken burrows underground and moves up to half its burrow speed.

Tentacle Attack or Fling. The swarm kraken makes one tentacle attack or uses its Fling.

Inhale (Costs 3 Actions). The takes a deep breath. Each creature in a 60-foot cone in front of it must succeed on a DC 16 Strength saving throw or be pulled 30 feet towards it. The first creature that enters a space within 5 feet of the swarm kraken and can still be pulled more than 5 feet towards the kraken swarm is swallowed by it as if by its prehensile tongue attack.

CREATOR NOTES

The creatures summoned from the swarm action are not calculated into the CR. If this feature is going to be used, assume the swarm ability is used twice when calculating the encounter difficulty.

WAKAATU

Huge monstrosity, unaligned

Armor Class 18 (plate armor)

Hit Points 199 (21d8 + 105)

Speed 40 ft., burrow 40 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 24 (+7) | 20 (+5) | 2 (-4) | 24 (+7) | 17 (+3) |

Saving Throws Str +9, Dex +13, Con +11

Skills Athletics +9, Intimidation +9, Perception +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 23

Languages —

Challenge 20 (25,000 XP)

Hallucinogenic Gas. When a creature starts its turn within 30 feet of the wakaatu it must make a DC 17 Constitution saving throw. On a failed saving throw, the creature suffers from hallucinations for 1 minute. While suffering from these hallucinations, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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 wakaatu's Hallucinogenic Gas for the next 24 hours.

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

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

Tunneler. The wakaatu can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The wakaatu makes two attacks: one with its beak and one with its tails. While flying, it uses its talons in place of its tail attack.

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

Horn. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

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

Tails. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Acid Breath (Recharge 5-6). The wakaatu exhales acid in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, its body melts releasing an acidic gas in a 5-foot radius around the creature. The acidic gas remains until the end of the wakaatu's next turn. Any creature that enters the acidic area for the first time on a turn or starts its turn there, takes 13 (3d8) acid damage.

Legendary Actions

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

Attack. The wakaatu makes one attack with its horn.

Flight. The wakaatu flies up to half its flying speed.

Acid Splash (costs 2 Actions). *Ranged Weapon Attack:* +8 to hit, ranged 30/120 ft., one target. *Hit:* 21 (6d6) acid damage and each creature within 5 feet of the target must make a DC 21 Dexterity saving throw, taking the same amount of damage as the target on a failed save or half as much on a successful one.

ATREUS

Small celestial, chaotic good

Armor Class 19 (studded leather armor)

Hit Points 150 (20d6 + 80)

Speed 50 ft., climb 50 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 24 (+7) | 18 (+4) | 20 (+5) | 22 (+6) | 18 (+4) |

Saving Throws Int +11, Wis +14, Cha +13

Skills Acrobatics +12, Animal Handling +16, History +10 Nature +10, Religion +10

Damage Resistances cold, fire, lightning, poison

Condition Immunities petrified

Senses darkvision 120 Ft., passive Perception 16

Languages all (telepathy 120 ft. with plants and animals)

Challenge 14 (11,500 XP)

Bow Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on Atreus's ranged attack rolls.

Godly Regeneration. Atreus regains 10 hit points at the start of his turn if he has at least 1 hit point.

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

Magic Weapons. Atreus's weapon attacks are magical.

Speak with Beasts and Plants. Atreus can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. Atreus makes four attacks with his long bow. He can replace one of these attacks with his lightning arrow or radiant arrow attack.

Long Bow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Arrows (recharge 5-6). Atreus chooses one of the following two arrows to use:

Lightning Arrow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 13 (1d8 + 7) piercing damage plus 7 (2d6) lightning damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be stunned until the end of atreus's next turn.

Radiant Arrow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 13 (1d8 + 7) piercing damage plus 7 (2d6) radiant damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the blindness on itself on a success.

Mistletoe Arrow (3/day). Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 14 (4d6) poison damage. If the target is a creature; its damage immunities and resistances, regeneration, and condition immunities are removed for 24 hours. Only a *wish* spell can end this effect early.

Legendary Actions

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

Attack. Atreus makes one long bow attack.

Detect. Atreus makes a Wisdom (Perception) check.

Move. Atreus moves up to his speed.

BALDUR

Medium celestial, chaotic neutral

Armor Class 22

Hit Points 294 (28d8 + 168)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 23 (+6) | 22 (+6) | 16 (+3) | 22 (+6) | 20 (+5) |

Saving Throws Str +15, Dex +14, Con +14, Int +11, Wis +14, Cha +13

Skills Athletics +15, Intimidation +13, Perception +14, Survival +14

Damage Immunities radiant

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

Senses truesight 120 Ft., passive Perception 24

Languages all

Challenge 25 (75,000 XP)

Elemental Absorption. Whenever Baldur is subjected to cold, fire, or lightning damage, he still takes damage as usual, but his unarmed strikes deal an extra 2d8 of that damage type until the end of his next turn. The damage is increased by 2d8 more each time Baldur is subjected to one of the listed elements.

Expert Tracker. Baldur has advantage on Wisdom checks to track anything he considers prey.

Godly Regeneration. Baldur regains 40 hit points at the start of his turn. If Baldur takes damage from a mistletoe arrow, this trait doesn't function and he is no longer immune to the poison condition until Baldur finishes a long rest. Baldur dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

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

Magic Weapons. Baldur's weapon attacks are magical. When Baldur hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Unarmored Defense. While Baldur is wearing no armor, his AC includes his Constitution modifier.

Actions

Multiattack. Baldur makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) bludgeoning damage plus 9 (2d8) radiant damage. If the target is a creature, Baldur can choose one of the following additional effects:

- The target must succeed on a DC 23 Strength saving throw or drop one item it is holding (Baldur's choice).
- The target must succeed on a DC 23 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 23 Constitution saving throw or be stunned until the end of Baldur's next turn.

Legendary Actions

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

Punch. Baldur punches a creature within 5 feet of him in the chest. That creature must make a DC 23 Strength saving throw or be pushed back 60 feet on a failed save, or pushed half as far on a successful one. A creature that fails the save by 5 or more is also knocked prone.

Strike. Baldur makes one unarmed strike.

Light Step (Costs 2 Actions). Baldur teleports himself to an unoccupied space he can see within 90 feet of his location. Each creature within 10 feet of the space Baldur left and now occupies, must make a Constitution saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much on a successful one.

Reactions

Parry. Baldur adds 8 to its AC against one melee attack that would hit it. To do so, Baldur must see the attacker and be wielding a melee weapon.

Uncanny Dodge. Baldur halves the damage that it takes from an attack that hits it. Baldur must be able to see the attacker.

KRATOS

Medium celestial, chaotic neutral

Armor Class 24 (+3 hide armor, shield)

Hit Points 304 (29d8 + 174)

Speed 50 ft., climb 50 ft., swim 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 24 (+7) 22 (+6) 16 (+3) 22 (+6) 20 (+5)

Saving Throws Str +18, Dex +15, Con +14, Int +11, Wis +14, Cha +13

Skills Athletics +18, History +11, Insight +11, Intimidation +13, Perception +14, Survival +14

Damage Resistances cold, fire, lightning, poison

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

Senses darkvision 120 Ft., passive Perception 24

Languages common, celestial

Challenge 27 (105,000 XP)

Godly Regeneration. Kratos regains 20 hit points at the start of his turn if he has at least 1 hit point.

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

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

Magic Weapons. Kratos's weapon attacks are magical.

Spartan's Rage (3/day). As a bonus action, Kratos can enter a rage at the start of its turn. The rage lasts for 1 minute or until Kratos is incapacitated. While raging, Kratos gains the following benefits:

- Kratos has advantage on Strength checks and Strength saving throws
- When he makes an unarmed strike, Kratos deals an extra 9 (2d8) force damage and regains a number of hit points equal half to the force damage done (rounded up).
- Kratos has resistance to bludgeoning, piercing, and slashing damage.

Actions

Multiattack. Kratos can use his Frightful Presence. He then makes four weapon attacks, but only one can be a rock attack.

Blades of Chaos. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 13 (1d6 + 10) slashing damage plus 13 (3d8) fire damage.

Leviathan Axe. *Melee or Ranged Weapon Attack:* +18 to hit, reach 5 ft. or range 60/180 ft., one target. *Hit:* 14 (1d8 + 10) slashing damage plus 10 (3d6) cold damage, or 15 (1d10 + 10) slashing damage plus 10 (3d6) cold damage if used with two hands.

Rock (Raging Only). *Ranged Weapon Attack:* +18 to hit, range 60/240 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 16 (1d12 + 10) bludgeoning damage.

Frightful Presence. Each creature of Kratos's choice that is within 120 feet of Kratos and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 Kratos's Frightful Presence for the next 24 hours.

BOY! (Recharges after a Short or Long Rest). For 1 minute, Kratos can utter a special command or warning whenever he can see Atreus within 30 feet of him and Atreus makes an attack roll or a saving throw. Atreus can add a d10 to his roll provided he can hear Kratos. Atreus can benefit from only one Boy die at a time. This effect ends if Kratos is incapacitated.

Legendary Actions

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

Attack. Kratos makes one melee weapon attack.

Shield Bash. Kratos slams his shield against a creature within 5 feet of him. That creature must make a DC 26 Strength saving throw, or be knocked prone.

Freezing Throw. Kratos throws his Leviathan Axe at a creature within its attack range. On hit: 12 (1d8 + 3) slashing damage plus 7 (2d6) cold damage and the target is frozen in ice. While frozen, the creature is also petrified. The Ice can be attacked and destroyed (AC 20, 30 hit points; resistance to piercing and slashing damage; immunity to cold, poison, and psychic damage; vulnerability to fire damage) freeing the creature. A creature can also use an action on its turn to make DC 25 Strength (Athletics) check to pull out the axe, freeing the creature on a success. While a creature is frozen, Kratos can't use his leviathan axe attack or this legendary action.

Spartan Surge (Raging Only, Costs 2 Actions). Kratos stomps his foot on the ground, sending a shockwave in a 90-foot cone in front of him. Each creature on the ground in that area must succeed on a DC 26 Strength saving throw or be knocked prone.

Whirling Chaos (Costs 2 Actions). Make a blades of chaos attack against each creature within 15 feet of Kratos.

MAGNI

Large celestial, chaotic neutral

Armor Class 16 (+2 breastplate)

Hit Points 184 (16d10 + 96)

Speed 50 ft., climb 50 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 19 (+4) | 23 (+6) | 10 (+0) | 14 (+2) | 18 (+4) |

Saving Throws Str +12, Dex +9, Con +11, Cha +9

Skills Athletics +12, History +5, Insight +7, Intimidation +9, Perception +7, Survival +7

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

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

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial

Challenge 16 (15,000 XP) **Proficiency** +5

Brothers in Arms. Magni has advantage on initiative rolls when he enters combat with Modi. Immediately after initiative is rolled, Magni can choose to keep his position in the initiative order change it to be after Modi's turn.

Godly Regeneration. Magni regains 10 hit points at the start of his turn if he has at least 1 hit point.

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

Magic Weapons. Magni's weapon attacks are magical.

Titan's Grip. Magni can hold weapon's with the two-handed property in one hand.

Actions

Multiattack. Magni makes two melee weapon attacks.

Cyclonic Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) lightning damage plus 3 (1d6) thunder damage.

If Magni rolled a 15 or higher on the attack roll and the attack hits, the greatsword releases lightning in a 15-foot cone originating from the target. Each creature in that area must make a DC 20 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage.

If Magni rolled a 15 or higher on the attack roll and the attack hits, Magni can release a blast of lightning in a 15-foot-radius-sphere centered on him. Each creature in that area must make a DC 19 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aggressive. Magni moves up to its speed toward a hostile creature that he can see.

Lightning Step (Recharge 5-6). Magni teleports to an unoccupied space he can see within 90 feet of him. Immediately before he appears in the new location, lightning strikes, and each creature within 10 feet of the space must make a DC 17 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. Magni makes one melee weapon attack.

Throw Modi (Costs 2 Actions). While Magni is within 5 feet of Modi, he can throw Modi up to 30 feet away into an unoccupied space. When Modi lands, he releases a blast of lightning in a 15-foot radius around him. Each creature in that area must make a DC 20 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

VARIANT: COMBO ATTACK

Snowblind (Recharges after a Short or Long Rest).

While Magni is within 30 feet of Modi he can use his action and Modi must use his reaction to create a 60-foot-radius sphere of blinding snow centered on a point within 30 feet of him. The sphere spreads around corners, and its area is heavily obscured for all creatures except Magni and Modi. it lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

MODI

Medium celestial, chaotic neutral

Armor Class 17 (+2 hide, +1 shield)

Hit Points 180 (19d8 + 95)

Speed 50 ft., climb 50 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 20 (+5) | 21 (+5) | 12 (+1) | 15 (+2) | 20 (+5) |

Saving Throws Str +11, Dex +10, Con +10, Wis +7

Skills Athletics +11, History +6, Insight +7, Intimidation +10, Perception +7, Survival +7

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

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

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial

Challenge 15 (15,000 XP)

Proficiency +5

Brothers in Arms. Modi has advantage on initiative rolls when he enters combat with Modi. Immediately after initiative is rolled, Modi can choose to keep his position in the initiative order or change it to be after Modi's turn.

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

Godly Regeneration. Modi regains 10 hit points at the start of his turn if he has at least 1 hit point.

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

Magic Weapons. Modi's weapon attacks are magical.

Actions

Multiattack. Modi makes two melee weapon attacks.

Mace. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 14 (4d6) lightning damage.

Lightning Orb. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 28 (8d6) lightning damage.

Sustained Lightning (Recharge 5-6). *Ranged Spell Attack:* +10 to hit, range 30 ft., one target. *Hit:* 20 (4d6 + 6) lightning damage. On subsequent turns, the target must make a DC 18 Constitution saving throw at the start of each of its turns. On a failed save, the target is incapacitated and its movement speed is reduced to 0 until the start of its next turn.

Additionally, Modi can use his Bonus Action to deal 28 (8d6) lightning damage to the target as long as he maintains concentration, up to 1 minute (as if concentrating on a spell), and the target remains within 30 feet of him and isn't behind total cover.

Bonus Actions

Lightning Step (Recharge 5-6). Modi teleports to an unoccupied space he can see within 90 feet of him. Immediately before he appears in the new location, lightning strikes, and each creature within 10 feet of the space must make a DC 18 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Reaction

Parry. Modi adds 5 to its AC against one melee attack that would hit it. To do so, Modi must see the attacker and be wielding a melee weapon.

Protection. When an attacker Modi can see makes an attack roll against a creature within 5 feet of the giant, Modi can impose disadvantage on the attack roll.

Legendary Actions

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

Attack. Modi makes one melee weapon attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4 + 6) bludgeoning damage plus 7 (2d6) lightning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

VARIANT: COMBO ATTACK

Snowblind (Recharges after a Short or Long Rest).

While Modi is within 30 feet of Magni he can use his action and Magni must use his reaction to create a 60-foot-radius sphere of blinding snow centered on a point within 30 feet of him. The sphere spreads around corners, and its area is heavily obscured for all creatures except Magni and Modi. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

ANGUIRUS

Gargantuan beast, unaligned

Armor Class 18 (natural armor)

Hit Points 170 (11d20 + 55)

Speed 60 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 12 (+1) | 21 (+5) | 12 (+2) | 20 (+5) | 10 (+0) |

Saving Throws Dex +6, Con +10, Wis +10

Skills Athletics +11, Perception +10, Stealth +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages —

Challenge 13 (10,000 XP)

Precognitive shield. A creature has disadvantage on ranged attacks against Anguirus if they are further than 15 feet from it.

Regeneration. Anguirus regains 15 hit points at the start of its turn if it has at least 1 hit point.

Standing Leap. Anguirus's long jump is up to 60 feet and its high jump is up to 40 feet, with or without a running start.

Siege Monster. Anguirus deals double damage to objects and structures.

Actions

Multiattack. Anguirus makes two attacks: one with its bite and one with its clubbed tail. Or it makes three attacks with its spiked projectiles.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage and the target is grappled (escape DC 13). If the creature is Large or smaller it is also restrained until the grapple ends.

Clubbed Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Spiked Projectiles. *Range Weapon Attack.* +11 to hit, reach 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Legendary Actions

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

Detect. Anguirus makes a Wisdom (Perception) check.

Dig. Anguirus burrows underground and moves up to half its burrow speed.

Attack (Costs 2 Actions). Anguirus makes one attack with its clubbed tail or spiked projectiles.

Reactions

Deflect Missiles. When a ranged weapon attack misses Anguirus, it can redirect the attack at a creature within 20 feet of it. Make a ranged weapon attack (+11 to hit). On hit, the target takes damage equal to the damage the Anguirus would have taken.

KING GHIDORAH

Gargantuan dragon (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 60 ft., fly 120 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 30 (+10) 18 (+4) 18 (+4) 24 (+7)

Saving Throws Str +19 Dex +9, Wis +13 Cha +16

Skills Acrobatics +10, Intimidation +16, Perception +13

Damage Immunities fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., darkvision 240 ft., passive Perception 23

Languages Draconic

Challenge 30 (155,000 XP)

Innate Spellcasting. King Ghidorah's innate spellcasting ability is Charisma. It can innately cast the following spells at 9th level (spell save DC 24), requiring no material components:

3/day: *dominate beast*, *dominate monster*

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

Lightning Absorption. Whenever King Ghidorah is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage taken.

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

Multiple Heads. King Ghidorah can take one reaction per turn, rather than only one per round. He also has advantage on saving throws against being knocked unconscious. If he fails a saving throw against an effect that would stun a creature, one of his unspent legendary actions is spent.

Oxygen Independency. King Ghidorah does not need to breathe.

Regeneration. King Ghidorah regains 30 hit points at the start of his turn if he has at least 1 hit point.

Siege Monster. King Ghidorah deals double damage to objects and structures.

Actions

Multiattack. King Ghidorah can use its frightful presence. It then makes four attacks: two with its bite, and two with its tail.

Tail. Melee Weapon Attack. +19 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage plus 17 (2d6 + 10) piercing damage.

Bite. Melee Weapon Attack. +19 to hit, reach 5 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage plus 10 (3d6) lightning damage. The target's hit point maximum is reduced by an amount equal to the lightning damage taken, and King Ghidorah regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Frightful Presence. Each creature of King Ghidorah's choice that is within 120 feet of him and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. 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 King Ghidorah's Frightful Presence for the next 24 hours.

Discharge (1/day). King Ghidorah releases bolts of lightning from its body in all directions striking all creatures and objects in a 60-foot sphere around it. Each creature or object within that area must make a DC 27 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much on a successful one.

Legendary Actions

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

Bite Attack. King Ghidorah makes a bite attack.

Gravity Beam (Costs 2 Actions). King Ghidorah exhales a beam of lightning in a 120-foot line that is 10 feet wide. Each creature in a line must make a DC 27 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). King Ghidorah beats its wings. Each creature within 15 feet of him must succeed on a DC 27 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. King Ghidorah can then fly up to half its flying speed.

KING KONG

Gargantuan Monstrosity (Titan), neutral

Armor Class 25 (natural armor)

Hit Points 528 (32d20 + 192)

Speed 60 ft., climb 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|--------|---------|---------|
| 30 (+10) | 18 (+4) | 22 (+6) | 8 (-1) | 22 (+6) | 20 (+5) |

Saving Throws Str +19, Dex +13, Con +15, Int +8, Wis +15, Cha +14

Skills Athletics +19, Intimidation +13, Survival +15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed, petrified

Senses darkvision 120 Ft., passive Perception 16

Languages sign language, understands Common but can't speak it,

Challenge 30 (155,000 XP)

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

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

Magic Weapons. King Kong's weapon attacks are magical.

Siege Monster. King Kong deals double damage to objects and structures.

Standing Leap. King Kong's long jump is up to 60 feet and his high jump is up to 60 feet, with or without a running start. In addition, King Kong does not incur attacks of opportunity while moving with a jump.

Actions

Multiattack. King Kong can use its Frightful Presence. It then makes four attacks with his fists. He can replace up to two of these attacks with his fin breaker axe.

Fists. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage. If the target is a creature, King Kong can choose one of the following additional effects:

- The target is grappled (escape DC 29). If the target is Large or smaller, it is restrained until the grapple ends.
- If the target is Large or smaller, it is knocked prone. If the target is Huge or bigger, it must succeed on a DC 27 Strength saving throw or be knocked prone.

- If the target is Large or smaller, it is pushed 30 feet away. If the target is Huge or bigger, it must succeed on a DC 27 Strength saving throw or be pushed 30 feet away.

Fin Breaker Axe. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) slashing damage.

Frightful Presence. Each creature of King Kong's choice that is within 120 feet of King Kong and aware of him must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. 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 King Kong's Frightful Presence for the next 24 hours.

Legendary Actions

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

Attack. King Kong makes one fist attack.

Overpower (Costs 2 Actions). King Kong makes a Strength (Athletics) check to escape a grapple or repeats a saving throw to end an effect on itself.

Quake (Costs 2 Actions). King Kong slams his fist on the ground causing it to shake violently. Each creature within 30 feet of King Kong must succeed on a DC 27 Strength saving throw or be knocked prone.

Reactions

Radiant Absorption. Whenever King Kong is subjected to radiant damage, he can use his reaction to instead absorb the radiant damage into his fin breaker axe. The next time King Kong hits with his fin breaker, it emits a burst of energy that deals radiant damage equal to half the damage absorbed to each creature, except King Kong, within 30 feet of it.

Redirect Breath Attack. When a creature uses its breath attack or similar recharge attack within 15 feet of King Kong, he can use his reaction to make Strength (Athletics) check contested by the creature's Strength (Athletics) check. On a successful check, King Kong can redirect the breath attack to a direction of his choice.

MECHAGODZILLA

Gargantuan Monstrosity (Titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 430 (21d20 + 210)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|----------|---------|---------|---------|
| 30 (+10) | 12 (+1) | 30 (+10) | 19 (+4) | 15 (+2) | 18 (+4) |

Saving Throws Int +13, Wis +11, Cha +13

Skills Athletics +19, Intimidation +13, Perception +11

Damage Resistances fire, thunder

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

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

Senses truesight 150 Ft., passive Perception 21

Languages —

Challenge 30 (155,000 XP)

Immutable Form. Mechagodzilla is immune to any spell or effect that would alter its form.

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

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

Magic Weapons. Mechagodzilla's weapon attacks are magical. When it hits a titan with any weapon, the weapon deals an extra 22 (5d8) radiant damage (not included in the weapon attacks below).

Siege Monster. Mechagodzilla deals double damage to objects and structures.

Thruster. As a bonus action, Mechagodzilla can move up to its half speed.

Actions

Multiattack. Mechagodzilla can use its Frightful Presence. It then makes three attacks: one with its claws and one with its stomp, and one with its tail drill.

Claws. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 13 (3d8) radiant damage and the creature is grappled (escape DC 27). Until this grapple ends, the target is restrained. Mechagodzilla has two claws, each of which can grapple one Large or smaller target. It can use both claws to grapple a Huge or larger creature.

Tail Drill. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 38 (8d6 + 10) slashing damage. This attack scores a critical hit on a roll of 18–20. On a critical hit, the target is impaled. If the target is a creature, it is grappled (escape DC 27). Until this grapple ends, Mechagodzilla can't use its tail drill attack against another target.

When the grapple ends, the creature must make a DC 23 Constitution saving throw losing 27 (6d8) hit points due to blood loss on a failed save, or half as many hit points on a successful one, as long as the creature has blood (or some other analogous fluid) to lose. Mechagodzilla can't use its drill tail attack

Stomp. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 13 (3d8) radiant damage and each creature within 15 feet of the target must succeed on a DC 27 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Mechagodzilla's choice that is within 120 feet of Mechagodzilla and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 Mechagodzilla's Frightful Presence for the next 24 hours.

Proton Scream (Recharge 5-6). Red arcane energy emanates from Mechagodzilla mouth in a 150-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 90 (20d8) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. Mechagodzilla makes one attack its claws.

Detect. Mechagodzilla makes a Wisdom (Perception) check.

Drill (Costs 2 Actions). Mechagodzilla makes one attack with its tail drill.

Missile Launchers (Costs 2 Actions). Mechagodzilla fires 5 missiles, each at a different point within 240 feet of it. Each creature in a 15-foot radius of a point must make a DC 20 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much on a successful one. A creature in the radius of more than one missile, makes their saving throw at disadvantage, but does not take any additional damage.

RODAN

Gargantuan monstrosity (titan), unaligned

Armor Class 20 (natural armor)

Hit Points 227 (13d20 + 91)

Speed 20 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 14 (+2) | 25 (+7) | 18 (+4) | 18 (+4) | 23 (+6) |

Saving Throws Dex +9, Con +14, Wis +11, Cha +13

Skills Acrobatics +9, Intimidation +13, Perception +11

Damage Immunities fire, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses passive Perception 21

Languages Auran

Challenge 24 (62,000 XP)

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

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

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

Radioactive Mist. At the start of each of Rodan's turns, each creature within 10 feet of it takes 10 (3d6) necrotic damage, and nonmagical plant that isn't a creature, such as a tree or shrub, withers and dies.

Regeneration. Rodan regains 20 hit points at the start of his turn if he has at least 1 hit point.

Siege Monster. Rodan deals double damage to objects and structures.

Actions

Multiattack. Rodan can use its frightful presence. It then makes two attacks: one with its beak, and one with its talons.

Talons. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and Rodan can't use its talons on another target.

Beak. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 28 (4d12 + 9) piercing damage.

Frightful Presence. Each creature of Rodan's choice that is within 120 feet of him and aware of him must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. 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 Rodan's Frightful Presence for the next 24 hours.

Uranium Heat Beam (Recharge 5–6). Rodan fires a purple-colored radioactive heat beam from its mouth that travels along a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 24 Dexterity saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one.

If the beam strikes a solid surface it explodes and each creature (that wasn't hit by the beam) within 20-foot radius of the impact must succeed on a DC 24 Dexterity saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Beak Attack. Rodan makes a beak attack.

Wing Attack (Costs 2 Actions). Rodan beats its wings. Each creature within 15 feet of him must succeed on a DC 27 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. Rodan can then fly up to half its flying speed.

Heat Breath (Costs 3 Actions). Rodan exhales combustible gas in a 90-foot cone before igniting it. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

SKULLCRAWLER

Gargantuan monstrosity (titan), unaligned

Armor Class 22 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 50 ft., burrow 50 ft., climb 40 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 28 (+9) | 14 (+2) | 25 (+7) | 12 (+1) | 22 (+5) | 20 (+5) |

Saving Throws Dex +9, Con +14, Int +8

Skills Athletics +16, Perception +10

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages —

Challenge 21 (33,000 XP)

Proficiency +7

Amphibious. The skullcrawler can breathe air and water.

Fast Metabolism. The skullcrawler has an incredibly high metabolism, reducing the duration of poisons and the poison condition by half. Additionally the skullcrawler must eat every 6 (1d4 + 4) hours or gain 1 level of exhaustion.

Keen Hearing and Smell. The skullcrawler has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Locomotion. The skullcrawler has disadvantage on saving throws against being knocked prone.

Mimicry. The skullcrawler can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

Pack Tactics. The skullcrawler has advantage on an attack roll against a creature if at least one of the skullcrawler's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The skullcrawler makes one Bite attack and two Tail attacks, and it can use Tongue.

Bite. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the skullcrawler, and takes 31 (9d6) acid damage at the start of each of the skullcrawler's turns.

The skullcrawler's gullet can hold up to two creatures at a time. If the skullcrawler takes 50 damage or more on a single turn from a creature inside it, the skullcrawler must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the skullcrawler. If the skullcrawler dies, any swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tail. Melee Weapon Attack. +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage and the target must succeed on a DC 24 or be pushed up to 10 feet away and knocked prone.

Tongue. The skullcrawler targets one Large or smaller creature that it can see within 30 feet of it. The target must make a DC 24 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the skullcrawler.

THE WARDEN-ETERNAL

Huge construct, lawful neutral

Armor Class 20 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 22 (+6) | 18 (+4) | 20 (+5) | 14 (+2) | 14 (+2) | 8 (-1) |

Saving Throws Str +13, Dex +11, Wis +9

Skills Athletics +13, Insight +9, Intimidation +13, Perception +9

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages all

Challenge 22 (41,000 XP)

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

Magic Resistance. The Warden-Eternal has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Warden-Eternal's weapon attacks are magical.

One-Million Bodies. If the Warden-Eternal's body destroyed, its mind is transferred to the nearest body, regaining all its hit points, recharging all actions and daily uses, and becoming active again. This trait does not function and the Warden-Eternal dies if it is reduced to 0 hit points while inside of an *antimagic field*.

Singularity Core. If the Warden-Eternal dies; its body is pulled into its singularity core, torn apart, and annihilated; leaving behind its weapons and anything else it was carrying.

Actions

Multiattack. The Warden-Eternal makes three hardlight blade attacks or two hardlight blast attacks.

Hardlight Blade. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage plus 10 (3d6) radiant damage. If the radiant damage reduces the target to 0 hit points, it is disintegrated as if by the *disintegrate* spell.

Hardlight blast. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 14 (4d6) radiant damage. If this damage reduces the target to 0 hit points, it is disintegrated as if by the *disintegrate* spell.

Gravity Bomb (Recharge 5-6). A small black orb travels from the Warden-Eternal's pointing finger to a point it chooses within 120 feet and expands into a miniature blackhole. Each creature in a 20-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw, taking 70 (20d6) force damage and is pulled into the center of the sphere on a failed save, or half as much damage and isn't pulled on a successful one. The blackhole destroys all cover, terrain, and nonmagical objects that aren't worn or carried.

Legendary Actions

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

Attack. The Warden-Eternal makes one hardlight blast attack or one hardlight blast attack.

Constraint Field (Costs 2 Actions). Choose one creature the Warden-Eternal can see within 60 feet of it. That creature must succeed on a DC 21 Strength saving throw or be grappled (escape DC 23) and be pulled 15 feet towards the Warden-Eternal. Until this grapple ends, the target is restrained, takes 13 (3d8) bludgeoning damage and is pulled 15 feet towards at the start of the Warden-Eternal's turn. The grappled creature is free if the Warden-Eternal targets a new creature with this action.

Teleport (Costs 2 Actions). The Warden-Eternal magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Stomp (Costs 3 Actions). Each creature on the ground within 30 feet of the Warden-Eternal must make a DC 21 Strength saving throw taking 16 (3d10) radiant damage plus 16 (3d10) bludgeoning damage, be pushed 30 feet away, and knocked prone on a failed save. On a successful save, the creature takes half as much damage, is still pushed 30 feet away, but isn't knocked prone.

SHELLSNAPPER

Huge construct, unaligned

Armor Class 22 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 30 ft., burrow 50 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 12 (+1) | 22 (+6) | 12 (+1) | 14 (+2) | 17 (+3) |

Saving Throws Str +13, Con +13, Wis +9

Skills perception +9

Damage Resistances cold, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 19

Languages —

Challenge 21 (33,000 XP)

Proficiency +7

Burrowed Leap. While emerging from underground or water, the shellsnapper's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Energy Shield Shell (Recharge 6). When the shellsnapper takes bludgeoning, piercing, or slashing damage, its shell's energy shield gains a number of charges equal to the damage taken. When the shellsnapper's shell has 50 or more charges, it can use its reaction to release the stored energy in a 20-foot-radius sphere centered on it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 50 radiant damage, be pushed 10 feet away, and knocked prone on a failed save, or half as much damage, isn't pushed away, and isn't knocked prone on a successful one. While recharging the shellsnapper's shell still gains charges when it takes bludgeoning, piercing, or slashing damage, but it can't release the energy until it recharges.

False Appearance. While the shellsnapper remains partially submerged in the ground or water and motionless, it is indistinguishable from a normal boulder or small island.

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

Wade. The shellsnapper can partially submerge itself underground or in water. While partially submerged, it has three-quarters cover (+5 bonus to AC and Dexterity saving throws) and can only use the following actions: Body Slam, Belly Flop.

Actions

Multiattack. The shellsnapper one Bite attack and two Claw attacks. Or it makes two Ice Blaster attacks, each at a different target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Body Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

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

Ice Blaster. *Ranged Weapon Attack.* +9 to hit, range 60/240 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. On a hit or miss the ice explodes. The target and each creature within 5 feet of it must make a DC 21 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save or half as much damage on a successful one.

Belly Flop (Must be Partially Submerged). If the shellsnapper jumps at least 10 feet as part of its movement, it can then use this action to land partially submerged in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) taking 22 (3d8 + 6) bludgeoning damage plus 17 (5d6) cold damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shellsnapper's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shellsnapper's space.

Shell Defense. The shellsnapper withdraws into its shell. Until it emerges, it gains a +4 bonus to its AC and is restrained. It can emerge from its shell as a bonus action on its turn.

Power Blaster (Recharge 5-6). The shellsnapper fires a beam of energy in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Constitution saving throw, taking 72 (16d8) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Underground Charge. If the shellsnapper moves at least 20 feet straight toward a creature while underground, it makes one Body Slam attack against it.

Legendary Actions

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

Attack. The shellsnapper makes one Bite attack.

Dig. The shellsnapper burrows underground and moves up to half its burrow speed.

Freeze Blasters (Costs 2 Actions). The shellsnapper's blasters fire an icy blast in a 15-foot radius around it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.

SLAUGHTERSPINE

Gargantuan construct, unaligned

Armor Class 25 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 26(+8) | 10 (+0) | 24 (+7) | 8 (-1) | 12 (+1) | 20 (+5) |

Saving Throws Dex +8, Con +15, Cha +13

Skills intimidation +13, perception +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 19

Languages —

Challenge 27 (105,000 XP)

Proficiency +8

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

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

Siege Monster. The slaughterspine deals double damage to objects and structures.

Actions

Multiattack. The slaughterspine makes one Bite attack and two Stomp attacks. Or it makes five Plasma Blast attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage plus 14 (4d6) radiant damage. If the slaughterspine moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be knocked prone.

Plasma Blast. *Ranged Weapon Attack.* +12 to hit, range 60/240 ft., one target. *Hit:* 7 (2d6) radiant damage.

Frightful Presence. Each creature of the dragon'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 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 Frightful Presence for the next 24 hours.

Plasma Beams (Recharge 5-6). The slaughterspine fires three beams from its tail in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one.

Plasma Breath (Recharge 6). The slaughterspine exhales plasma in a 300-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 110 (20d10) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The slaughterspine makes one Tail attack.

Plasma Shockwave (Costs 2 Actions). The slaughterspine releases a shockwave of plasma. Each creature on the ground in a 30-foot radius around it must make a DC 23 Strength saving throw, taking 22 (4d10) radiant damage plus 24 (7d6) thunder damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Piercing Roar (Costs 2 Actions). The slaughterspine lets out an ear shattering roar. Each creature in a 30-foot-radius sphere around the slaughterspine must make a DC 23 Constitution saving throw, taking 16 (3d10) radiant damage plus 10 (3d6) thunder damage and be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Bombard (Costs 3 Actions). The slaughterspine conjures four balls of plasma that plummet to the ground at four different points it can see within 150 feet of it and then explode. Each creature in a 5-foot-radius sphere centered on each point must succeed on a DC 23 Dexterity saving throw or take 38 (7d10) radiant damage. A creature in the area of more than one ball of plasma is affected only once.

SLITHERFANG

Gargantuan construct, unaligned

Armor Class 20 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 40 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|--------|
| 25(+7) | 20(+5) | 22(+6) | 8(-1) | 16(+3) | 19(+4) |

Saving Throws Dex +12, Con +13, Cha +11

Skills perception +10

Damage Resistances acid, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses tremorsense 30 ft., darkvision 120 ft., passive Perception 20

Languages —

Challenge 23 (50,000 XP)

Proficiency +7

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

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

Tunneler. The slitherfang can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The slitherfang makes two Bite attacks. Or it makes four Sonic Blast attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 10 (3d6) acid damage. If the slitherfang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 40 (6d10 + 7) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained, takes 10 (3d6) lightning damage at the start of each of its turns, and the slitherfang can't constrict another target.

Lightning Rattle. *Ranged Weapon Attack.* +12 to hit, range 80/320 ft., one target. *Hit:* 26 (6d6 + 5) lightning damage.

Sonic Blast. *Ranged Weapon Attack.* +12 to hit, range 80/320 ft., one target. *Hit:* 12 (3d4 + 5) thunder damage, and the target is deafened until the end of its next turn.

Thunderbolt Smash (Recharge 5-6). The slitherfang slams its tail on the ground creating three lightning bolts that travel different directions. Each lightning bolt extends across a 60-foot line that is 5 feet wide. Each creature in a line must make a DC 21 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The slitherfang makes one Bite attack or one Lightning Rattle attack.

Squeeze. A creature grappled by the slitherfang takes 9 (2d10) bludgeoning damage plus 10 (3d6) lightning damage.

Metalbite (Costs 3 Actions). The slitherfang spews hydrochloric acid in a 120-foot line that is 10-feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 31 (9d6) acid damage and is covered in acid on a failed save, or half as much damage and isn't covered in acid. A creature covered in acid takes 18 (4d8) acid damage at the start of each of its turns until it or another creature uses its action to scrape or wash off the acid that covers it.

Purgewater (Costs 3 Actions). The slitherfang spews tainted water in a 120-foot line that is 10-feet wide. Each creature in that line must make a DC 21 Constitution saving throw, taking 38 (11d6) bludgeoning damage and be drenched for 1 minute, or until it takes cold, fire or lightning damage. While drenched, a creature has resistance to fire damage, but has vulnerability to cold and lightning damage. When a drench creature takes lightning damage it is stunned until the end of its next turn; if it takes cold damage it is restrained (escape DC 21).

SPECTER

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 172 (15d10 + 90)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 22 (+6) | 22 (+6) | 23 (+6) | 10 (+0) | 15 (+2) | 9 (-1) |

Saving Throws Str +11, Dex +11

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak it

Challenge 16 (15,000 XP) **Proficiency** +5

Regeneration. The specter regains 10 hit points at the start of its turn. If the specter takes acid damage, this trait doesn't function at the start of the specter's next turn. The specter dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Standing Leap. The specter's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The specter makes two melee weapon attacks or two ranged weapon attacks.

Longinus Blade. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and the specter leaves a nanospine which detonates in a burst of force, dealing 7 (2d6) force damage to each creature, except the specter, within 10 feet of the target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning or piercing damage (DMs choice). If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Pulse Cannon. Ranged Weapon Attack: +11 to hit, range 80/320 ft., one target. *Hit:* 22 (4d10) radiant damage.

Sacred Lunge (Recharge 5-6). If the specter jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (4d10 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the specter's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the specter's space.

The specter leaves pieces of the blades on its body in the area it lands in. On initiative 20 (losing initiative ties), each creature in a 5-foot radius of the space the specter landed in must make a DC 19 Dexterity saving throw, taking 10 (3d6) force damage on a failed save, or half as much damage on a successful one.

Bonus Action

Nanoshield. The specter materializes or dematerializes a nanoshield providing it three-quarters cover from attacks in front of it. While this shield is up, the specter can't move, or change the direction it is facing.

Legendary Actions

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

Attack. The specter makes one Pulse Cannon attack or one Tail attack.

Jump. The specter jumps up to 30 feet without provoking opportunity attacks.

Burning Longinus Dive (Costs 2 Actions). The specter jumps up to 30 feet in a straight line without provoking opportunity attacks, leaving flames on the ground below it. Each creature in the specter's path must make a DC 19 Dexterity saving throw, taking 23 (5d8) fire damage on a failed save, or half as much damage on a successful one.

SPECTER PRIME

Huge construct, unaligned

Armor Class 22 (natural armor)

Hit Points 275 (22d12 + 132)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 24 (+7) | 23 (+6) | 14 (+2) | 16 (+3) | 10 (+0) |

Saving Throws Str +14, Dex +14

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak it
Challenge 22 (41,000 XP) **Proficiency** +7

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

Regeneration. The specter regains 20 hit points at the start of its turn. If the specter takes acid damage, this trait doesn't function at the start of the specter's next turn. The specter dies only if it starts its turn with 0 hit points and doesn't regenerate.

Standing Leap. The specter's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The specter makes three Slam attacks or it makes two Stab attacks. It can replace any attack with a Pulse Cannon attack.

Siege Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage.

Divine Thrust. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage and the specter leaves a nanospine which detonates in a burst of force, dealing 10 (3d6) force damage to each creature, except the specter, within 10 feet of the target.

Pulse Cannon. *Ranged Weapon Attack:* +14 to hit, range 80/320 ft., one target. *Hit:* 22 (4d10) radiant damage.

Missile Barrage. The specter fires nano missiles at four different points that are at least 15 feet apart within 120 feet of it. Each creature in a 10-foot radius of a point must succeed on a DC 22 Dexterity saving throw, taking 11 (2d10) fire or lightning damage (DM's Choice), or half as much damage on a successful one.

Beam Attack (Recharge 5-6). The specter uses one of the following beam attacks:

Divine Fire Beams. The specter fires two beams, each in a 60-foot long line that is 5-feet wide that don't cross. Each creature in a line must make a DC 22 Dexterity saving throw, taking 49 (11d8) fire damage plus 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one.

Divine Lightning Beam. The specter fires an enormous energy beam in a 120-foot long line that is 10-feet wide. Each creature in a line must make a DC 22 Dexterity saving throw, taking 49 (11d8) lightning damage plus 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Action

Nanoshield. The specter materializes or dematerializes a nanoshield providing it three-quarters cover from attacks in front of it. While this shield is up, the specter can't move, or change the direction it is facing.

Legendary Actions

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

Attack. The specter makes one Pulse Cannon attack.

Stab. The specter moves up to its speed without provoking opportunity attacks and makes one stab attack against a creature within range of where it stops.

Shockwave (Costs 2 Actions). The specter slams its tentacles on the ground causing the ground to shake in a 30-foot radius around it. Each creature in that area must succeed on a DC 22 Strength saving throw or be knocked prone.

Spread Flames (Costs 3 Actions). The specter flies up to 30 feet in a straight line, leaving flame patches in ten spaces each within 15 feet of its path. When a creature starts its turn in a flame patch or enters it for the first time on a turn, it takes 10 (3d6) fire damage. The flames remain until the specter dies or uses this legendary action again.

SPIKESNOUT

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 16(+3) | 14 (+2) | 15 (+2) | 6 (-2) | 12 (+1) | 10 (+0) |

Skills perception +4

Damage Resistances lightning

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

Senses darkvision 30 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Proficiency +3

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

Actions

Multiattack. The spikesnout makes three Claw attacks and uses its Mist Spray if available.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Spiked Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Acid Rocks. *Ranged Weapon Attack.* +6 to hit, range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) acid damage.

Mist Spray (Recharge 4-6). The spikesnout sprays one of the following mists in a 5-foot radius around it or in a 30-foot cone:

Blue Mist. Each creature in the area must succeed on a DC 13 Constitution saving throw or be dampened for 1 minute or until it is in the area of a different mist. While dampened, the creature rolls a d6 whenever it deals damage and subtracts that number from the damage dealt.

Green Mist. Each creature in the area must succeed on a DC 13 Constitution saving throw or have its movement speed halved and it can't use the Dash action for 1 minute or until it is in the area of a different mist.

Red Mist. Each construct in the area gains a +2 bonus to its AC and deals an extra 1d6 damage when it hits with a melee or ranged weapon attack for 1 minute.

Legendary Actions

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

Attack. The spikesnout makes one Spike Tongue attack.

Move. The spikesnout moves up to half its speed without provoking opportunities.

Spit (Costs 2 Actions). The spikesnout makes one Acid Rocks attack.

SHENDU

Huge fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+7) | 10 (+0) | 18 (+4) | 16 (+3) | 15 (+2) | 22 (+6) |

Skills Arcana +7, History +7

Damage Resistances cold, lightning

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

Damage Vulnerabilities spells cast from scrolls

Condition Immunities poisoned

Senses darkvision 120 Ft. passive Perception 16

Languages -

Challenge 10 (5,900 XP)

Create Magic Item (Rare). Shendu can create any rare or lesser rarity magic item over the course of a long rest.

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

Magic Weapons. Shendu's weapon attacks are magical.

Spellcasting. Shendu is a 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Shenducan cast *jump* at will and has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, resistance, shocking grasp*

1st level (4 slots): *absorb elements, detect evil and good, detect magic, identify, jump**, *longstrider*

2nd level (3 slots): *detect thoughts, enhance ability, levitate, mirror image**, *misty step*

3rd level (3 slots): *animate dead, clairvoyance, counterspell, fireball*

4th level (3 slots): *arcane eye, freedom of movement, polymorph*

5th level (3 slots): *cone of cold, creation, telekenesis*

6th level (1 slot): *heal*

7th level (1 slot): *teleport*

8th level (1 slot): *glibness*

9th level (1 slot): *imprisonment*

**Shendu casts these spells on itself before combat.*

Talisman Attunement. Shendu can attune himself to 12 talismans at a time.

Actions

Multiattack. Shendu makes three attacks: two with his claws and one with his tail.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit* 18 (2d10 + 7) bludgeoning damage.

Fire Breath (Recharge 5-6). Shendu exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

WOUNDED VIRAGE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 26 (+8) | 8 (-1) | 20 (+5) | 2 (-4) | 10 (+0) | 1 (-5) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 12 (8,400 XP)

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

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

Magic Weapons. The virage weapon attacks are magical.

Missing Limbs. The virage is missing both legs and one arm. It cannot use its slam attack after it has moved on its turn.

Virage Arm. The virage's arm can be attacked (AC 17; 40 hit points; immunity to fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite). Destroying the arm deals no damage to the virage, which can regenerate a replacement arm at the end of its next turn. The arm can also be destroyed if a creature takes an action and succeeds on a DC 25 Strength check against it.

While destroyed, the virage's movement speed is reduced to 0 and it cannot use its slam attack.

Actions

Multiattack. The virage makes two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage.

Mind Wave. The virage's eye shines brightly, releasing a distortion wave, alternating between the colors of the rainbow. The virage targets one creature it can see within 60 feet of it. If the target can see the virage, the target must succeed on a DC 17 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of the virage for 1 minute. If the saving throw fails by 5 or more, the target is also confused as if by the *confusion* spell while frightened in this way. If the saving throw fails by 10 or more, the target is also stunned while frightened in this way.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this virage's mind wave for 1 hour.

Laser Beam (Recharge 5-6). Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. **Hit:** 60 (11d10) fire damage.

COMPLETE VIRAGE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 110)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 26 (+8) | 8 (-1) | 20 (+5) | 2 (-4) | 10 (+0) | 1 (-5) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 14 (11,500 XP)

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

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

Magic Weapons. The virage weapon attacks are magical.

Virage Arm. Both of the virage's arms can be attacked (AC 17; 40 hit points; immunity to fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite).

Destroying an arm deals no damage to the virage, which can regenerate a replacement arm at the end of its next turn. The arm can also be destroyed if a creature takes an action and succeeds on a DC 25 Strength check against it. While one arm is destroyed, the virage cannot use its multiattack. While both are destroyed, it cannot use its claw attack.

Actions

Multiattack. The virage makes two claw attacks.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage.

Mind Wave. The virage's eye shines brightly, releasing a distortion wave, alternating between the colors of the rainbow. The virage targets one creature it can see within 60 feet of it. If the target can see the virage, the target must succeed on a DC 18 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of the virage for 1 minute. If the saving throw fails by 5 or more, the target is also confused as if by the *confusion* spell while frightened in this way. If the saving throw fails by 10 or more, the target is also stunned while frightened in this way.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this virage's mind wave for 1 hour.

Laser Beam (Recharge 5-6). *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 77 (14d10) fire damage.

SCARRED SUPER VIRAGE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 110)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 27 (+8) | 8 (-1) | 20 (+5) | 2 (-4) | 16 (+3) | 1 (-5) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120ft., passive Perception 13

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

Challenge 19 (22,000 XP)

Diffusion Laser. Every 30 seconds (5 rounds) on initiative 20 the virage fires numerous laser blasts in a 90-foot line that is 20-feet wide in front of it. Each creature in that area must make a DC 19 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save or half as much damage on a successful one.

When the virage dies, it fires off one last diffusion laser, but it deals 38 (7d10) fire damage.

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

Innate Spellcasting. The virage's spellcasting ability is Wisdom (spell save DC 17). The virage can innately cast the following spells, requiring no material components:

At will: *erupting earth*

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

Magic Weapons. The virage weapon attacks are magical.

Virage Arm. Both of the virage's arms can be attacked (AC 18; 60 hit points; immunity to fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite). Destroying an arm deals no damage to the virage, which can regenerate a replacement arm at the end of its next turn. The arm can also be destroyed if a

creature takes an action and succeeds on a DC 25 Strength check against it. While one arm is destroyed, the virage cannot use its tentacle or claw attack (whichever arm was destroyed). While both are destroyed, it cannot use any melee weapon attacks.

Actions

Multiattack. The virage uses its tendrils and then makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Mind Wave. The virage's eye shines brightly, releasing a distortion wave, alternating between the colors of the rainbow. The virage targets one creature it can see within 60 feet of it. If the target can see the virage, the target must succeed on a DC 19 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of the virage for 1 minute. If the saving throw fails by 5 or more, the target is also confused as if by the *confusion* spell while frightened in this way. If the saving throw fails by 10 or more, the target is also stunned while frightened in this way.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this virage's mind wave for 1 hour.

Laser Beam (Recharge 5-6). *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 77 (14d10) fire damage.

Legendary Actions

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

Tendrils. The virage stabs its tentacle into the ground and three tendrils burst from the ground below a creature within 60 feet of it. That creature must succeed on a DC 22 Dexterity saving throw taking 21 (6d6) bludgeoning damage on a failed save, or half as much on a successful one.

Erupting Earth (Costs 2 Actions). The virage casts the *erupting earth* spell (save DC 17).

COMPLETE SUPER VIRAGE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 110)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 27 (+8) | 8 (-1) | 20 (+5) | 2 (-4) | 16 (+3) | 1 (-5) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120ft., passive Perception 13

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

Challenge 23 (50,000 XP)

Diffusion Laser. Every 30 seconds (5 rounds) on initiative 20 the virage fires numerous laser blasts in a 120-foot line that is 20-feet wide in front of it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save or half as much damage on a successful one.

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

Innate Spellcasting. The virage's spellcasting ability is Wisdom (spell save DC 18). The virage can innately cast the following spells, requiring no material components:

At will: *erupting earth*

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

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

Magic Weapons. The virage weapon attacks are magical.

Virage Arm. Both of the virage's arms can be attacked and destroyed (AC 18; 70 hit points; immunity to fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite).

Destroying an arm deals no damage to the virage, which can regenerate a replacement arm at the end of its next turn. The arm can also be destroyed if a creature takes an action and succeeds on a DC 25 Strength check against it. While one arm is destroyed, the virage cannot use its tentacle attack. While both are destroyed, it cannot use any melee weapon attacks.

Virage Head. The virage's head can be attacked and destroyed (AC 21; 175 hit points; immunity to fire, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite). Destroying the head kills the virage.

Death Burst (Virage Head Destroyed Only). When the virage dies, it explodes sending shrapnel and flames in all directions. Each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The virage uses its tendrils and then makes two tentacle attacks.

Tendrils. The virage stabs its tentacle into the ground and three tendrils burst from the ground below a creature within 60 feet of it. That creature must succeed on a DC 22 Dexterity saving throw taking 21 (6d6) bludgeoning damage on a failed save, or half as much on a successful one.

Tentacle. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 24 (3d10 + 8) bludgeoning damage.

Mind Wave (Alpha). The virage's eye shines brightly, releasing a distortion wave, alternating between the colors of the rainbow. The virage targets one creature it can see within 60 feet of it. If the target can see the virage, the target must succeed on a DC 19 Wisdom saving throw or take 21 (6d6) psychic damage and be frightened of the virage for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while frightened in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this virage's mind wave (alpha) for 1 hour.

Laser Beam (Recharge 5-6). **Ranged Weapon Attack:** +15 to hit, range 150/600 ft., one target. **Hit:** 91 (14d12) fire damage.

Gravity Cannon (Recharges After a Long Rest). The virage causes blazing orbs of fire plummet to the ground at four different points you can see within 1 mile of it. Each creature in a 40-foot-radius sphere centered on each point it chose must make a DC 20 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

Legendary Actions

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

Tendril. The virage uses its tendrils.

Erupting Earth (Costs 2 Actions). The virage casts the *erupting earth* spell (save DC 17).

THE GOD OF DESTRUCTION

Gargantuan construct, unaligned

Armor Class 20 (natural armor)
Hit Points 170 (11d20 + 55)
Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 29(+9) | 10 (+0) | 20 (+5) | 28 (+9) | 16 (+3) | 18 (+4) |

Saving Throws Wis +9, Cha +10

Skills Perception +15

Damage Immunities fire, poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 120 ft., truesight 60 ft., passive Perception 25

Languages all

Challenge 18 (20,000 XP)

Immutable Form. The God of Destruction is immune to any spell or effect that would alter its form.

Innate Spellcasting. The God of Destruction's spellcasting ability is Intelligence (spell save DC 23). The God of Destruction can innately cast the following spells, requiring no material components:

At will: *flame strike*

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

Magic Resistance. The God of Destruction has advantage on saving throws against spells and other magical effects.

Magic Weapons. The God of Destruction's weapon attacks are magical.

Paragon Creature. The God of Destruction counts as a number of creatures equal to its paragon multiplier (4) for the purposes of determining combat encounters. The paragon XP value for The God of Destruction is 160,000.

Tentacle. The God of Destruction can have up to four tentacles at a time. Each tentacle can be attacked (AC 20; 40 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to The God of Destruction, but reduces the number of attacks its multitattack can make by 1. The God of Destruction can extrude a replacement tentacle on its next turn. A tentacle can also be broken if a creature takes an action and succeeds on a DC 30 Strength check against it.

Actions

Multitattack. The God of Destruction makes four attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) bludgeoning damage.

Paragon Trait

Paragon Transformation. When the God of Destruction hit points are reduced to 0, it transforms into its Second Form stat block, but it adds any remaining legendary resistances to the new form.

SECOND FORM

Gargantuan construct, unaligned

Armor Class 19 (natural armor)
Hit Points 186 (12d20 + 60)
Speed 0 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 29(+9) | 10 (+0) | 20 (+5) | 28 (+9) | 16 (+3) | 18 (+4) |

Saving Throws Wis +9, Cha +10

Skills Perception +15

Damage Immunities fire, poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 120 ft., truesight 60 ft., passive Perception 25

Languages all

Challenge 18 (20,000 XP)

Immutable Form. The God of Destruction is immune to any spell or effect that would alter its form.

Legendary Resistance (1/Day). If the God of Destruction fails a saving throw, it can choose to succeed instead.

Magic Resistance. The God of Destruction has advantage on saving throws against spells and other magical effects.

Magic Weapons. The God of Destruction's weapon attacks are magical.

Paragon Creature. This is the second form of the God of Destruction. See God of Destruction for paragon creature information.

Actions

Multiattack. The God of Destruction makes two attacks with its energy sword.

Energy Cannon. *Ranged Weapon Attack:* +15 to hit, range 30/120 ft., one target. *Hit:* 36 (8d8) force damage.

Energy Sword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) force damage.

Legendary Actions

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

Sword Attack. The God of Destruction makes one energy sword attack.

Fling. One Large or smaller creature restrained by the God of Destruction is thrown up to 100 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Vacuum (Costs 2 Actions). Choose one Large or smaller creature within 60 feet the God of Destruction. That creature must succeed on a DC 23 Strength saving throw or be pulled into the God of Destruction's body. While inside the God of Destruction's body, the creature is restrained (Escape DC 23).

Paragon Trait

Paragon Transformation. When the God of Destruction's Second Form hit points are reduced to 0, it transforms into its Third Form stat block, but it adds any remaining legendary resistances to the new form.

THIRD FORM

Gargantuan construct, unaligned

Armor Class 20 (natural armor)

Hit Points 181 (11d20 + 66)

Speed 0 ft., fly 80 ft. (hover)

STR **DEX** **CON** **INT** **WIS** **CHA**

29(+9) 10(+0) 22(+6) 28(+9) 16(+3) 18(+4)

Saving Throws Wis +9, Cha +10

Skills Perception +15

Damage Immunities fire, poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses blindsight 120 ft., truesight 60 ft., passive Perception 25

Languages all

Challenge 18 (20,000 XP)

Shatter. As a bonus action, the God of Destruction shatters a bomb star it has conjured to cast the *magic missile* spell at 9th-level.

Immutable Form. The God of Destruction is immune to any spell or effect that would alter its form.

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

Magic Resistance. The God of Destruction has advantage on saving throws against spells and other magical effects.

Magic Weapons. The God of Destruction's weapon attacks are magical.

Paragon Creature. This is the third form of the God of Destruction. See God of Destruction for paragon creature information.

Actions

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Legendary Actions

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

Energy Cannon (Costs 2 Actions). *Ranged Weapon Attack:* +15 to hit, range 30/120 ft., one target. *Hit:* 36 (8d8) force damage.

Gravity Well. The God of Destruction increases the gravity in a 30-foot-radius sphere around it until the start of its next turn. That area is considered difficult terrain and each creature in that area must succeed on a DC 23 Strength saving throw or be knocked prone. A creature that is knocked prone by the gravity well cannot stand back up until they leave the well's area.

Conjure Bomb Stars (Costs 3 Actions). The God of Destruction conjures four crystals that float in a 5-foot radius around it. These crystals can be attacked

and destroyed (AC 20; 30 Hit Points; immunity to poison and psychic damage).

Paragon Trait

Paragon Transformation. When the God of Destruction's Third Form hit points are reduced to 0, it transforms into its Final Form stat block, but it adds any remaining legendary resistances to the new form.

FINAL FORM

Gargantuan construct, unaligned

Armor Class 19 (natural armor)

Hit Points 181 (11d20 + 66)

Speed 0 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 29(+9) | 10 (+0) | 22 (+6) | 28 (+9) | 16 (+3) | 24 (+7) |

Saving Throws Wis +9, Cha +10

Skills Perception +15

Damage Immunities fire, poison, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 120 ft., truesight 60 ft., passive Perception 25

Languages all

Challenge 18 (20,000 XP)

Innate Spellcasting. The God of Destruction's spellcasting ability is Intelligence (spell save DC 23). The God of Destruction can innately cast the following spells, requiring no material components:

At will: *chain lightning*, *ice storm* (8th-level version), *whirlwind*, *wall of light* (7th-level version)

Immutable Form. The God of Destruction is immune to any spell or effect that would alter its form.

Legendary Resistance (1/Day). If the God of Destruction fails a saving throw, it can choose to succeed instead.

Magic Resistance. The God of Destruction has advantage on saving throws against spells and other magical effects.

Magic Weapons. The God of Destruction's weapon attacks are magical.

Paragon Creature. This is the final form of the God of Destruction. See God of Destruction for paragon creature information.

Actions

Multiattack. The God of Destruction makes three attacks with its tail.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 18 (2d8 + 9) bludgeoning damage and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Screen Combat. The God of Destruction scans a creature it can see within 120 feet of it, then creates an illusion of the creature in front of it, before finally striking the illusion three times. The target creature must make a DC 23 Wisdom saving throw, taking 42 (12d6) psychic damage on a failed save, or half as much on a successful one as the damage inflicted to the illusion is inflicted on the target.

Bewildering Melody (5-6). The God of Destruction plays a bewildering melody that can be heard in a 90-foot cone in front of it. Each creature in that area must succeed on a DC 21 Wisdom saving throw or be confused as if by the *confusion* spell for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Move. The Seventh Generatio moves up to its half its fly speed without provoking opportunity attacks.

Tail Attack. The God of Destruction makes one attack with its tail.

Armament Angels (Costs 3 Actions). The God of Destruction tears open the fabric of reality and calls forth a garrison of angels that fly around it to a distance of 30 feet until the end of its next turn. The God of Destructions can designate any number of creatures it can see, to be unaffected by them. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 23 Dexterity saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much on a successful one

MOLDARACH

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 12 (+1) | 18 (+4) | 8 (-1) | 14 (+2) | 6 (-2) |

Saving Throws Con +7

Skills Athletics +7, Perception +5

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Inject Poison. As a bonus action, Moldarach can make one attack with its tail against each creature restrained by it. The target automatically fails its Constitution saving throw if it is hit by this attack.

Claws. Moldarach has two claws. Each claw can be attacked (AC 18; 20 hit points; immunity to poison and psychic damage). Destroying a claw deals no damage to Moldarach. When a claw is destroyed, the moldrach can only make one claw attack per turn. When both are destroyed it can no longer use its claw attack and its multiattack is replaced with the following:

- **Multiattack.** Moldarach makes two attacks; one with its tail and one with its horn.

Thunder Susceptibility (While underground only).

When a spell or effect that deals thunder damage targets a space within 30 feet of Moldarach's location. It must use its action to move up to its burrow speed towards the surface and emerge from the ground if it has the movement to do so.

Actions

Multiattack. Moldarach makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The behemoth has two claws, each of which can grapple one Large or smaller target.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Tail. *Melee Weapon Attack.* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

VAH MEDOH

Gargantuan Construct, unaligned

Armor Class 15 (natural armor)

Hit Points 93 (6d20 + 30)

Speed 40 ft., fly 80 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 22 (+6) | 20 (+5) | 18 (+4) | 18 (+4) | 10 (+0) |

Saving Throws Dex +10, Con +8

Skills Acrobatics +10 Perception +8

Damage Immunities cold, poison, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 18

Languages Aarakocra, Auran

Challenge 11 (7,200 XP)

Barrier. Vah Medoh's body is surrounded by a red barrier. While the barrier is intact, Vah Medoh is immune to all damage and conditions and it can only attack with its cannons. Once all cannons are destroyed, the barrier is dispelled until Vah Medoh finishes a short or long rest

Cannons. Vah Medoh has four cannons, one on the tip of each wing, one on its beak, and one on its tail feathers. Each cannon can be attacked (AC 18; 20 hit points; immunity to poison and psychic damage).

Destroying a cannon deals no damage to the Vah Medoh, and they reform when the Vah Medoh finishes a short or long rest.

Immutable Form. Vah Medoh is immune to any spell or effect that would alter its form.

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

Magic Weapons. Vah Medoh's weapon attacks are magical.

Siege Monster. Vah Medoh deals double damage to objects and structures.

Actions

Multiattack. While Vah Medoh's barrier is active it makes a number of attacks equal to the number of cannons it has that aren't destroyed. When the barrier is dispelled, Vah Medoh makes one attack with its beak and one with its talons.

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

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

Cannon. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 22 (4d10) fire damage.

Holy Cannon (Recharge 6, Barrier must be dispelled). Vah Ruta fires a beam of magic force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage and not on a successful one.

VAH NABORIS

Gargantuan Construct, unaligned

Armor Class 17 (natural armor)

Hit Points 139 (9d20 + 45)

Speed 25 ft.,

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 10 (+0) | 20 (+5) | 18 (+4) | 18 (+4) | 10 (+0) |

Saving Throws Str +11, Con +10

Skills Perception +9

Damage Resistances fire

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 19

Languages Primordial

Challenge 15 (13,000 XP)

Proficiency +5

Armored Legs. Vah Naboris has 4 legs stretching 30 feet up. Each leg can be attacked (AC 17; 20 hit points; immunity to poison, psychic, and lightning damage; resistances to bludgeoning, piercing, and slashing from nonmagical weapons). Damaging a leg deals no damage to the Vah Naboris. Reducing all four legs to 0 hit points causes Vah Naboris to immediately use its reaction to *collapse*. The Vah Naboris remains prone for 2 (1d4+1) rounds before its legs regain their maximum hit points, allowing Vah Naboris to stand.

Immutable Form. Vah Naboris is immune to any spell or effect that would alter its form.

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

Magic Weapons. Vah Naboris's weapon attacks are magical.

Siege Monster. Vah Naboris deals double damage to objects and structures.

Actions

Multiattack. Vah Naboris uses Lightning Storm, then makes two Stomp attacks

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

Lightning Storm. Vah Naboris magically creates three bolts of lightning, each of which can strike a target Vah Naboris can see within 120 feet of it. A target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Collapse. Vah Naboris falls prone crushing each creature under or in a 10-foot radius around it. Each creature under or within 5 feet of Vah Naboris must succeed on a DC 20 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (4d8 + 10) bludgeoning damage. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of Vah Naboris's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Vah Naboris's space. While prone in this way, creatures do not gain advantage on melee weapon attack against Vah Naboris.

VAH RUDANIA

Gargantuan Construct, unaligned

Armor Class 16 (natural armor)

Hit Points 165 (10d20 + 60)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 24 (+7) | 8 (-1) | 26 (+6) | 18 (+4) | 18 (+4) | 10 (+0) |

Saving Throws Con +10, Wis +8

Skills Perception +8

Damage Immunities fire, poison, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 18

Languages Terran

Challenge 12 (8,400 XP)

Immutable Form. Vah Rudania is immune to any spell or effect that would alter its form.

Lava Walker. Vah Rudania ignores difficult terrain created by lava, and other volcanic or other mountainous terrain.

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

Magic Weapons. Vah Rudania's weapon attacks are magical.

Siege Monster. Vah Rudania deals double damage to objects and structures.

Actions

Multiattack. Vah Rudania makes two attacks; one with its tail and one with its stomp. It can't make both attacks against the same target.

Tail. Melee Weapon Attack: +11 to hit, reach 20 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.

Stomp. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Magma Bombs. The val Rudania fires a molten rock at a point within 300 feet of it. Each creature within 20 feet of that point must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Fire Beam (Recharge 5-6). Vah Rudania fires a beam of fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage and not on a successful one.

VAH RUTA

Gargantuan Construct, unaligned

Armor Class 15 (natural armor)

Hit Points 124 (8d20 + 40)

Speed 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 23 (+6) | 8 (-1) | 20 (+5) | 18 (+4) | 18 (+4) | 10 (+0) |

Saving Throws Con +8, Wis +7

Skills Perception +7

Damage Immunities cold, poison, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 17

Languages Aquan

Challenge 8 (3,900 XP)

Immutable Form. Vah Ruta is immune to any spell or effect that would alter its form.

Magic Resistance. Vah Ruta has advantage on saving

throws against spells and other magical effects.

Magic Weapons. Vah Ruta's weapon attacks are magical.

Siege Monster. Vah Ruta deals double damage to objects and structures.

Water Absorption. Whenever Vah Ruta is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Actions

Multiattack. Vah Ruta makes three ice block attacks.

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

Stomp. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Ice Block. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. *Hit:* 6 (1d12) bludgeoning damage plus 6 (1d12) cold damage.

Hydropump (Recharge 5-6). Vah Ruta releases a high pressure stream of water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (9d6) cold damage on a failed save, or half as much damage and not on a successful one.

OLIPHANT

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 124 (8d20 + 40)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|---------|
| 24 (+7) | 9 (-1) | 20 (+5) | 3 (-4) | 11 (+0) | 14 (+2) |

Damage Resistance bludgeoning, piercing, slashing from nonmagical attacks

Senses passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Howdah. The oliphant has a large carriage which is positioned its back, which it can use to carry up to 8 Medium or 4 Large sized humanoids. The Howdah is attached to the oliphant by two straps across its waist, and one around its neck. As an action, a creature can make a DC 20 Strength check, breaking a strap on a success. These straps can be attacked and broken (AC 15; hp 20; vulnerability to slashing damage; immunity to bludgeoning, poison, and psychic damage). When all three straps are broken, the howdah falls from the oliphant's back.

Frightful Presence. Each creature of the oliphant's choice that is within 120 feet of the oliphant and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. 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 oliphant's Frightful Presence for the next 24 hours.

Independent Mount. The oliphant is an independent mount and retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against its rider's wishes. If the oliphant provokes an opportunity attack, the riders cannot be a target of the attack.

Trampling Charge. If the oiliphant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the oliphant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Trunk Sweep (Recharge 5-6). The oliphant sweeps its trunk in a 15-foot arc in front of it. Each creature in that area must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 16 (3d10) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet backwards into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the space it is in.

KHANIVORE

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 133 (15d10 + 60)

Speed 40 ft.

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

Saving Throws Dex +7, Wis +6

Skills Acrobatics +7, Athletics +8, Insight +6, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 Ft. passive Perception 16

Languages —

Challenge 10 (5,900 XP)

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

Keen Sight and Smell. The khanivore has advantage on Wisdom (Perception) checks that rely on smell or sight.

Actions

Multiattack. The khanivore makes three attacks: two with its claws and one with its tentacles.

Headbutt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 17 (3d8 + 4) piercing damage.

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

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained. The khanivore has four tentacles, each of which can grapple one target.

Legendary Actions

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

Attack. The khanivore makes a tentacle attack.

Reactions

Strike. When the khanivore is grappled, it can use its reaction to make a headbutt attack against the grappler.

Uncanny Dodge. The khanivore halves the damage that it takes from an attack that hits it. The khanivore must be able to see the attacker.

VENOM

Large aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 17 (+3) | 18 (+4) | 14 (+2) | 14 (+2) |

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

Skills Acrobatics +8, Athletics +8, Perception +6, Intimidation +6

Damage Vulnerabilities fire, thunder

Damage Resistances acid, bludgeoning, cold, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing.

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 10 (5,900 XP)

Shapechanger. Venom can use its action to polymorph into a Medium humanoid or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. Venom reverts to its true form if it dies.

Adhesive Tendril (True Form Only). Venom can use its action to extend a sticky tendril up to 60 feet, and the tendril adheres to anything that touches it. A creature adhered to the webbing is grappled by Venom {escape DC 16}, and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 20 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 16 Strength check to pull free. Destroying the tendril deals no damage to Venom, which can extrude a replacement tendril on its next turn.

If Venom attaches the tendril to an object, it can use a bonus action to pull itself to an unoccupied space within 5 feet of the object.

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

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

Standing Leap. Venom's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Symbiote Strength. Venom has advantage on all Strength ability checks and saving throws, and its carrying capacity is tripled.

Thunder Susceptibility. If Venom takes thunder damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or multiattack, and on its turn, it can use either an action or a bonus action, not both.

Actions

Multiattack. In true form, Venom uses its adhesive tendril or tendrils and then makes three attacks: two with its unarmed strike and one with its bite. In humanoid form, it makes three attacks with its unarmed strikes.

Bite (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) necrotic damage.

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

Tendril (True Form Only). One creature grappled by Venom's adhesive tendril must make a DC 16 Strength saving throw, provided that the target weighs 500 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of Venom, and Venom makes a claw attack against it as a bonus action. Pulling in the target releases anyone else who was attached to the tendril. Venom can only grapple up to 2 creatures at a time with its tendril.

Sticky Webbing (True Form Only, Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., up to 2 creatures within 5 feet of each other. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 16 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Symbiote Shield. Venom adds 3 to its AC against one attack that would hit it. To do so, it must see the attacker.

DARK ONE

Large aberration, unalignment

Armor Class 17

Hit Points 178 (21d10 + 63)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 16 (+3) | 20 (+5) | 16 (+3) | 12 (+1) |

Saving Throws Str +10, Dex +7, Int +10, Wis +8

Skills Athletics +10, Perception +8

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 14 (11,500 XP)

Ethereal Sight. The dark one can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting (Psionics). The dark one's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mind sliver*, *telekinesis*, *vicious mockery*

3/day each: *blur*, *dissonant whispers*, *invisibility*

1/day each: *dream*, *modify memory*, *phantasmal killer*

Intangibility. The dark one 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.

Psychic Defense. While the dark one is wearing no armor and wielding no shield, its AC includes its Intelligence modifier.

Actions

Multiaction. The dark one makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 13 (3d8) psychic damage.

Legendary Actions

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

Teleport. The dark one magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.

Strike (Costs 2 Actions). The dark one makes one unarmed strike.

CORPIUS

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 14 (+2) | 18 (+4) | 7 (-2) | 12 (+1) | 7 (-2) |

Skills Athletics +8, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Actions

Multiaction. Corpius makes three attacks: two bite attacks and one tail attack. Or it makes two toxic globule attacks.

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

Tail. *Melee Weapon Attack.* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Toxic Globule. *Ranged Weapon Attack.* +9 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) poison damage. If the target is a creature it is poisoned until the end of its next turn.

Invisible Passage. Corpius magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic.

Poison Breath (Recharge 5–6). Corpius exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. The gas remains in the area until the start of Corpius's next turn. A creature that ends its turn in the gas must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Legendary Actions

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

Detect. Corpius makes a Wisdom (Perception) check.

Move. Corpius moves up to half its speed.

Camouflage (Costs 2 Actions). Corpius uses its invisible passage.

ALPHADROME

Large beast (theropod), unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 16 (+3) | 10 (+0) | 14 (+2) | 12 (+1) |

Saving Throws Str +7, Con +6, Wis +5

Senses passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Proficiency +3

Leader of the Pack. Whenever an theropod allied with the alphadrome makes an attack roll or saving throw within 30 feet of the alphadrome, the creature can add a d4 to its roll provided it can see the alphadrome.

Pounce. If the alphadrome moves at least 20 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the alphadrome can make one Talon attack against it as a bonus action.

Standing Leap. The alphadrome's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The alphadrome makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 14 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the saving throw succeeded by 5 or more, the creature is immune to the alphadromes Bite's paralysis for 24 hours.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

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

Deadly Leap. If the alphadrome jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC

16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 15 (2d10 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the alphadrome's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the alphadrome's space.

Alpha Call (1/day). The alphadrome looses a guttural howl, calling 2 (1d4) CR 1 or lower theropods to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the alphadrome and obeying its commands.

Bonus Actions

Nimble Escape. The alphadrome takes the Disengage or Hide action.

Legendary Actions

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

Tail Sweep (1/round). Each creature within 5 feet of the alphadrome must succeed on a DC 15 Strength or Dexterity saving throw or be knocked prone.

Sleep Spit (Costs 2 Actions). The alphadrome spits a sleepy concoction at a location within 120 feet of it. Each creature within a 5-foot radius of that location must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of its next turn, or until it takes damage. If the saving throw fails by 5 or more, the target is instead knocked unconscious. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Ice Spit (Costs 2 Actions). Ranged Weapon Attack: +5 to hit, range 60/240 ft., one creature. *Hit:* The target is restrained by ice. As an action, the restrained target can make a DC 14 Strength check, bursting the ice on a success. The ice can also be attacked and destroyed (AC 15; hp 10; vulnerability to fire and bludgeoning damage; immunity to slashing, poison, and psychic damage).

Poison Spit (Costs 2 Actions). The alphadrome spits a poisonous concoction at a point within 120 feet of it. Each creature in a 5-foot-radius sphere centered on that point must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

APEX BOMBADGY

Medium beast (fanged), unaligned

Armor Class 11 (natural armor)

Hit Points 199 (19d8+114)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 8 (-1) | 22 (+6) | 4 (-3) | 10 (+0) | 7 (-2) |

Saving Throws Con +10

Senses passive Perception 10

Languages —

Challenge 10 (5,900 XP)

Bombadgy Fortitude. If damage reduces the bombadgy to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the bombadgy drops to 1 hit point instead.

Death Burst. The bombadgy releases the remaining explosive gas in its body when it drops to 0 hit points. Each creature within 60 feet of it must succeed on a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage and ignite on a failed save, or half as much

damage and doesn't ignite on a successful one. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Legendary Resistance (1/Day). If the bombadgy fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The bombadgy makes two bite attacks.

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

Reaction

Explode. When the bombadgy takes damage by an attack or other effect, it can use its reaction to cause the flammable gas in its body to explode. Each creature in a 30-foot radius of the bombadgy's original location must succeed on a DC 18 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save or half as much damage on a successful one. Then the bombadgy is thrown 15-feet in a random direction. If the bombadgy is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage.

ARCANIST BISHATEN

Large beast (fanged), unaligned

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., glide 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 20 (+5) | 14 (+2) | 18 (+4) | 10 (+0) | 14 (+2) | 7 (-2) |

Saving Throws Dex +6, Con +8, Int +4

Skills Acrobatics +5, Arcana +4, Perception +6

Senses passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Belly Pouch. The bishaten has a large pouch that contains 20 random types of fruit. It can collect new fruit to replace any missing fruit when it finishes a long rest.

When the bishaten is knocked prone, it must succeed on a DC 14 Dexterity saving throw or have 3 (1d6) fruits fall out of its pouch and land in a random space within 10 feet of it. A creature can pick up this fruit and eat it or throw it (using the same range, damage, and effect as the bishaten's fruit throw) as an improvised weapon.

Gliding. When the bishaten glides, it loses 5 feet of altitude for every 5 feet of movement. At the end of its glide the bishaten falls to the ground if it is still in the air.

Actions

Multiattack. The bishaten makes three tail attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Magic Fruit Toss (Recharge 5-6). The bishaten throws 4 (1d8) of the following fruits at random (*reroll duplicates*) at different hostile targets within range (*repeating targets if no other targets are available*).

- Giant Scatternut.** The bishaten throws a giant scatternut at a point within 60 feet of it before it explodes in a 10-foot radius. Each creature in that area must make a DC 17 Dexterity saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.
- Slow Fruit** The bishaten throws an arcane blue fruit at a point within 120 feet of it before it explodes, in slow motion, in a 5-foot radius. Each creature in that area must succeed on a DC 17 Constitution saving throw or be slowed as if by the *slow* spell until the start of the bishaten's next turn.

- Electric Fruit Ranged Weapon Attack:** +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) lightning damage and the target must succeed on a DC 17 Constitution saving throw or be afflicted with thunderblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- Large Orange Fruit Ranged Weapon Attack:** +7 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target regains 14 (4d4 + 4) hit points.

- Ghastly Fruit Ranged Weapon Attack:** +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 17 Wisdom saving throw or be frightened of the bishaten for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- Hard Fruit Ranged Weapon Attack:** +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the bishaten's next turn.

- Teleportation Fruit** The bishaten throws a grey fruit trailed by a line of mist or fog at the target creature within 120 feet of it before it explodes in a puff of smoke. The target and each creature within 5 feet of it must succeed on a DC 17 Wisdom saving throw or be teleported to an unoccupied space 40 feet away in a random direction.

- Fire Fruit** The bishaten throws an flaming fruit at a point within 120 feet of it before it explodes in a 20-foot radius. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The bishaten makes one attack with its claws.

Eat Fruit (Costs 2 Actions). The bishaten eats an orange fruit, regaining 7 (2d4 + 2) hit points.

Corkscrew (Costs 3 Actions). The bishaten moves up to its glide speed in a straight line. While doing so, it can enter Large or smaller creatures' spaces without provoking opportunity attacks. The first time the bishaten enters a creature's space, the creature must make a DC 14 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and is knocked prone, or half as much damage on and can choose to be pushed 5 feet to the side of the bishaten on a successful one.

BAELIDAE

Large beast (carapaceon), unaligned

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., burrow 20 ft.

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

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Charge. If the baelidae moves at least 10 feet straight toward a target and then hits it with a body slam attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Baelidae Silk. A creature that starts its turn or enters a silk covered space, has their movement speed reduced by 10 feet until the end of their next turn. This speed reduction is increased by 5 feet for each additional silk covered square they enter after the first.

Actions

Multiattack. The baelidae makes two claw attacks.

Body Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Silk Spit. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by the silk. As an action, the restrained target can make a DC 14 Strength check, breaking free of the silk on a success. The silk can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Miss: The silk covers the ground in an unoccupied space within 5 feet of the target

Web Swing (Recharge 5-6). The baelidae fires a string of silk at an object above it and swings itself along a 30-foot line without provoking opportunity attacks. During its swing, the baelidae can move through another creature's space and it can make a claw attack against each creature, of its choosing, within 5 feet of it.

Legendary Actions

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

Spit. The baelidae uses its silk spit attack.

Silk Spittle (Costs 2 Actions). The baelidae chooses five spaces in a 30-foot cone in front of it. Those spaces are covered in silk.

Reactions

Webbed Retreat. When a creature enters a space within 5 feet of the baelidae, it can use its reaction to jump 10 feet away from the creature and make a silk spit attack against it.

BIG ZAM(TRIOS)

An expanded zamtrios that is attached to 2 insanely long giant robotic legs and fitted with ancient civilization technology.

BIG ZAM(TRIOS)

Gargantuan construct (titan), unaligned

Armor Class 18 (plate)
Hit Points 155 (10d20 + 50)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 21 (+5) | 8 (-1) | 20 (+5) | 6 (-2) | 10 (+0) | 5 (-2) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison, psychic

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 14 (11,500 XP)

Amphibious. The big zam can breathe air and water.

Anti-Air Mega Particle Gun. The big zam has twenty-eight anti-air guns. It can fire all twenty-eight guns at once, but each gun can only target one creature or object. Once an anti air gun is fired, it cannot be used again until the end of the big zam's next turn.

Armored Legs. The big zam has two legs, each filling a 10-foot-squared area and are 40 feet tall. Each leg can be attacked (AC 18; 40 hit points; immunity to poison and psychic damage, resistances to bludgeoning, piercing, and slashing from nonmagical weapons). Damaging a leg deals no damage to the big zam. Reducing both legs to 0 hit points causes the big zam to immediately use its collapse reaction. 3 rounds after the big zam uses *collapse*, its legs heal to their maximum hp and the big zam can stand up.

Eject. When the big zam is reduced to 0 hit points, it crashes to the ground and a zamtrios emerges from it in its enlarged state.

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

Limited Flight (recharge 4-6). The big zam can use a bonus action to gain a flying speed of 30 feet until the start of its next turn.

Magic Weapons. The big zam's weapon attacks are magical.

Siege Monster. The big zam deals double damage to objects and structures.

Actions

Multiattack. The big zam makes two bite or two stomp attacks.

Anti-Air Mega Particle Gun. Ranged Weapon Attack: +10 to hit, ranged 100/400 ft., up to 28 targets that are in the air, and not directly below the big zam. *Hit:* 10 (3d6) force damage.

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

Stomp. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

105mm Vulcan Guns. The big zam fires two explosive shells at different targets in a 30-foot-radius, 40-foot-high cylinder centered on the ground directly below it. The target, and each creature within 5 feet of the target must make a DC 19 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Ice Armor. The big zam coats its body in ice, increasing its AC by 5 for 1 minute, or until it takes 35 damage from a single attack or spell.

Water Torrent (Recharge 5-6). The big zam exhales a high-pressure beam of water across a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 49 (14d6) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The big zam moves up to its walking speed or fly speed.

Vulcan Guns (Costs 2 Actions). The big zam uses its 105mm vulcan guns.

Anti-Air Barrage (Costs 3 Actions). The big zam uses its anti-air mega particle gun.

Reaction

Collapse. The big zam falls prone for 2 (1d4) rounds before it can stand back up. Any creatures under or within 5 feet of the big zam must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the big zam's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the big zam's space.

While prone in this way, creatures do not gain advantage on melee weapon attack against the big zam; the big zam can't use its 105mm vulcan guns, stomp, or water torrent; and its ice armor is destroyed.

BLACKBIRD BAZELGEUSE

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 12 (+1) | 20 (+5) | 10 (+0) | 14 (+2) | 12 (+1) |

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

Skills Perception +7, Stealth +11

Damage Immunities thunder

Damage Resistances cold; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities blinded

Senses blindsight 60 Ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges a *concussion scale* which lands in an unoccupied space directly below it.

Dive Attack. If the bazelgeuse is flying and dives at least 30 feet straight toward a target and then hits it with a headbutt attack, the attack deals an extra 13 (3d8) damage to the target.

Echolocation. The bazelgeuse can't use its blindsight while deafened.

Concussion Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode sending out a shockwave in a 5-foot radius around them. Each creature in that area must succeed on a DC 18 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. If a creature fails the save by 5 or more, they are also incapacitated until the end of their next turn.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *concussion scale* which lands in an unoccupied space with 5 feet of its location.

Wounded Fury. While it has 50 hit points or fewer, the bazelgeuse enters a "charged" state gaining advantage on attack rolls. In addition, *concussion scales* detonate at the end of the bazelgeuse's turn.

Actions

Multiattack. The bazelgeuse makes three attacks: one with its headbutt, one with its wing, and one with its tail.

Headbutt. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Wing. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Flash Bang. The bazelgeuse shakes, scattering lighter colored scales that explode in a bright light around it. Each creature in a 30-foot radius around the bazelgeuse must succeed on a DC 18 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the blindness on itself on a success.

Thunder Breath (Recharge 5-6). The bazelgeuse emits a loud, painfully intense screech in a 45-foot cone in front of it. Each creature in that area must make a DC 18 Constitution saving throw, taking 46 (7d12) thunder damage on a failed save, or half as much damage on a successful one. Additionally

Cloak (Recharge 6). The bazelgeuse adjusts its scales to refract the light it, turning it turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

BLACKBIRD BAZELGEUSE

Challenge Rating 14
Carves/Capture 3

| Carve Chance | Capture Chance | Material | Slots |
|--------------|----------------|-------------------------------|-------|
| 1-5 | 1-4 | BlackBird Bazelgeuse Scale | (A,W) |
| 6-9 | 5-9 | BlackBird Bazelgeuse Carapace | (A,W) |
| 10-13 | 10-12 | BlackBird Bazelgeuse Fuse | (A,W) |
| 14-16 | 13-16 | BlackBird Bazelgeuse Talon | (A,W) |
| 17-19 | 17-18 | BlackBird Bazelgeuse Wing | (A,W) |
| — | 19-20 | BlackBird Bazelgeuse Tail | (A,W) |
| 20 | — | BlackBird Bazelgeuse Gem | (A,W) |

ARMOR MATERIAL EFFECTS

BlackBird Bazelgeuse Scale

Your armor has 10 *concussion scales* that regrow at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 2d4 thunder damage to the attacker.

BlackBird Bazelgeuse Carapace

You have advantage on Dexterity (Stealth) checks while you wear this armor.

BlackBird Bazelgeuse Fuse

You have resistance to thunder damage while you wear this armor.

BlackBird Bazelgeuse Talon You can't be blinded while you are wearing this armor.

BlackBird Bazelgeuse Wing

You have a flying speed of 20 feet while you wear this armor.

BlackBird Bazelgeuse Tail

Echolocation. You have blindsight out to 30 feet, but you can't use your blindsight while deafened.

Bazelgeuse Gem

While you are attuned to this armor, you can use an action to speak its command word to cast the *greater invisibility* spell. Once you use this property, you can't use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

BlackBird Bazelgeuse Scale

While your weapon is sheathed or put away, it bends the light around it, causing it to be almost invisible. A creature that succeeds on a DC 13 Intelligence (Investigation) or Wisdom (Perception) check notices the weapon.

BlackBird Bazelgeuse Carapace

When you cast a spell that deals thunder damage, you can increase your spell attack roll or spell save DC by 2.

BlackBird Bazelgeuse Fuse (Sorcerer & Wizard only)

This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *thunderous smite* (1 rune) *thunderwave* (2 runes), or *shatter* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

BlackBird Bazelgeuse Talon (Charge blade & switchaxe only)

Rapid Morph. While attuned to this weapon, you can switch its modes as a free action.

BlackBird Bazelgeuse Wing

Your weapon deals an extra 1d8 thunder damage.

BlackBird Bazelgeuse Tail

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals thunder damage.

BlackBird Bazelgeuse Gem

When you make a weapon attack with this weapon, and roll a 20 for the attack roll, it creates blinding light in a 10-foot radius around you. Each creature in that area (except you) must succeed on a DC 15 Constitution saving throw, or be blinded for 1 minute or until they use an action to rub their eyes, ending the blindness.

BLADEWEAVER SEREGIOS

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 179 (17d12 + 69)

Speed 60 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 20 (+5) | 18 (+4) | 14 (+2) | 16 (+3) | 15 (+2) |

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

Skills Acrobatics +7, Perception +8, Stealth +10

Senses darkvision 60 Ft., passive Perception 18

Languages —

Challenge 14 (11,500 XP)

Bladed Scales Regrowth. The seregios has ninety-six bladed scales. Used scales regrow when the seregios finishes a long rest.

Flyby. The seregios doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Open Wound. When a creature is hit by the seregios weapon attacks, it begins to bleed and loses 4 (1d8) hit points at the start of each of its turns due to an open wound. Each time the seregios hits the wounded target with an attack, the damage dealt by the wound increases by 4 (1d8). Any creature can take an action to staunch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Wounded Frenzy. The seregios has advantage on melee attack rolls against any creature that has an open wound.

Actions

Multiattack. The seregios makes three attacks: one with its tail and two with its talons, or three with its bladed scales.

Talon. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained. The seregios can grapple one Huge creature, or two Large or smaller creatures at a time.

Tail. *Melee Weapon Attack.* +10 to hit, 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Bladed Scales. *Melee or Ranged Weapon Attack.* +7 to hit, reach 10 ft., range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Legendary Actions

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

Attack. The seregios makes one attack with its talon or bladed scales.

Fly. The seregios moves up to half its flying speed.

Serrated Scales (Costs 3 Actions). The seregios fires its bladed scales at three creatures with 120 feet of it. Each target must make a DC 18 Dexterity saving throw, taking 14 (2d8+5) piercing damage and any open wound it currently has, can no longer be closed by magical healing on a failed save. On a successful save, the target takes half as much damage and its wounds can still be healed by magical healing.

Reactions

Blade Dance. The seregios can expend a number of its bladed scales (to a maximum of 5) and add that number to its AC against one weapon attack that would hit it. To do so, the seregios must see the attacker.

BLANGALALA

Large beast (fanged), unaligned

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 17 (+3) | 18 (+4) | 13 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Str +9, Dex +7, Wis +3

Skills Acrobatics +7, Athletics +9, Perception +5

Damage Resistances cold

Senses tremorsense 60 ft., passive Perception 15

Languages —

Challenge 12 (8,400 XP)

Charge. If the blangalala moves at least 20 feet straight toward a target and then hits it with a fist attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The blangalala makes three fist attacks. It can use its boulder in place of any melee attack.

Belly Thrust. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Boulder. *Range Weapon Attack:* +9 to hit, reach 30/120 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Chow Down (Recharge 5-6). Roll a d6 to determine the damage type of the mushroom. On a 1, fire; On a 2, poison; On a 3, lightning; On a 4, cold; On a 5, acid; On a 6, necrotic. The blangalala eats part of its mushroom it is carrying with its tail and then breaths a noxious gas mixed with ice at its prey in a 60-foot cone.

Each creature in that area must make a DC 16 Dexterity saving throw, taking 17 (5d6) cold damage plus 17 (5d6) damage of the rolled damage type on a failed save or half as much damage on a successful one.

Legendary Actions

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

Attack. The blangalala makes one attack with its belly thrust.

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

Ice Spray (Costs 3 Actions). The blangalala exhales a spray of ice shards in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (6d6) cold damage on a fail or half damage on a success.

Reactions

Fart. When the blangalala is hit by a melee weapon attack, it can use its reaction to release a noxious fart at the attacker. If the attacker is concentrating on a spell or spell-like ability, they must succeed on a DC 16 Constitution saving throw, to maintain concentration on it. If the attacker fails the save by 5 or more, the blangalala can use its reaction one extra time before the start of its next turn.

Retreat. When the blangalala is hit by a melee attack, it can use its reaction to leap backwards 20 feet without provoking opportunity attacks.

BLINKING NARGACUGA

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 241 (21d12+105)

Speed 50 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 22 (+6) | 19 (+4) | 20 (+5) | 12 (+1) | 18 (+4) | 8 (-1) |

Saving Throws Dex +11, Con +12, Wis +11, Cha +6

Skills Acrobatics +11, Perception, +11, Stealth +11

Senses darkvision 120 ft., passive Perception 21

Languages —

Challenge 21 (33,000 XP)

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

Actions

Multiattack. The nargacuga makes three attacks: two with its poisonous tail spikes and one with its tail slam; or three with its poisonous tail spikes. It can replace any attack to make two attacks with its bladed wings.

Bladed Wings. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (2d10 + 6) bludgeoning damage plus 11 (1d10+6) slashing damage.

Poisonous Tail Spikes. *Range Weapon Attack:* +13 to hit, reach 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 10 (3d6) poison damage.

Tail Slam. The nargacuga extends its tail to its maximum length (40 feet long by 5 feet wide) and slams it onto the ground. Each creature in that line must make a DC 21 Dexterity saving throw, taking 14 (4d6) piercing damage and 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful save.

Special Attacks (Recharge 5-6). The nargacuga uses one of the following actions:

Vacuum Slash. The nargacuga spins around at an incredible speed, making a bladed wing and tail

attack against each creature within 10 feet of it. It also creates an air vacuum centered on a location within 20 feet of the nargacuga. Each creature within 60 feet of that location, except the nargacuga, must make a DC 19 Strength saving throw, taking 14 (4d6) bludgeoning damage plus 14 (4d6) slashing damage and they are pulled to the center of the vacuum on a failed save. On a successful save the creature takes half as much damage and they are not pulled into the center.

Rain of Spikes. The nargacuga sends hundreds of poisonous tail spikes into the air that come crashing down in a 45-foot radius around the nargacuga. Each creature in that area must make a DC 21 Dexterity saving throw, taking 40 (9d8) piercing damage plus 40 (9d8) poison damage and be poisoned for 1 minute on a failed save. On a successful save the creature takes half as much damage and they are not poisoned.

Legendary Actions

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

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Teleport (Costs 2 Actions). The nargacuga magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Blinking Charge (Costs 3 Actions). The nargacuga magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. It can teleport in this way up to 3 times. If it ends its final teleportation next to a creature, it can make a bladed wing attack against it.

Additionally each time the nargacuga teleports, a wall of razor wind forms between the location the nargacuga teleported from to the location it appeared at. This razor wind acts as the *wind wall* spell (save DC 19), but disappears at the end of the nargacuga next turn.

BLOOD SOAKED ARZUROS

Large beast (fanged), unaligned

Armor Class 14 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 12 (+1) | 14 (+2) | 8 (-1) | 8 (-1) | 8 (-1) |

Saving Throws Con +6, Wis +3

Skills Athletics +8, Perception +3

Senses passive Perception 13

Languages —

Challenge 11 (7,200 XP)

Aggressive. As a bonus action, the arzueros can move up to its speed toward a hostile creature that it can see.

Blood Armor. Whenever the arzueros deals damage to a creature that isn't an undead or a construct, it gains a +2 bonus to its AC until the end of its next turn.

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

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

Seeing Red. The arzueros has resistance to bludgeoning, piercing, and slashing damage when it can see a creature that doesn't have all its hit points, isn't an undead or a construct, and is still conscious.

Actions

Multiattack. The arzueros makes three melee attacks: one with its bite, one with its claw, and one with its body slam.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 5 (2d4) necrotic damage.

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

Body Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Legendary Actions

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

Move. The arzueros moves up to its speed without provoking opportunity attacks.

Claw. The arzueros makes one claw attack.

Roar (Costs 2 Actions). The arzueros roars at the top of its lungs. Each creature that is within 10 feet of the arzueros must succeed on a DC 14 Constitution saving throw or be pushed 5 feet away from the arzueros and knocked prone. If the saving throw fails by 5 or more, the target is also incapacitated until the end of its next turn.

BLOODSOAKED ARZUROS

Challenge Rating 11

Carves/Capture 3

| Carve Chance | Capture Chance | Material | Slots |
|--------------|----------------|----------------------|-------|
| 1-6 | 1-5 | Blood Honey x2 | (O) |
| 7-14 | 6-7 | Bloodsoaked Pelt | (A,W) |
| 15-17 | 8-13 | Bloodsoaked Shell | (A) |
| 18 | 14-17 | Azure Jumbo Bone | (W,O) |
| 19-20 | 18-20 | Bloodsoaked Allbrace | (A,W) |

ARMOR MATERIAL EFFECTS

Bloodsoaked Pelt

Honey Hunter+. When you use an herbalist kit to gather plants, you gather 1 honey with it. The honey has a 50% chance to be blood honey.

Bloodsoaked Shell

While wearing this armor, you have advantage on Wisdom (Perception) checks that rely on smell.

Bloodsoaked Allbrace

While you are wearing this armor, you can use your action to gain resistance to bludgeoning damage for 1

minute. Once you use this property, you cannot use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Bloodsoaked Pelt

While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

Bloodsoaked Jumbo Bone

Your bludgeoning weapon deals an extra 1d6 bludgeoning damage.

Bloodsoaked Allbrace

You are proficient in unarmed strikes while you are attuned to this weapon. Additionally, your unarmed strikes deal slashing damage instead of bludgeoning damage and you can use a d8 in place of the normal weapon damage dice with unarmed strikes.

OTHER MATERIAL EFFECTS

Blood Honey

You can add this to a potion, increasing the amount it heals by 2d4 and curing one disease afflicting the drinker. (Alchemy DC 12) You cannot add more than one blood honey to a potion.

Bloodsoaked Jumbo Bone

Very rare armor or weapon upgrade material.

BOOM BUBBLE MIZUTSUNE

Huge leviathan, unaligned

Armor Class 17 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 50 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 23 (+6) | 21 (+5) | 12 (+1) | 16 (+3) | 12 (+1) |

Saving Throws Dex +11, Wis +8

Skills Acrobatics +11, Perception +8

Damage Immunities cold, fire

Condition Immunities slick

Senses darkvision 60 ft. passive Perception 18

Languages —

Challenge 16 (15,000 XP)

Boom Bubble. A boom bubble can be attacked and popped (AC 15, 40 hit points, Immune to all damage except slashing and piercing). It will also pop if a creature comes in direct contact with the boom bubble. When a boom bubble pops, each creature in a 10-foot-radius sphere takes 3 (1d6) fire damage and is slick

Bubble Pop. Whenever a bubble or boom bubble pops, it leaves an oily substance on the ground in a 5-foot radius for 1 hour. Any creature that starts its turn or enters the area is considered slick while it remains in the area.

Oiled Body. The mizutsune has advantage on Dexterity (Acrobatic) checks.

Scalding Slime. A creature that is slick due to one of the mizutsune's actions, traits, or abilities takes 3 (1d6) fire damage at the start of its turns. This damage is increased by an extra 3 (1d6) fire damage for each turn the creature remains slick and has not had the slick condition removed from them since the start of their last turn.

Actions

Multiattack. The mizutsune makes three attacks: one with its bite and two with its tail.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 25 (3d12 + 6) bludgeoning damage. On hit, the creature is slick. On a hit or miss, a boom bubble appears in an unoccupied space adjacent to the target.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the mizutsune can't use its bite on another target. On a hit or miss, a boom bubble appears in an unoccupied space adjacent to the target.

Bubble Prison. Range Weapon Attack: +11 to hit, range 80/320 ft., one Large or smaller creature. **Hit:** The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is

destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the Sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble can be attacked and destroyed (AC 15, 40 hit points, Immune to all damage except slashing and piercing). At the end of the mizutsune's turn all bubbles with a creature inside rise 10 feet higher into the air.

A creature that starts its turn in a bubble, takes 3 (1d6) fire damage. A creature that remains in a bubble for 1 minute must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. The creature repeats this saving throw at the start of each of its turns, until it escapes the bubble.

Hydropump (Recharge 5-6). The mizutsune releases a high pressure stream of scalding hot water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Boom Boom Bubbles (recharge 6). The mizutsune magically causes two of the bubbles in a 300-foot radius of it to grow in size. Each bubble fills a 10-foot cube and has one of two properties; explosive or healing. To determine which is which, roll a d2. On a 1, the closest bubble to the mizutsune has the healing property. On a 2, the furthest bubble to the mizutsune has the healing property.

The bubbles are immune to all damage, have a fly (hover) speed of 30 feet, and pop when they come into contact with a creature. When the healing bubble pops, all creatures in a 5-foot-radius sphere around it regain 14 (4d6) hit points. When the explosive bubble pops, each creature in a 20-foot radius takes 21 (6d6) fire damage.

At the start of the mizutsune's turn, the two bubbles move in a straight line towards the mizutsune. If the healing bubble touches the mizutsune, it regains 60 (11d10) hit points. If the explosive bubble touches the mizutsune, the bubble doubles in size before exploding and each creature in a 40-foot-radius sphere of the explosive bubble takes 42 (12d6) fire damage and the area is covered in an oily substance as if by the bubble pop trait.

Legendary Actions

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

Bubble. A bubble appears in an unoccupied space within 5 feet of the mizutsune.

Throw. One Large or smaller object held or creature grappled by the mizutsune is thrown up to 20 feet in a direction of the mizutsune's choice and knocked prone.

Bubble Cage (Costs 3 Actions). The mizutsune conjures scalding hot bubbles in each unoccupied space around it. The bubble then travels in a straight line directly away from the mizutsune. Each bubble travels

50 (1d10 x 10) feet away from the mizutsune. If a Large or bigger object is in its path, it bounces off it and continues to travel the rest of its distance back towards the mizutsune. If it reaches the mizutsune again, it will also bounce off of it until it has traveled its maximum distance.

If a Large or smaller creature is in a bubble's path, it must succeed on a DC 19 Dexterity saving throw or be trapped in the bubble as if hit by the bubble prison attack. On a successful save, the creature moves 5 feet into an unoccupied space out of the bubbles path and the bubble continues to move until it hits the next creature or it travels its maximum distance.

If a bubble touches a boom bubble along its path, the bubble merges into a larger boom bubble that fills a 10-foot cubed area. If a creature is in the boom bubbles new space, it explodes.

A bubble that travels its maximum distance without hitting a creature remains in the space it stops in and becomes a boom bubble.

Reactions

Tail Sweep. When a creature is *slick* and starts its turn within 10 feet of the mizutsune. The mizutsune can use its reaction to sweep its tail, hitting the creature's legs. The creature must then succeed on a DC 19 Dexterity saving throw or be knocked prone or pushed 10 feet away from the mizutsune in a direction of the mizutsune's choice.

Reactive Slime. When a creature makes a weapon or spell attack against the mizutsune and misses by 5 or more, the mizutsune can use its reaction to cause the slime on its body to explode outward in a 15-foot cone in the direction of the attacker. Each creature in that area must make a DC 18 Dexterity saving throw, taking 3 (1d6) fire damage and be slick on a failed save, or half as much damage and is not slick on a successful one.

CAESERBER

Large beast (fanged), unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., swim 30 ft.

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

Skills Athletics +5

Senses passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Find Log (1/day). As a bonus action, the caeserber can burrow into the ground and drag out a 10 foot long log that it holds in its mouth. The caeserber next bite attack hits the target and one creature adjacent to it and deals bludgeoning damage instead of piercing damage, and then breaks apart.

Hold Breath. The caeserber can hold its breath for 15 minutes.

Actions

Multiattack. The caeserber makes three melee attacks: one with its bite, one with its claw, and one with its body slam.

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

Claw. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Mud Throw. *Ranged Weapon Attack.* +5 to hit, reach 30/120 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage and the target is restrained by the mud. As an action, the restrained target can make a DC 13 Strength check, bursting from the mud on a success. The mud can also be attacked and destroyed (AC 10; hp 5).

Somersault (Recharge 5-6). The caeserber does a handstand before rolling up to its movement in a straight line, without provoking opportunity attacks. If the caeserber passes through a creature's space, that creature must make a DC 13 Dexterity saving throw, taking 17 (5d6) bludgeoning damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

CANNONBOLT VOLVIDON

Large beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

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

Saving Throws Str +8, Con +8

Skills Acrobatics +8

Damage Resistances fire, lightning

Senses blindsight 60, ft. passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Bolt Tongue (4/short rest). When the volvidon makes a tongue attack, it can use its bonus action to extend the reach of its tongue attack an extra 15 feet. This extra reach takes the form of a lightning bolt that wraps around the target, dealing lightning damage instead of bludgeoning damage. On hit the target is pulled into an unoccupied space within 5 feet of the volvidon.

Cannonball. The volvidon can use its bonus action to roll into a ball or revert to its normal shape. While in a ball the volvidon's speed is 60 feet, its jump distance is tripled, and it takes no fall damage from distances shorter than 200 feet.

Mobile. When the volvidon makes a ram against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether it hits it or not.

Pull in. As a bonus action, the volvidon can pull a grappled target 10 feet towards them.

Actions

Multiattack. The volvidon makes three attacks: one with its tongue and two with its claw; or it makes three ram attacks. It can replace any one of these attacks with its paralyzing spit.

Tongue (Normal Form Only). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage and a Large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the volvidon can't use this attack on another target.

Claw (Normal Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) lightning damage.

Ram (Ball Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) lightning damage.

Paralyzing Spit (Normal Form Only). The volvidon spits an electrically charge liquid at a creature within 60 feet of it. That creature must succeed on a DC 18 Constitution saving throw, or be paralyzed until the end of its next turn.

Recharge Action (Recharge 5-6). The volvidon uses one of the following actions:

Rollout. The volvidon curls up into a ball (if it isn't already), releasing any grappled creature, and moves up to 120 feet a straight line. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the volvidon passes through must make a DC 16 Dexterity saving throw, taking 21 (6d6) bludgeoning damage plus 39 (6d12) lightning damage and be paralyzed until the end of its next turn on a failed save. On a successful save, the target takes half as much damage and is not paralyzed.

Cannonbolt. The volvidon releases any creature it is grappling before it curls up into a ball (if it isn't already), and launches itself 60 feet into the air without provoking opportunity attacks. It then comes crashing back down in a space within 60 feet of it.

If the space it crashes down on contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 23 (4d8 + 5) bludgeoning damage plus 18 (4d8) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the volvidon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the volvidon's space.

Additionally the impact of the volvidon sends out a shockwave in a 20-foot radius around it. Each creature in that area must make a DC 18 Constitution saving throw or take 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one. If a creature fails their Constitution saving throw by 5 or more, they are also incapacitated until the end of their next turn.

Reactions

Tumble. When a creature hits the volvidon with a melee weapon or spell attack, the volvidon can use its reaction to roll 10 feet backwards into an unoccupied space, without provoking opportunity attacks, and halve the attack's damage against it.

CAPT'N GREAT GIRROS

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

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

Saving Throws Con +7

Skills Perception +5

Damage Resistances necrotic

Damage Immunities lightning

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Dread Pirate Girros. If the great girros is reduced to 0 hit points and it has at least one allied girros within 120 feet of it, its pirate hat floats to one random girros and transforms it into a Capt'N Great Girros. The new Capt'N Great Girros is healed to its maximum hit points and its alpha call is available to use.

Actions

Multiattack. The great girros makes three Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is

stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

If the great girros moved at least 20 feet straight toward a creature immediately before the hit, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail Hooked Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Paralyzing Spit. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* The creature is poisoned for 1 minute. While poisoned in this way the target is paralyzed. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The great girros looses a shriek, calling 2 (1d4) girros to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great girros and obeying its hissed commands.

Legendary Actions

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

Attack. The great girros makes one Tail Hooked Cutlass attack.

Move. The great girros moves up to his speed without provoking opportunity attacks.

Cutthroat Command (Costs 2 Actions). An allied fanged wyvern within 30 feet of the great girros uses its reaction to make one attack against a target of the great girros's choice that it can see.

CHRISTMAS VOLVIDON

Large beast (fanged), unaligned

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 14 (+2) | 16 (+3) | 14 (+2) | 5 (-3) | 10 (+0) | 10 (+0) |

Skills Animal Handling +6, Insight +6, Perception +6

Condition Immunities exhaustion, petrified

Senses truesight 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Pull in. As a bonus action, the volvidon can pull a grappled target 10 feet towards them.

Christmas Miracle. When the volvidon drops to 0 hit points or dies, its body is destroyed but its essence travels back to its domain in the Frostfell, and it is unable to take physical form until next Christmas.

Holiday Gift. When the volvidon body is destroyed it leaves behind a present for each of its enemies. Each present can only be opened by the creature whose name is on the tag. Once opened, the creature is granted one wish, but the creature can only wish for an uncommon or weaker magic item; or equivalent request if approved by the DM.

Actions

Multiattack. The volvidon makes three attacks: one with its tongue and two with its claw.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and a Large or smaller target is grappled (escape DC 12) While the creature remains grappled, the volvidon can't use this attack on another target.

Additionally, if the target is a creature, it must make a DC 10 Constitution saving throw or be paralyzed for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the paralysis on a success.

Knock. The volvidon casts the *knock* spell, but there is no loud knock when the spell is cast.

Rollout (Recharge 5-6). The volvidon curls up into a ball, releasing any grappled creature, and moves up to double its movement in a straight line. If the volvidon passes through a creature's space, that creature must make a DC 13 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and be knocked prone on a failed save. On a successful save, the target takes half as much damage and is not knocked prone.

Legendary Actions

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

Naughty or Nice. The volvidon targets one creature it can see within 120 feet of it, or one creature it is familiar with on the same plane of existence. That creature hears a Christmas song, but its tone depends on its alignment. A good aligned creature hears it in a cheerful tone. An evil creature hears it in an ominous tone. A neutral or unaligned creature hears the most basic version of the song.

Dimension Door (Costs 2 Actions). The volvidon casts the *dimension door* spell. When it disappears it leaves behind a cloud of glitter and thistle, and appears in a similar cloud at its destination.

Frosty (Costs 2 Actions). The volvidon chooses one creature it can see within 60 feet of it. That creature must make a DC 11 Charisma saving throw or be polymorphed into a snowman (AC 10, 1 hit point) for 1 minute. While in this form the creature cannot attack or use spells, and has its movement speed reduced by 10 feet. The creature may repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.

USING WITH AGTMH

If you are using this stat block with Amellwind's Guide to Monster Hunting and the Monster Hunter Loot Tables, the PC can wish for any material equal to the Christmas Volvidon's CR or lower. Same rule applies for the Tempered and Archtempered versions.

TEMPERED CHRISTMAS

VOLVIDON

Large beast (fanged), unaligned

Armor Class 17 (natural armor)

Hit Points 148 (17d10 + 55)

Speed 30 ft.

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

Saving Throws Dex +8, Wis +5, Cha +5

Skills Animal Handling +9, Insight +9, Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified

Senses truesight 90 ft., passive Perception 18

Languages —

Challenge 10 (5,900 XP)

Christmas Miracle. When the volvidon drops to 0 hit points or dies, its body is destroyed but its essence travels back to its domain in the Frostfell, and it is unable to take physical form until next Christmas.

Holiday Gift. When the volvidon body is destroyed it leaves behind a present for each of its enemies. Each present can only be opened by the creature whose name is on the tag. Once opened, the creature is granted one wish, but the creature can only wish for an rare or weaker magic item; or equivalent request if approved by the DM.

Legendary Resistance (1/Day). If the volvidon fails a saving throw, it can choose to succeed instead.

Pull in. As a bonus action, the volvidon can pull a grappled target 10 feet towards them.

Actions

Multiattack. The volvidon makes three attacks: one with its tongue and two with its claw.

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

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and a Large or smaller target is grappled (escape DC 15) While the creature remains grappled, the volvidon can't use this attack on another target.

Additionally, if the target is a creature, it must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the paralysis on a success.

Knock. The volvidon casts the *knock* spell, but there is no loud knock when the spell is cast.

Rollout (Recharge 5-6). The volvidon curls up into a ball, releasing any grappled creature, and moves up to double its movement in a straight line. If the volvidon passes through a creature's space, that creature must make a DC 15 Dexterity saving throw, taking 24 (7d6) bludgeoning damage and be knocked prone on a failed save. On a successful save, the target takes half as much damage and is not knocked prone.

Santa's Anteka (1/day). The volvidon calls its 8 anteka (MHMM p.184) to its aid. Santa's anteka have a flying speed of 60 feet, but otherwise use the standard stat block found in the Monster Hunter Monster Manual.

Legendary Actions

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

Naughty or Nice. The volvidon targets one creature it can see within 120 feet of it, or one creature it is familiar with on the same plane of existence. That creature hears a Christmas song, but its tone depends on its alignment. A good aligned creature hears it in a cheerful tone. An evil creature hears it in an ominous tone. A neutral or unaligned creature hears the most basic version of the song.

Dimension Door (Costs 2 Actions). The volvidon casts the *dimension door* spell. When it disappears it leaves behind a cloud of glitter and thistle, and appears in a similar cloud at its destination.

Frosty (Costs 2 Actions). The volvidon chooses one creature it can see within 60 feet of it. That creature must make a DC 13 Charisma saving throw or be polymorphed into a snowman (AC 10, 1 hit point) for 1 minute. While in this form the creature cannot attack or use spells, and has its movement speed reduced by 10 feet. The creature may repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.

ARCHTEMPERED CHRISTMAS

VOLVIDON

Large beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 20 (+5) | 18 (+4) | 7 (-2) | 14 (+2) | 14 (+2) |

Saving Throws Dex +11, Con +10, Int +4, Wis +8, Cha +8

Skills Animal Handling +14, Insight +14, Perception +14

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified

Senses truesight 120 ft., passive Perception 24

Languages —

Challenge 18 (5,900 XP)

Christmas Miracle. When the volvidon drops to 0 hit points or dies, its body is destroyed but its essence travels back to its domain in the Frostfell, and it is unable to take physical form until next Christmas.

Holiday Gift. When the volvidon body is destroyed it leaves behind a present for each of its enemies. Each present can only be opened by the creature whose name is on the tag. Once opened, the creature is granted one wish, but the creature can only wish for a very rare or weaker magic item; or equivalent request if approved by the DM.

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

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

Pull in. As a bonus action, the volvidon can pull a grappled target 10 feet towards them.

Actions

Multiattack. The volvidon makes three attacks: one with its tongue and two with its claw.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tongue. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and a Large or smaller target is grappled (escape DC 15) While the creature remains grappled, the volvidon can't use this attack on another target.

Additionally, if the target is a creature, it must make a DC 15 Constitution saving throw or be paralyzed for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the paralysis on a success.

Knock. The volvidon casts the *knock* spell, but there is no loud knock when the spell is cast.

Rollout (Recharge 5-6). The volvidon curls up into a ball, releasing any grappled creature, and moves up to double its movement in a straight line. If the volvidon passes through a creature's space, that creature must make a DC 18 Dexterity saving throw, taking 42 (12d6) bludgeoning damage and be knocked prone on a failed save. On a successful save, the target takes half as much damage and is not knocked prone.

Santa's Helpers (1/day). The volvidon call its 8 anteka (*MHMM p.184*) and 3 (1d6) Christmas elves (*Kobold Scaled Sorcerers VGM p.167*) to its aid. Santa's anteka have a flying speed of 60 feet, but otherwise use the standard stat block found in the Monster Hunter Monster Manual.

Legendary Actions

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

Attack. The volvidon makes one claw attack.

Naughty or Nice. The volvidon targets one creature it can see within 120 feet of it, or one creature it is familiar with on the same plane of existence. That creature hears a Christmas song, but its tone depends on its alignment. A good aligned creature hears it in a cheerful tone. An evil creature hears it in an ominous tone. A neutral or unaligned creature hears the most basic version of the song.

Dimension Door (Costs 2 Actions). The volvidon casts the *dimension door* spell. When it disappears it leaves behind a cloud of glitter and thistle, and appears in a similar cloud at its destination.

Frosty (Costs 2 Actions). The volvidon chooses one creature it can see within 60 feet of it. That creature must make a DC 16 Charisma saving throw or be polymorphed into a snowman (AC 10, 1 hit point) for 1 minute. While in this form the creature cannot attack or use spells, and has its movement speed reduced by 10 feet. The creature may repeat its saving throw at the end of its turn, ending the polymorph on a success. If the polymorphed creature ends its turn in a space next to a campfire or larger flame it automatically succeeds on its saving throw.

DEVILJHODRA

Gargantuan wyvern (brute), unaligned

Armor Class 19 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 27 (+8) | 18 (+4) | 23 (+6) | 10 (+0) | 15 (+2) | 8 (-1) |

Saving Throws Str +15, Con +13, Wis +9

Skills Athletics +15, Intimidation +6, Perception +9

Senses passive Perception 19

Languages —

Challenge 22 (41,000 XP)

Proficiency +7

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

Multiple Heads. The deviljho has three heads. It would have five, but it keeps eating the other two. While it has more than one head, the deviljho has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the deviljho takes 60 or more damage in a single turn, one of its heads dies. If all its heads die, the deviljho dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken thunder or necrotic damage since its last turn. The deviljho regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the deviljho has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the deviljho sleeps, at least one of its heads is awake.

Actions

Multiattack. The deviljho makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage. If the target is wearing any nonmagical metal armor it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Body Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage and the target must make a DC 23 Strength saving throw or be pushed 10 feet away and knocked prone. If the deviljho moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 11 (2d10) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Swallow. The deviljho makes one Bite attack against a Large or smaller creature that is prone. If the attack hits, the target takes the bite damage, the target is swallowed, and no longer prone. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deviljho, and it takes 56 (16d6) acid damage at the start of each of the deviljho turns.

If the deviljho takes 40 damage or more on a single turn from a creature inside it, the deviljho must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the deviljho. If the deviljho dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Dragons Breath (Recharge 5-6). The deviljho unleashes a terrible breath in a 45-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 31 (7d8) fire damage plus 49 (11d8) necrotic damage and is afflicted with dragonblight for 1 minute on a failed save, or half as much damage and isn't afflicted with dragonblight on a successful one. The afflicted target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Detect. The deviljho makes a Wisdom (Perception) Check.

Tail Attack. The deviljho makes a Tail attack.

Devour (Costs 2 actions). The deviljho uses Swallow.

DEVIL GENE NERGIGANTE

Huge dragon (elder), Chaotic Evil

Armor Class 25 (natural armor)

Hit Points 495 (30d12 + 300)

Speed 50 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

26 (+8) 14 (+2) 30 (+10) 12 (+1) 18 (+4) 20 (+5)

Saving Throws Str +17, Dex +11, Wis +13, Cha +14

Damage Resistances lightning

Damage Immunities cold, fire, necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, petrified, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 30 (155,000 XP)

Freedom of Movement. The nergigante's movement is unaffected by difficult terrain it creates.

Legendary Resistance (4/Day). If the nergigante fails a saving throw, it can choose to succeed instead.

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

Spiked Regrowth. The nergigante has spikes covering its body. When used, broken, or removed in any way; the spikes regrow instantly. Additionally, the nergigante can use its spiked explosion immediately after it uses an action or legendary action as part of the same action or legendary action.

Actions

Multiattack. The nergigante can use its frightful presence. It then makes four attacks: one with its bite, one with its horn, and two with its claws.

Frightful Presence. Each creature of the nergigante's choice that is within 120 feet of the nergigante and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. 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 nergigante's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Claw. *Melee Weapon Attack.* +17 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and the area in a 15-foot-squared area centered on the target becomes difficult terrain. Additionally, each creature in that area must succeed on a DC 25 Dexterity saving throw, taking 7 (2d6) lightning damage plus 7 (2d6) necrotic damage on a failed

save, or half as much damage on a successful one.

Horn. *Melee Weapon Attack.* +17 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage and the area in a centered on 15-foot-squared area the target becomes difficult terrain. Additionally, each creature in that area must succeed on a DC 25 Dexterity saving throw, taking 7 (2d6) lightning damage plus 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Wing. *Melee Weapon Attack.* +17 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Devil Crash (Recharge 5-6). The nergigante moves up to its speed in a straight line. During this move it may move through other creatures without provoking opportunity attacks. Each creature the nergigante moves through must make a DC 25 Dexterity saving throw, taking 80 (23d6) bludgeoning damage plus 14 (4d6) lightning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

If a creature the nergigante passes through is knocked prone, it can use its bonus action to move up to jump up to half of its speed and make a horn against the target.

Spiked Explosion. The spikes on the nergigante explode outward in a 40-foot-sphere around it. Each creature in that area must make a DC 24 Dexterity saving throw, taking 10 (3d6) piercing damage and begin to bleed from a vicious wound on a failed save or half as much damage and do not bleed on a successful one.

A creature that suffers from a vicious wound loses 4 (1d8) hit points at the start of each of its turns. Each time the creature suffers from another vicious wound, the damage dealt by the wound increases by 4 (1d8). Any creature can take an action to stanch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Legendary Actions

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

Slam. The nergigante leaps into the air and slams all four limbs onto the ground, releasing an explosion of energy in a 10-foot radius around it. The ground in that area is difficult terrain and each creature in that area must succeed on a DC 25 Dexterity saving throw, taking 14 (4d6) lightning damage plus 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Wing Attack. The nergigante makes a wing attack.

Dragonrush (Costs 2 Actions). The nergigante moves up to its speed while dragging its claw through the ground, during this move it may move through other creatures without provoking opportunity

attacks and the terrain it passes through becomes difficult terrain. Each creature the nergigante moves through must succeed on a DC 25 Dexterity saving throw or take 30 (4d10 + 8) bludgeoning damage plus 7 (2d6) necrotic damage plus 7 (2d6) lightning and be knocked prone.

Tail Whip (Costs 2 Actions). The nergigante whips its tail in a 10-foot long, 35-foot wide line centered directly behind it. Each creature in that area must succeed on a DC 25 Strength saving throw or be knocked prone.

DIVINE RAJANG

Huge beast (fanged), unaligned

Armor Class 23 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 50 ft., climb 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 15 (+2) | 25 (+7) | 12 (+1) | 18 (+4) | 10 (+0) |

Saving Throws Str +14, Dex +10, Wis +12

Skills Athletics +14, Perception +12

Damage Resistances poison

Damage Immunities fire, lightning, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned, stunned, unconscious

Senses passive Perception 22

Languages —

Challenge 21 (33,000 XP)

Proficiency +8

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

Standing Leap. The rajang's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The rajang makes three Fist attacks.

Plasma Volley. *Ranged Weapon Attack:* +14 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) lightning damage plus 14 (4d6) fire damage and each creature within 15 feet of the target (excluding the target) must make a DC 23 Dexterity saving throw, taking 14 (4d6) lightning damage plus 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Fist. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the rajang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Kick. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Plasma Breath (Recharge 5-6). The rajang exhales lightning and fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 35 (10d6) lightning damage plus 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Meteor (Recharge 6). The rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures within 40 feet of it. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or take 17 (3d6 + 7) bludgeoning damage plus 35 (10d6) lightning damage plus 35 (10d6) fire damage and be knocked prone on a failed save. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Legendary Actions

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

Kick. The rajang makes one Kick attack.

Move. The rajang moves up to its speed without provoking opportunity attacks.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground. Each creature within 30 feet of the rajang must succeed on a DC 22 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Volley (Costs 2 Actions). The rajang makes one Plasma Volley attack.

DUAL BLADE GLAVENUS

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)

Hit Points 172 (17d12 + 75)

Speed 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

25 (+7) 10 (+0) 21 (+5) 16 (+3) 12 (+1) 10 (+0)

Saving Throws Str +11, Con +9

Skills Perception +5

Damage Resistance fire

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Proficiency +4

Actions

Multiattack. The glavenus makes four Tails attacks, or it uses Heat Blades then it Fire breath.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

Heat Blades. The glavenus breathes fire on its dual tail blades, heating them, and causing its next two Tails attacks to deal an extra 10 (3d6) fire damage.

Fire Breath (Recharge 5-6) The glavenus exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

EQUAL DRAGON WEAPON

Gargantuan construct (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., burrow 40 ft., fly 120 ft., swim 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 10 (+0) 30 (+10) 26 (+8) 26 (+8) 28 (+9)

Saving Throws Dex +9, Con +19, Wis +17

Skills Perception +26

Damage Resistances bludgeoning, piercing, and slashing from magical attacks

Damage Immunities cold, fire, lightning, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 240 ft., tremorsense 120 ft., truesight 120 ft., passive Perception 36

Languages —

Challenge 30 (155,000 XP)

Amphibious. The equal dragon weapon can breathe air and water.

Dragon Slayer. When the equal dragon weapon hits a dragon with its melee weapon attacks, the dragon takes an extra 3d6 force damage.

Immutable Form. The equal dragon weapon is immune to any spell or effect that would alter its form.

Legendary Resistance (4/Day). If the equal dragon weapon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, the equal dragon weapon is immune to spells of 4th level or lower. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The equal dragon weapon's weapon attacks are magical.

Siege Monster. The equal dragon weapon deals double damage to objects and structures.

Actions

Multiattack. The equal dragon weapon can use its frightful presence. It then makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack.* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage plus 10 (3d6) force damage. The target's hit point maximum is reduced by an amount equal to the force damage taken, and the equal dragon weapon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack.* +19 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage and the target is grappled (escape DC 14). If the Target is Large or smaller the target is restrained, until this grapple ends. The equal dragon weapon has two claws, each of which can grapple only one target.

Tail. *Melee Weapon Attack.* +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 7 (2d6) poison damage and the target must make a DC 20 Strength saving throw or be knocked prone on a failed save..

Frightful Presence. Each creature of the equal dragon weapon's choice that is within 240 feet of the equal dragon weapon and aware of him must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. 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 equal dragon weapon's Frightful Presence for the next 24 hours.

Dragon's Breath (Recharge 5-6). The equal dragon weapon exhales an element of its choice between cold, fire, lightning, necrotic, or poison in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 77 (22d6) damage of the chosen element and be afflicted with dragonblight for 1 minute on a failed save, or half as much damage and is not afflicted with dragonblight on a successful one. A creature afflicted with dragonblight can repeat its saving throw at the end of its turn, ending the effect on a success.

Legendary Actions

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

Choose 5 legendary actions from the list on the next page.

1 Cost Actions

Detect. The equal dragon weapon makes a Wisdom (Perception) Check.

Mucus Ball. The equal dragon weapon launches a ball of mucus at a target. The target must make a DC 24 Dexterity saving throw or become restrained by the mucus (escape 20).

Poisoned Tail. Choose a creature within 25 feet of the equal dragon weapon. That creature must make a DC 24 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Release Pheromones. The equal dragon weapon releases a cloud of pheromones in a 120 foot sphere around it. The cloud remains until the end of the equal dragon weapon next turn. Each creature in the area, except for the equal dragon weapon, has disadvantage on Constitution saving throws to maintain concentration while in the cloud.

Tail Attack. The equal dragon weapon makes one tail attack.

2 Cost Actions

Devil's Powder (Costs 2 Actions). The equal dragon weapon beats its wings releasing an explosive powder and creating a spark with its teeth. Each creature within 20 feet of the equal dragon weapon must succeed on a DC 24 Dexterity saving throw or take 16 (3d10) fire damage plus 16 (3d10) force damage and be knocked prone.

Frightening Gaze (Costs 2 Actions). The equal dragon weapon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 26 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the equal dragon weapon's gaze for the next 24 hours.

Quake (Costs 2 Actions). The equal dragon weapon strikes the ground with its maul like tail, triggering a tremor. All creatures on the ground within 60 feet of the equal dragon weapon must succeed on a DC 24 Strength saving throw or be knocked prone.

Shake Off (Costs 2 Actions). The equal dragon weapon thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the equal dragon weapon must make a DC 28 Strength or Dexterity saving throw (creature's choice), or be thrown off the equal dragon weapon, taking 28 (8d6) fall damage upon hitting the ground.

Trample (Costs 2 Actions). The equal dragon weapon moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creature the equal dragon weapon moves through must succeed on a DC 24 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone.

Water Jet - Line (Costs 2 Actions). The equal dragon weapon discharges a beam of high pressurized water from its mouth or tail in a 1200-foot line that is 10 feet wide. Each creature in a line must make a DC 24 Dexterity saving throw, taking 31 (9d6) cold damage on a failed save, or half as much damage on a successful one.

Wing Attack (Costs 2 Actions). The equal dragon weapon beats its wings. Each creature within 15 feet of the equal dragon weapon must succeed on a DC 28 Dexterity saving throw or take 24 (4d8 + 8) bludgeoning damage and be knocked prone. The equal dragon weapon can then fly up to half its flying speed.

3 Cost Actions

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the equal dragon weapon must make a DC 25 Constitution saving throw against this magic, taking 49 (14d6) necrotic damage on a failed save, or half as much damage on a successful one.

Frost Armor (Costs 3 Actions). The equal dragon weapon coats itself in a layer of frost and ice for 1 minute, until it takes 40 fire damage from a spell or until takes 60 damage from any other single attack. While coated in this way, the equal dragon weapon has +3 bonus to its AC.

Hail Storm (Costs 3 Actions). The equal dragon weapon forms five boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 90 feet of it. Each creature in a 5-foot-radius sphere centered on each point, must make a DC 25 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

Blue Meteor (Costs 3 Actions). The equal dragon weapon opens its mouth and creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the equal dragon weapon can see within 120 feet of it. A target must make a DC 21 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

Piercing Roar (Costs 3 Actions). The equal dragon weapon lets out an ear shattering roar. Each creature that is within 20 feet of the equal dragon weapon must succeed on a DC 25 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Whirlwind (Costs 3 Actions). The equal dragon weapon chooses 3 unoccupied 5-foot cube within 5 feet of it. An elemental force that resembles a dust devil appears in the cubes and they move in a straight line 120 feet away from the equal dragon weapon before dispersing. Each creature in one of the lines must make a DC 25 Strength saving throw, taking 35 (10d6) force damage on a failed save or half as much on a successful one.

EQUAL HUNTER DRAGON GENERATION 2

The equal hunter weapons, or "EHW" for short, were meant as a replacement for hunters during the time of the ancient civilization. The first to be created were basic, only capable of collecting herbs, gathering mushrooms, and if lucky they were able to kill a bulldrome without being completely destroyed. They were closer to robots than the final generations of EHW's that fought in the great dragon war.

The second generation of EHWs were still constructs like their predecessors before, but they were far more advanced. Their armor was made of rare ores like machalite or dragonite. They were able to wield the same weapons the hunters could use, but with more power and accuracy. The second generation were the first to surpass basic hunters, but they still remained mindless. For the ancient civilization they were perfect for gathering basic materials from some of the tougher creatures like the rathian or rathalos without the risk of losing the life of one of their hunters. Once given a task this generation of EHWs pursued their goal, only returning once it was completed and never letting anything stand in their way.

EQUAL HUNTER DRAGON GENERATION 7

According to ancient scholars there was only ever one generation 7 equal hunter weapon ever created. It was the final prototype before the ancient civilization began their construction of the equal dragon weapons. Its power is believed to be almost on par with the equal dragon weapon, but not much else is known about it.

Throughout history rumors have spread of warforged hearing an unknown voice in their head, calling to them, and occasionally aiding them in their plights.

EQUAL HUNTER WEAPON GENERATION 2

Medium construct, unalignment

Armor Class 16 (breastplate)

Hit Points 97 (15d8 + 30)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 15 (+2) | 14 (+2) | 10 (+0) | 14 (+2) | 12 (+1) |

Saving Throws Dex +6, Con + 6

Skills Athletics +13, Investigation +8, Nature +10, Perception +10, Stealth +10, Survival +10

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages all languages

Challenge 9 (5,000 XP)

Axiomatic Mind. The equal hunter weapon can't be compelled to act in a manner contrary to its nature or its instructions.

Immutable Form. The equal hunter weapon is immune to any spell or effect that would alter its form.

Magic Weapons. The equal hunter weapon's weapon attacks are magical.

Actions

Multiattack. The equal hunter weapon makes three attacks with its greatsword or its heavy bowgun.

Heavy Bowgun. *Range Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 5 (1d10) damage of the type the equal hunter weapon chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) damage of the type the equal hunter weapon chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Reactions

Parry. The equal hunter weapon adds 4 to its AC against one melee attack that would hit it. To do so, the equal hunter weapon must see the attacker wielding a melee weapon.

Immunity (3/long rest). When the equal hunter weapon is subject to acid, cold, fire, lightning, poison, radiant, or necrotic damage, it can use its reaction to gain immunity to that damage type for 10 minutes.

EQUAL HUNTER WEAPON (EHW) GENERATION 7

Large humanoid (warforged), neutral

Armor Class 18 (plate)
Hit Points 372 (24d10 + 240)
Speed 60 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|----------|---------|---------|---------|
| 30 (+10) | 25 (+7) | 30 (+10) | 20 (+5) | 20 (+5) | 22 (+6) |

Saving Throws Str +18, Dex +15, Con + 18, Wis +13, Cha +14

Skills Athletics +26, Insight +21, Intimidation +22, Investigation +21, Nature +21, Perception +21, Stealth +23, Survival +21

Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

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

Senses truesight 120 ft., passive Perception 31

Languages all languages, telepathy 5 miles

Challenge 27 (105,000 XP)

Inscrutable. The EHW is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the EHW's intentions or sincerity have disadvantage.

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

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

Magic Weapons. The EHW's weapon attacks are magical.

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

Sword and Shield. After using the sword and shield attack, the EHW's AC is increased by 2 until the start of its next turn.

Telepathic Bond. The EHW ignores the range restriction on its telepathy when communicating with other EHWs. The two don't even need to be on the same plane of existence.

Telepathic Hub. The EHW can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The EHW can let those creatures telepathically hear each other while connected in this way.

Actions

Multiattack. The EHW makes four melee attacks or three ranged attacks, but it must use the same weapon for all of the attacks.

Bow. *Range Weapon Attack:* +15 to hit, range 150/600 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 11 (2d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Heavy Bowgun. *Range Weapon Attack:* +15 to hit, range 100/400 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 11 (2d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Great Sword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 11 (2d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Long Sword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 15 (1d10 + 10) slashing damage plus 11 (2d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic. This weapon must be held with two hands.

Sword & Shield. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) piercing damage plus 11 (2d10) damage of the type the EHW chooses between: acid, cold, fire, lightning, poison, radiant, necrotic.

Legendary Actions

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

Attack. The EHW makes one melee or ranged weapon attack.

Poison Phial. The EHW injects a poison phial into a weapon of its choice. When it hits a creature with this weapon for the first time after injecting the poison vial, that creature must make a DC 26 Constitution saving throw or be poisoned for 1 minute. If the creature fails the save by 5 or more they are paralyzed while they remain poisoned. A creature can repeat its saving throw at the end of its turn, removing the poison on a success.

Cast a Spell (Costs 2 Actions). The EHW casts one of the following spells (Save DC 22): *fireball*, *spirit guardians*, *lightning bolt*

Reactions

Parry. The EHW adds 8 to its AC against one melee attack that would hit it. To do so, the EHW must see the attacker wielding a melee weapon.

Immunity (5/long rest). When the EHW is subject to acid, bludgeoning, cold, fire, lightning, necrotic, piercing, poison, radiant, or slashing damage, it can use its reaction to gain immunity to that damage type for 24 hours.

ERUZERION

Huge dragon (elder), unaligned

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 10 (+0) | 23 (+6) | 20 (+5) | 14 (+2) | 18 (+4) |

Skills Perception +9

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

Damage Immunities cold, fire

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

Languages Draconic

Challenge 21 (33,000 XP)

Fire and Ice Aura. At the start of each of the eruzerion's turns, each creature within 5 feet of it takes 3 (1d6) fire damage plus 3 (1d6) cold damage. A creature that touches the eruzerion or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage plus 3 (1d6) cold damage.

Ice Walker. The eruzerion is accustomed to moving through the frozen tundras, as such it ignores difficult terrain for snow, ice, and other cold weather effects.

Innate Spellcasting. The eruzerion's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 20, +12 to hit with spell attacks), requiring no material components:

At will: *fireball*, *freezing sphere*, *ice storm*, *melf's minute meteors*, *scorching ray*, *snilloc's snowball swarm*.

Pyrokinesis. The eruzerion doubles the damage radius of its fire spells.

Suppressed Power. The eruzerion is unable to use its *burning zero element* while it is above (125) half of its maximum hit points.

Actions

Multiattack. The eruzerion makes one attack with its fire claw then casts its fireball spell at a point within 30 feet of it, or it attacks with its ice claw and casts the snilloc's snowball swarm spell. It cannot attack with the same claw on its next turn.

Fire Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 7) slashing damage plus 10 (3d6) fire damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Ice Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 7) slashing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage plus 3 (1d6) fire damage plus 3 (1d6) cold damage.

Burning Zero Element (Recharges on a Short or Long rest).

The eruzerion casts a 6th-level freezing sphere spell and a 7th-level fireball spell centered on themselves.

Breath Weapon (Recharge 6). The eruzerion uses one of the following breath weapons:

Cold Breath. The eruzerion exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

If a creature fails the save by 5 or more, it is restrained by the ice. As an action, the restrained target can make a DC 15 Strength check, breaking free of the ice on a success. The ice can also be attacked and destroyed (AC 15; hp 20; vulnerability to fire damage; immunity to cold, poison, and psychic damage).

Fire Breath. The eruzerion exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 60 (11d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The eruzerion moves up to its speed without provoking opportunity attacks.

Tail. The eruzerion makes one attack with its tail.

Cast a Spell (Costs 2 Actions). The eruzerion casts one 5th level or lower spell from its Innate Spellcasting trait.

EXTREME BAZELGEUSE

Huge wyvern (flying), unaligned

Armor Class 24 (natural armor)

Hit Points 420 (29d12 + 232)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 10 (+0) | 26 (+8) | 10 (+0) | 13 (+1) | 12 (+1) |

Saving Throws Dex +8, Con +16, Wis +9, Cha +9

Skills Athletics +15, Perception +9

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses passive Perception 19

Languages —

Challenge 27 (105,000 XP or 210,000 XP as a mythic encounter)

Proficiency +8

Carpet Bomb. For every 10 feet the bazelgeuse flies, it dislodges an *explosive scale* which lands in an unoccupied space within 20 feet of it.

Explosive Scales. The bazelgeuse scales, when dislodged from its body, act as a land mine. When a creature enters a space with a scale, it explodes dealing 17 (5d6) fire damage to each creatures in a 10-foot radius of it. The scales also explode if the area they are in is subjected to fire damage.

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

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges one Explosive Scale (or two if its in the Superheated State) which lands in an unoccupied space with 5 feet of its location.

Superheated State (Mythic Trait). If the bazelgeuse would be reduced to 0 hit points, its current hit point total instead resets to 420 (29d12 + 232), it recharges its No Man's Landing, and it regains any expended uses of Legendary Resistance, and enters a Superheated State for 1 hour. While in this state, the bazelgeuse has advantage on attack rolls, its Shed now dislodges two scales, and its Explosive Scales explosion radius by 5 feet and deal an extra 1d6 fire damage.

Actions

Multiattack. The bazelgeuse makes one Headbutt attack, one Tail attack, and one Wing attack.

Headbutt. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the bazelgeuse is flying and dives at least 30 feet straight toward a target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Wing. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

No Man's Landing (Recharge 6). The bazelgeuse soars 30 feet into the sky while scattering 15 explosive scales in a 60-foot radius around it, in a space that is at least 15 feet apart from another scale. It then comes crashing back down to the ground in a space within 60 feet of it, causing an explosion in a 20-foot radius around it. Each scale in the explosions area is destroyed, and each creature in that area must make a DC 24 Dexterity saving throw, taking 90 (20d8) fire damage on a failed save, or half as much damage on a successful one.

Mega Bomb (1/day; Superheated State Only). The bazelgeuse super heats every scale on its body. At the start of its next turn, the scales explode and each creature within 60 feet of the bazelgeuse must make a DC 24 Dexterity saving throw, taking 94 (21d8) fire damage plus 31 (9d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Condense. Choose a point within 120 feet of the bazelgeuse, each explosive scale within 30 feet of that point is pulled 15-feet towards that point (or the closest space that does not have a scale already in it).

Fling. The bazelgeuse dislodges 3 explosive scales and sends them flying with its tail. Choose a location within 60 feet of the bazelgeuse, each scale lands in an unoccupied space within 15 feet of that location.

Spread Scales. The bazelgeuse fans its wings, spreading 1d10 scales in a 90-foot cone. Each scale lands in an unoccupied space that is at least 10 feet away from another scale.

Fire Breath (Costs 3 Actions). The bazelgeuse exhales fire in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.

FATED FOUR CHIMERA

Gargantuan beast (fanged), unaligned

Armor Class 21 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 50 ft., fly 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 14 (+2) | 21 (+5) | 11 (+0) | 13 (+1) | 10 (+0) |

Saving Throws Str +12, Dex +9, Con +12

Skills Intimidation +12, Perception +8

Damage Resistances cold, fire, lightning

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities slick

Senses passive Perception 18

Languages —

Challenge 20 (25,000 XP)

Trampling Charge. If the chimera moves at least 20 feet straight toward a creature and then hits it with a stomp attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the chimera can make one stomp attack against it as a bonus action.

Ice Walk. The chimera can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

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

Multiple Heads. The chimera can take one reaction per turn, rather than only one per round. The chimera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Actions

Multiattack. The chimera makes two melee weapon attacks, but it can only use the same attack once. It can replace one attack with its fling.

Astalos Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage. The target must make a DC 20 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the chimera's Astalos Tail's paralysis for the next 24 hours.

Stomp. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Glavenus Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Fling. One Large or smaller object held or creature grappled by the chimera is thrown up to 60 feet in a random direction and knocked prone. If a thrown target

strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The chimera can take 4 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 chimera regains spent legendary actions at the start of its turn.

The chimera's legendary action options are associated with its four heads. Once chimera chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of its next turn.

ASTALOS HEAD.

Hom. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage.

Lightning Pillar (Costs 2 Actions). A vertical column of lightning roars down from the sky in a location within 60 feet of the chimera. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that location must make a DC 20 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

MIZUTSUNE HEAD.

Bubble Prison. *Range Weapon Attack:* +12 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the Sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble has AC 15, 30 hit points, resistance to bludgeoning damage, immunity to poison and psychic damage, but vulnerable to piercing damage. At the end of the chimera's turn all bubbles rise 15 feet higher into the air.

Hydropump (Costs 2 Actions). The chimera releases a high pressure stream of water in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 38 (7d10) cold damage on a failed save, or half as much damage on a successful one.

GAMMOTH HEAD.

Trunk. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the target is grappled (escape 20).

Cold Breath (Costs 2 Actions). The chimera head exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

GLAVENUS HEAD.

Sharpen. The chimera sharpens its tail. The next two tail slashes deal an extra 13 (2d12) of fire damage.

Tail Spin (Costs 2 Actions) The chimera launches itself forward, using its tail to slash at all foes in a 30-foot radius around it. Each creature in that area must then make a DC 16 Dexterity saving throw, taking 14 (4d6) slashing damage and 14 (4d6) fire damage on a failed save, and half as much on a successful one.

GEAR REX

Huge wyvern (brute), unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 10 (+0) | 19 (+4) | 2 (-4) | 12 (+1) | 9 (-1) |

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Charge. If the gear rex moves at least 20 feet straight toward a target and then hits it with a stomp attack on the same turn, the target takes an extra 16 (3d10) damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Actions

Multiattack. The gear rex makes three Spine attacks.

Spine. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Acid Cannon (Recharge 5-6). The gear rex fires acid from its tail in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (5d10) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The gear rex can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gear rex regains the spent legendary actions at the start of its turn.

Move. The gear rex moves up to half of its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The gear rex makes one tail stomp attack.

Piercing Roar (Costs 3 Actions). The gear rex lets out an ear shattering roar. Each creature that is within 20 feet of the yian garuga must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

GREEN BAZELGEUSE

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 275 (23d12 + 138)

Speed 40 ft., fly 80 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 21 (+5) | 10 (+0) | 23 (+6) | 10 (+0) | 13 (+1) | 12 (+1) |

Saving Throws Dex +6, Con +12, Wis +7, Cha +7

Skills Perception +7

Damage Resistances acid, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 17

Languages —

Challenge 20 (25,000 XP)

Amphibious. The bazelgeuse can breathe air and water.

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges a *noxious scale* which lands in an unoccupied space directly below it.

Dive Attack. If the bazelgeuse is flying and dives at least 30 feet straight toward a target and then hits it with a headbutt attack, the attack deals an extra 4 (1d8) damage to the target.

Noxious Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode dealing 7 (2d6) fire plus 7 (2d6) poison damage to all creatures in a 10-foot radius of them.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *acidic scale* which lands in an unoccupied space with 5 feet of its location. Acidic scales act the same as noxious scales, but deal 14 (4d6) acid damage.

Wounded Fury. While it has 100 hit points or fewer, the bazelgeuse enters a "superheated" state gaining advantage on attack rolls. In addition, noxious scales grow, increasing their explosion radius by 5 feet and deal an extra 1d6 poison damage.

Actions

Multiattack. The bazelgeuse makes three attacks: one with its headbutt, one with its wing, and one with its tail.

Headbutt. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Wing. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Poisonous Scale Dispersion (Recharge 6). The bazelgeuse scatters 15 green scales in a 60-foot radius around it, that are at least 15 feet apart. On initiative count 20 (losing all initiative ties) the scales crack open, releasing a poisonous gas in a 15-foot radius around each scale. The scales continually release poison for 10 minutes, or until they are attacked and destroyed (AC 10; hp 10; immunity to poison and psychic damage).

A creature that starts its turn in the poison gas or enters it for the first time on a turn must succeed on a DC 20 Constitution or be poisoned for 1 minute. While poisoned in this way, the creature takes 21 (6d6) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Move. The bazelgeuse flies up to half its fly speed without provoking opportunity attacks.

Fling. The bazelgeuse dislodges 3 explosive scales and sends them flying with its tail. Choose a location within 60 feet of the bazelgeuse, each scale lands in an unoccupied space within 15 feet of that location.

Noxious Breath (Costs 3 Actions). The bazelgeuse exhales flammable poison in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage plus 16 (3d10) poison damage on a failed save, or half as much damage on a successful one.

GUARDIAN RAJANG

Huge beast (fanged), unaligned

Armor Class 22 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 50 ft., climb 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

24 (+7) 13 (+1) 25 (+7) 12 (+1) 18 (+4) 10 (+0)

Saving Throws Str +13, Dex +8, Wis +11

Skills Athletics +13, Perception +11

Damage Resistances poison

Damage Immunities fire, lightning, necrotic

Condition Immunities charmed, frightened

Senses (120 ft. blindsight while Infested is active),
passive Perception 21

Languages —

Challenge 24 (62,000 XP)

Proficiency +7

Hypermetabolism (Infested Only). The rajang has advantage on saving throws against being paralyzed, poisoned, put to sleep, or stunned.

Infested. If the rajang would be reduced to 0 hit points, its current hit point total instead resets to 270 (20d12 + 140) hit points, its type changes to Undead, it recharges its Lightning Breath and Meteor, and it regains any expended uses of Legendary Resistance. Additionally, the rajang's Hypermetabolism activates, and it can now use the options in the "Mythic Actions" section. Award a party an additional 62,000 XP (124,000 XP total) for defeating the rajang after its Infested activates.

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

Reckless. At the start of its turn, the rajang can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Standing Leap. The rajang's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The rajang makes three Fist attacks. If its Infested has activated, it can make three Greatsword attacks instead.

Electric Volley (Infested Only). Ranged Weapon Attack: +14 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) lightning damage and each creature within 15 feet of the target (excluding the target) must make a DC 22 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Fist. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the rajang moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Greatsword (Infested Only). Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Kick. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Lighting Breath (Recharge 5-6). The rajang exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 90 (20d8) lightning damage on a failed save, or half as much damage on a successful one.

Meteor (Recharge 6). The rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures within 40 feet of it. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or take 23 (3d10 + 7) bludgeoning damage plus 31 (12d6) lightning damage and be knocked prone on a failed save. On a successful save, the creature takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Legendary Actions

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

Kick. The rajang makes one Kick attack.

Move. The rajang moves up to its speed without provoking opportunity attacks.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground. Each creature within 30 feet of the rajang must succeed on a DC 22 Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Mythic Actions

If the rajang's Infested trait has activated, it can use the options below as legendary actions.

Volley. The rajang makes one Electric Volley attack.

Sweeping Sword (Costs 2 Actions). The rajang makes a sweep with its greatsword, and each creature within 10 feet of it must make a DC 22 Dexterity saving throw. A creature takes 28 (6d6 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Death Scream (Costs 3 Actions). The rajang places its head back on the its neck before releasing a psychic shockwave. Each creature within 30 feet of the rajang must succeed on a DC 22 Intelligence saving throw or take 21 (6d6) psychic damage plus 21 (6d6) thunder damage and be frightened of the rajang for 1 minute. 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 Frightened effect of the rajang's Death Scream for the next 24 hours.

GUILD KNIGHT

Medium humanoid (any race), any lawful alignment

Armor Class 20 (plate, armor material)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 16 (+3) | 18 (+4) | 18 (+4) | 20 (+5) | 20 (+5) |

Saving Throws Str +12, Wis +10, Cha +10

Skills Athletics +12, Insight +10, Investigation +9, Perception +10, Stealth +8, Survival +10

Damage Immunities See unnamed armor material

Senses darkvision 60 ft., passive Perception 20

Languages any one language (usually Common)

Challenge 16 (15,000 XP)

Brave. The guild knight has advantage on saving throws against being frightened.

Charge. If the guild knight moves at least 20 feet straight toward a target and then hits it with a hammer attack on the same turn, the target takes an extra 7 (3d4) bludgeoning damage.

Legendary Hammer. The guild knight wields a legendary hammer, that increases their attack and damage rolls by +3 when they attack with it (included in the attack).

Mighty Weapon (4/Day). When the guild knight hits a creature with their hammer, they can choose to have that creature succeed on a DC 20 Strength saving throw or be stunned until the end of the guild knight's next turn.

Spellcasting. The guild knight is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The guild knight has the following paladin spells prepared:

1st level (4 slots): *bless**, *command*, *cure wounds*, *detect evil and good*, *protection from evil and good*, *a smite spell (searing, thunderous, or wrathful)*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *zone of truth*

3rd level (3 slots): *dispel magic*, *remove curse*

4th level (3 slots): *banishment*, *staggering smite*, *watery sphere***

5th level (1 slot): *destructive wave*

* *The guild knight casts these spells on itself before combat.*

** *Always prepared due to material in the socketed weapon.*

Socketed Armor. The guild knights armor is socketed. Below you will find a list of default materials in the armor and the magical properties it grants to the guild knight:

- *T.Velkhana Cortex. (5/long rest)* When the guild knight takes damage they are not immune or resistant to, roll a d10 and reduce the damage taken by the amount rolled.
- *Dalam Tail Scale.* The guild knights AC is increased by 2 (Already included in their AC).
- *Dragonmoss.* The guild knights strength is 25 while wearing this armor (Strength is 20 otherwise).
- *Malfestio Tailfeather.* The guild knight has darkvision out to a range of 60 feet. If their race already has darkvision, it is increased by another 60 feet.
- *Unnamed Material.* The guild knight is immune to a damage type appropriate to the situation they expect to be in, excluding bludgeoning, slashing, or piercing damage.

Socketed Weapon. The guild knights weapon is socketed. Below you will find a list of default materials in the weapon and the magical properties it grants to the guild knight:

- *T.Teostra Claw.* The guild knight's weapon deals an extra 1d10 fire damage (included in the attack).
- *Dragonmoss.* The guild knight's hammer attacks bypass the damage resistance of any creature
- *Mizutsune Water Gem.* The guild knight has the *watery sphere* spell prepared, and doesn't count against the number of spells they can prepare each day.
- *Savage Tallfang.* The guild knight deals an extra 5 (1d10) weapon damage when they critically hit.
- *Rubbery Hide.* The guild knight can speak the weapons command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Actions

Multiattack. The guild knight makes two attacks with their hammer.

Hammer. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage plus 5 (1d10) fire damage.

Legendary Actions

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

Attack. The guild knight makes one attack with its hammer.

Detect. The guild knight makes a Wisdom (Perception) check.

Cast a Spell (Costs 3 Actions). The guild knight casts a spell from its list of prepared spells.

HOWLING ZINOGRE

Huge wyvern (fanged), unaligned

Armor Class 23 (natural armor)

Hit Points 350 (28d12 + 168)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 26 (+8) | 15 (+2) | 23 (+6) | 8 (-1) | 14 (+2) | 9 (-1) |

Saving Throws Dex +10, Con +14, Cha +7

Skills Perception +10, Survival +10

Damage Resistances necrotic

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 20

Languages —

Challenge 26 (90,000 XP or 180,000 XP as a mythic encounter) **Proficiency** +8

Charged State (Recharges after a Short or Long rest). If the zinogre would be reduced to 0 hit points, its current hit point total instead resets to 350 (28d12 + 168) hit points, it recharges its Lightning Dome, and it regains any expended uses of Legendary Resistance. Additionally, the zinogre's lightning aura activates and its superconductivity is now enhanced during the next hour.

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

Lightning Aura (Charged State Only). At the start of each of the zinogre's turns, each creature within 5 feet of it takes 10 (3d6) lightning damage. A creature that touches the zinogre or hits it with a melee attack while within 5 feet of it takes 10 (3d6) lightning damage.

Standing Leap. The zinogre's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Superconductivity. lightning damage dealt by the zinogre bypasses lightning resistance. If the zinogre's Charged State activated in the last hour, it deals half damage to creatures that are immune to lightning damage and creatures immune to thunderblight are no longer immune, but have advantage on their saving throw against it.

Actions

Multiattack. The zinogre makes three Claw attacks or two Lightning Orbs attacks.

Claws. Melee Weapon Attack. +16 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 7 (2d6) lightning damage. If the zinogre moved at least 20 feet straight toward the target (including its Lightning Step) immediately before the hit, the target takes an extra 17 (5d6) lightning damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage plus 7 (2d6) lightning damage.

Lightning Orbs. Ranged Weapon Attack. +16 to hit, range 60/240 ft., up to five creatures within 10 feet of each other. *Hit:* 14 (4d6) lightning damage.

Lightning Dome (Recharge 6). The zinogre creates a dome of lightning around it. As lightning strikes and cracks in the dome, each creature within 60 feet of the zinogre must make a DC 22 Dexterity saving throw, taking 71 (11d12) lightning damage and is afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one.

Bonus Actions

Lightning Step (Recharge 5-6). The zinogre moves at such speed that it seemingly teleports to a space up to 90 feet away in a straight line; this movement does not provoke attacks of opportunity. Each creature in that line must make a DC 22 Dexterity saving throw, taking 27 (5d10) lightning damage on a failed save or half as much damage on a successful one. If a creature fails the save by 5 or more; it is afflicted with thunderblight for 1 minute, or paralyzed until the end of its next turn if it fails its save by 10 or more.

Legendary Actions

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

Attack. The zinogre makes one Claw attack.

Deadly Leap (Costs 2 Actions). If the zinogre jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 24 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d6 + 8) bludgeoning damage plus 14 (4d6) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the zinogre's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the zinogre's space.

Shock Wave (Costs 2 Actions). The zinogre slams its claw onto the ground creating an explosion of lightning and debris in a 30-foot cone. Each creature in the area must make a DC 22 Dexterity saving throw, taking 18 (4d8) bludgeoning damage plus 7 (2d6) lightning damage and is afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one.

KAMAITACHI DORMITOUR

Huge beast (carapaceon), unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., burrow 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 12 (+1) | 21 (+5) | 6 (-2) | 20 (+5) | 10 (+0) |

Saving Throws Dex +6, Con +10, Wis +10

Skills Perception +10, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 20

Languages —

Challenge 15 (13,000 XP)

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

Fireproof Shell. The kamaitachi dormitaur has a shell that protects it from fire damage. The shell can be attacked and broken (AC 18; 60 hit points; immunity to fire, poison, psychic; resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks). Breaking the shell deals no damage to the kamaitachi dormitaur, but its AC is reduced by 2, vulnerable to fire damage, and no longer resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Odd Scent. The kamaitachi dormitaur constantly releases a special odor that masks its presence. Creatures within 1000 feet of the kamaitachi dormitaur have disadvantage on skill checks to locate or track it.

Scuttle. As a bonus action, the kamaitachi dormitaur can move up to its speed in a straight line.

Underground Charge. If the kamaitachi dormitaur moves at least 20 feet straight toward a creature while underground, it can then make a horn attack against it as a bonus action.

Actions

Multiattack. The kamaitachi dormitaur makes two claw attacks or two poison spit attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The kamaitachi dormitaur has two claws, each of which can grapple one target.

Horn. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Poison Spit. *Range Weapon Attack.* +11 to hit, reach 30/120 ft., one target. *Hit:* 17 (7d4) poison damage. On a hit, the target must make a DC 18 Constitution saving throw or become poisoned with waterblight for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hydropump (Recharge 5-6). The kamaitachi dormitaur releases a high pressure stream of water from the back of its shell in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The kamaitachi dormitaur makes a Wisdom (Perception) check.

Dig. The kamaitachi dormitaur burrows underground and moves up to its burrow speed.

Attack (Costs 2 Actions). The kamaitachi dormitaur makes one attack with its claw or poison spit.

Reactions

Parry. The kamaitachi dormitaur adds 5 to its AC against one melee attack that would hit it. To do so, the kamaitachi dormitaur must see the attacker and be wielding a boulder.

KAMU ORUGARON

Large beast (fanged), unaligned

Armor Class 19 (natural armor)

Hit Points 241 (21d10 + 126)

Speed 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 14 (+2) | 23 (+6) | 11 (+0) | 15 (+2) | 14 (+2) |

Saving Throws Str +13, Dex +8, Con +12

Skills Acrobatics +8, Athletics +13, Perception +8

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 19 (22,000 XP)

Innate Spellcasting. The kamu orugaron's can innately cast *investiture of ice* (spell save DC 16), requiring no material components. Its innate spellcasting ability is Wisdom.

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

Standing Leap. The kamu orugaron's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The kamu orugaron makes three attacks: two with its claws and one with its headbutt.

Headbutt. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Spike Throw (Recharge 5-6). The kamu orugaron leaps 20 feet into the air while spinning, without provoking opportunity attacks, sending spike-like quills to the ground in a 120-foot line that is 5 feet wide centered on itself, before landing back in its original space. Each creature in that line must make a DC 21 Dexterity saving throw, taking 70 (20d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Tail Attack. The kamu orugaron makes a tail attack.

Howl (Costs 2 Actions). The kamu orugaron lets out an ear shattering howl. Each creature that is within 20 feet of the kamu orugaron must succeed on a DC 20 Constitution saving throw or be pushed back 5 feet and knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Wind Blast (Costs 3 Actions). The kamu orugaron roars, releasing a blast of wind in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

VARIANT: BONDED PAIR

The Kamu orugaron is male and often found accompanied by its female counterpart the Nono Orugaron. The pair form a bond much like the Teostra and Lunastra, or the Rathalos and Rathian. However, unlike rathalos and rathian, kamu and nono almost always fight alongside each other and very rarely leave their partner. When fighting together both kamu and nono gain the following trait:

Simultaneous Attack. When the orugaron attacks a creature with a melee or ranged weapon attack, its partnered orugaron can use its reaction to move up to half its speed, and use the help action or make one melee attack against the same creature.

Upon the killing of kamu, nono will appear and roar in despair at the loss of its mate. kamu does the same upon the slaying of nono. The remaining orugaron howls in despair at the loss of its mate and gains the following benefits:

- The orugaron gains 100 temporary hit points that cannot be replaced by any other effect that grants temporary hit points.
- Its weapon attacks deal an additional die of damage
- Increase its save DC of all actions and abilities by 2.
- It has advantage on all attacks against the creature that killed its partner.

KELBIDROME

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 180 (24d10+48)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 18 (+4) | 14 (+2) | 8 (-1) | 18 (+4) | 14 (+2) |

Saving Throws Dex +9, Wis +9, Cha +7

Skills Perception +9 Stealth +14,

Senses darkvision 60ft., passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Charge. If the kelbidrome moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

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

Inspiring Aura. Whenever a friendly creature within 10 feet of the kelbidrome must make a skill check or saving throw, the creature can roll a d4 and add the number rolled to it.

Stunning Beauty. When a creature starts its turn within 30 feet of the kelbidrome and can see it must make a DC 15 Charisma saving throw. On a failed save, the creature is incapacitated for 1 minute. If the saving throw fails by 5 or more, the target is instead stunned. A creature can

repeat the saving throw at the end of each of its turns, with disadvantage if the kelbidrome is within line of sight, 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 kelbidrome's Stunning Beauty for the next 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the kelbidrome until the start of its next turn, when it can avert its eyes again. If the creature looks at the kelbidrome in the meantime, it must immediately make the save.

Sure-Footed. The kelbidrome has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The kelbidrome makes two stomp attacks.

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

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Legendary Actions

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

Detect. The kelbidrome makes a Wisdom (Perception) Check.

Move. The kelbidrome moves up to its speed without provoking opportunity attacks.

Ram. The kelbidrome makes one ram attack.

LACOMBI

Large beast (fanged), unaligned

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

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

Skills Athletics +7, Perception +0

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Sticky. The lacombi secretes a sticky honey like substance that covers its fur, causing it to adhere to anything that touches it. A weapon that misses the lacombi by 5 or less becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free. A Large or smaller creature adhered to the lacombi is also grappled by it (escape DC 15). Ability Checks made to escape this grapple have disadvantage.

Grappler. The lacombi has advantage on Attack rolls against any creature Grappled by it.

Keen Hearing. The lacombi has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The lacombi makes three claw attacks. It can replace up to two of these attacks with its giant honeyball attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15).

Giant honeyball. *Range Weapon Attack:* +7 to hit, reach 30/120 ft., one target. *Hit:* 5 (1d10) bludgeoning damage and the target is covered in sticky honey. While covered in the honey, the target is restrained. The honey can be attacked and destroyed (AC 10; 10 hit points; immunity to poison and psychic damage; vulnerability to cold and fire damage), but a weapon that fails to destroy it becomes stuck to it, requiring an action and a successful DC 15 Strength check to pull free.

MAIZELGUESE

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 21 (+5) | 10 (+0) | 13 (+1) | 12 (+1) |

Saving Throws Dex +6, Con +11, Wis +7, Cha +7

Damage Immunities fire

Damage Resistances cold; bludgeoning, piercing, slashing from nonmagical attacks

Senses passive Perception 11

Languages —

Challenge 19 (22,000 XP)

Flyby. The maizelguese doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Kernels. Embedded in each of the maizelguese's scales is a corn kernel, when a scale dislodged from its body, the scale buries the kernel in the ground. On initiative count 20 (losing all initiative ties) a corn stalk magically sprouts in the space a kernel is located in. Each creature in a space where a corn stalk sprouts must succeed on a DC 19 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

The space a stalk is in, is difficult terrain for a Medium or smaller creature. A corn stalk can be attacked and destroyed (AC 10; HP 5; vulnerability to fire and slashing damage; immunity to psychic damage). If the stalk is destroyed by fire damage, the corn cobs on the stalk then burst into popcorn, shooting a spray of deadly kernels in a 10-foot radius around it. Each creature in that area must make a DC 19 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. If a creature is within range of multiple stalks, it does an extra 7 (2d6) piercing damage for each stalk.

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

Shed. Whenever the maizelguese makes a melee weapon attack it dislodges a scale which lands in an unoccupied space within 5 feet of its location.

Dislodge. For every 20 feet the maizelguese flies, it dislodges a scale which lands in an unoccupied space directly below it.

Wounded Fury. While it has 56 hit points or fewer, the maizelguese enters a "superheated" state gaining advantage on attack rolls. In addition, corn stalks in a 30-foot radius around it, take 5 fire damage at the end of the maizelguese's turn.

Dive Attack. If the maizelguese is flying and dives at least 30 feet straight toward a target and then hits it with a headbutt attack, the attack deals an extra 13 (3d8) damage to the target.

Actions

Multiattack. The maizelguese makes three attacks: one with its headbutt, one with its wing, and one with its tail.

Headbutt. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Wing. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Fire Breath (Recharge 5-6). The maizelguese exhales fire in a 45-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.

MAIZETSUNE

Huge leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 50 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 23 (+6) | 21 (+5) | 12 (+1) | 15 (+2) | 10 (+0) |

Saving Throws Dex +11, Con +10, Wis +7

Skills Acrobatics +11, Perception +7

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

Damage Immunities fire

Condition Immunities slick

Senses darkvision 60 ft. passive Perception 17

Languages —

Challenge 16 (15,000 XP)

Buttered Body. The maizetsune has advantage on Dexterity saving throws and Dexterity (acrobatic) checks.

Heated Oil. A creature that is afflicted with the slick condition by the maizetsune takes 11 (2d10) fire damage at the start of each of its turns.

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

Actions

Multiattack. The maizetsune makes three attacks: one with its bite and two with its tail.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. On hit, the creature is slick.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage and the target is slick. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the maizetsune can't use its bite on another target.

Oil Prison. *Range Weapon Attack:* +11 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in an oil bubble of shimmering butter for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble has AC 15, 40 hit points, resistance to bludgeoning damage, immunity to poison and psychic damage, but vulnerable to piercing and fire damage. At the end of the maizetsune's turn all bubbles rise 20 feet higher into the air.

Buttery Popcorn Breath (Recharge 5-6). The maizetsune exhales kernels that explode into popcorn in a 60-cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 71 (13d10) bludgeoning damage and be slick on a failed save, or half as much damage and isn't slick on a successful one.

Reactions

Tail Sweep. When a creature is *slick* and starts its turn within 10 feet of the maizetsune. The maizetsune can use its reaction to sweep its tail, hitting the creature's legs. The creature must then succeed on a DC 19 Dexterity saving throw or be knocked prone.

MECHAN RATHIAN

The Mecha Rathian is a variation of the traditional Rathian, the female counterpart of the Rathalos, and part of the Flying Wyvern classification.

There are notable changes between the common Rathian and its Mecha version, here are some of them:

- A Mecha Rathian has been mechanically adjusted with brand-new enhanced body parts, such as mechanical claws and tails, improved eyes, or even reinforced exoskeletons.
- A Mecha Rathian is far more threatening and powerful than the common Rathian, their mechanical joints can produce strikes even stronger than the ones of a fully grown Rathalos.

ANATOMY

The common Rathian isn't greatly different from a Mecha Rathian, they share common traits such as size, lifespan, and internal structure. They are typically known to weigh a vast amount more due to the augments. This weight makes it difficult to fly, and as such the rathian's behavior deviates from its usual willingness to fly, instead choosing to fly only when necessary.

The skeleton of a Mecha Rathian has also been improved with metal parts near the joints and in the most vulnerable areas like the head, the neck, and in the abdomen. Cutting its neck is almost impossible with a normal sword. Though its diet remains unchanged, a mechanical Rathian has a hard time living in a natural environment instead of a human one. This is because it hasn't grown up with the standard ways of survival that a common Rathian knows. Its lifespan would also be greatly shortened by the lack of maintenance for its metal parts.

More information can be found about the mecha rathian

VARIANT ATTACK

Metal Tail (Replaces Stinger). *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 32 (8d6+4) bludgeoning damage.

MECHA RATHIAN

Huge wyvern (flying), unaligned

Armor Class 18 (plate armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 18 (+4) | 5 (-3) | 16 (+3) | 6 (-2) |

Saving Throws Con +8, Wis +7

Skills Acrobatics +5, Perception +7

Damage Immunities poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities poisoned

Senses darkvision 120 Ft., passive Perception 17

Languages —

Challenge 12 (8,400 XP)

Keen Hearing. The rathian has advantage on Wisdom (Perception) checks that rely on hearing.

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

Thermal Vision. The rathian has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The rathian makes two attacks: one with its bite and one with its stinger. While flying, it uses its talons in place of its bite attack.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Talons. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Fireball (Recharge 5-6). The rathian exhales a fireball to a point within 100 feet of it. Each creature in a 15-foot radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Move. The rathian moves up to its speed without provoking opportunity attacks.

Chomp (Costs 2 Actions). The rathian makes one bite attack.

MIDOGARON

Large beast (fanged), unaligned

Armor Class 19 (natural armor)

Hit Points 253 (22d10 + 132)

Speed 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 20 (+5) | 23 (+6) | 11 (+0) | 15 (+2) | 14 (+2) |

Saving Throws Str +14, Dex +12, Con +13

Skills Acrobatics +12, Athletics +14, Perception +9

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 19

Languages —

Challenge 22 (41,000 XP)

Innate Spellcasting. The midogaron can innately cast *fireball* (spell save DC 17), requiring no material components. Its innate spellcasting ability is Wisdom.

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

Standing Leap. The midogaron's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Teleport (Recharge 4–6). As a bonus action, the midogaron can magically teleport, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. After teleporting, the dog can cast the *fireball* spell or move up to 15 feet and make one claw attack. When the midogaron teleports, he leaves only hairs and a burning hot orange dust at the point where he teleported from.

Actions

Multiattack. The midogaron makes three attacks: two with its claws and one with its headbutt.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Meteor (Recharge 5-6). If the midogaron jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space that contains one or more creatures, within 40 feet of it. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or take 54 (12d8) bludgeoning damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the midogaron's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the midogaron's space.

Legendary Actions

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

Tail Attack. The midogaron makes a tail attack.

Howl (Costs 2 Actions). The midogaron lets out an ear shattering howl. Each creature that is within 20 feet of the midogaron must succeed on a DC 21 Constitution saving throw or be pushed back 5 feet and knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Spike Throw (Costs 3 Actions). The midogaron leaps 20 feet into the air while spinning, without provoking opportunity attacks, sending spike-like quills to the ground in a 120-foot line that is 5 feet wide centered on itself, before landing back in its original space. Each creature in that line must make a DC 22 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

MJOLLNIR GOSS HARAG

Huge beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 20 (+5) | 8 (-1) | 14 (+2) | 8 (-1) |

Saving Throws Str +10, Con +10, Wis +7

Damage Resistances necrotic

Damage Immunities lightning

Conditions Immunities charmed, frightened

Senses passive Perception 12

Languages —

Challenge 16 (15,000 XP)

Proficiency +5

Standing Leap. The goss harag's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start. In addition, the goss harag does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The goss harag makes two weapon attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Magnetic Hammer (Requires Hammer). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 14 (4d6) lightning damage. If the target is made of metal or wearing metal armor, the goss harag has advantage on the attack.

Hammer Throw (Requires Hammer). *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* or 18 (3d8 + 5) bludgeoning damage plus 14 (4d6) lightning damage. Immediately after the attack, the weapon flies back to the goss harag's hand.

Lightning Breath (Recharge 5-6). The goss harag exhales lightning in a 60-foot line that is 5 feet wide followed by another bolt of lightning across a 30-foot cone, centered on the line. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Uppercut (3/long rest). The goss harag makes one Fist or Magnetic Hammer attack against a creature. If the attack hits, the creature takes an extra 36 (8d8) bludgeoning damage. If the target is a Medium or smaller creature, it is launched 20 feet into the air before it falls prone in a space 10 feet away from the goss harag, taking 7 (2d6) bludgeoning damage from the fall.

Bonus Actions

Create Magnetic Hammer. Immediately after the goss harag uses its lightning breath, it can create a hammer from the magnetized minerals in the area in one or both of its fists. A magnetic hammer be attacked and destroyed (AC 15; hp 30; immunity to lightning, poison, and psychic damage). Destroying a hammer deals no damage to the goss harag, but it explodes as described in the Destroy Hammer bonus action.

Destroy Hammer. The goss harag slams its hammer into the ground, destroying it in an explosion of lightning and shrapnel. Each creature in a 15-foot cube originating from the the goss harag must make a DC 18 Dexterity saving throw, taking 7 (2d6) lightning damage plus 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Reaction

Crushing Blow. When the goss harag hits a creature with its uppercut, it can use its reaction to prepare a massive blow. At the start of its next turn, if the target of the uppercut is still within 10 feet of the goss harag, the goss harag makes one Fist or Magnetic Hammer attack against the target. If the attack hits, the creature takes an extra 13 (3d8) weapon damage and the area in a 10-foot radius around the target becomes difficult terrain.

Legendary Actions

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

Magnetic Pull. The goss harag points a hammer at a target made of metal or one that is wearing metal armor. That creature must succeed on a DC 18 Strength saving throw or be pulled into an unoccupied space within 5 feet of the goss harag.

Restrain. The goss harag makes one Hammer Throw attack. If the attack hits, the hammer is destroyed, but not subject to the goss harag's Destroy Hammer bonus action. Instead the target must succeed on a DC 18 Strength saving throw or be grappled (escape DC 18) by the hammer shards that magnetize to the it. Until this grapple ends, the target is restrained and takes 3 (1d6) lightning damage at the start of each of its turns.

Ground Smash (Costs 2 Actions). The goss harag smashes its fist or hammer(s) on the ground, creating difficult terrain in a 45-foot line that is 5 feet wide. Each creature in line must make a DC 18 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

MOONLIGHT MIZUTSUNE

Huge leviathan, unaligned

Armor Class 19 (natural armor)

Hit Points 276 (24d12 + 120)

Speed 60 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 23 (+6) | 21 (+5) | 12 (+1) | 15 (+2) | 10 (+0) |

Saving Throws Dex +10, Wis +6

Skills Acrobatics +10, Perception +6

Damage Resistances necrotic

Damage Immunities cold

Senses darkvision 120 ft. passive Perception 16

Languages —

Challenge 18 (20,000 XP)

Proficiency +6

Cold Aura. At the start of each of the miztusune's turns, each creature within 5 feet of it takes 10 (3d6) cold damage. A creature that touches the miztusune or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage. A creature wearing cold weather clothing takes half as much damage.

Refractive Scales. While outside underneath the moonlit sky, the miztusune's scales creates an area of blinding moonlight, in a 150-foot cone. At the start of each of its turns, the miztusune decides which way the cone faces and whether the cone is active. If the miztusune is in an area that is heavily obscured, this trait is disabled until it leaves the area.

When a creature starts its turn in the area or enters it for the first time on a turn, it must succeed on a DC 19 Constitution saving throw, or be blinded for 1 minutes. A blinded creature can repeat its saving throw at the end of each of its turn, ending the effect on a success.

Actions

Multiattack. The miztusune makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage plus 7 (2d6) cold damage or radiant damage under a moonlit sky. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the miztusune can't use its Bite on another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Frozen Bubble Prison. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is enclosed in a bubble of opaque shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble can be attacked and destroyed (AC 18; hp 30; resistance to bludgeoning damage; immunity to poison and psychic damage; vulnerability to fire and piercing damage). At the end of the miztusune's turn, each creature in a bubble takes 10 (3d6) cold damage.

Frost Breath (Recharge 5-6). The miztusune exhales ice and snow in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 55 (10d10) cold damage or radiant damage under a moonlit sky on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The miztusune makes a Tail attack.

Slide. The miztusune moves up to half its speed in a straight line without provoking opportunity attacks.

Disperse Bubbles (Costs 2 Actions). The miztusune spins around, spreading 5 (1d4 + 3) frost covered bubbles into unoccupied spaces within 60 feet of it. The bubbles lightly obscure the area it is in and remain for 1 minute. The ground within 5 feet of each bubble is difficult terrain due to ice and snow.

These bubbles can be attacked and destroyed (AC 18; hp 30; resistance to bludgeoning damage; immunity to poison and psychic damage; vulnerability to fire and piercing damage). If the bubble is destroyed by radiant damage it emits a dazzling spray of lights in a 15-foot cone originating from the opposite side of the bubble from the attacker. Each creature in that area must make a DC 19 Dexterity saving throw or be affected by one random ray from the *prismatic spray* spell on a failed save, or the *color spray* spell on a successful one.

NONO ORUGARON

Large beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 220(21d10 + 105)

Speed 55 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 20 (+5) | 11 (+0) | 15 (+2) | 14 (+2) |

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

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

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 18 (20,000 XP)

Innate Spellcasting. The nono orugaron's can innately cast *investiture of ice* (spell save DC 16), requiring no material components. Its innate spellcasting ability is Wisdom.

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

Standing Leap. The nono orugaron's long jump is up to 50 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Multiattack. The nono orugaron makes three attacks: two with its claws and one with its headbutt.

Headbutt. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Deadly Leap. If the nono orugaron jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 20 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (5d8 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the nono orugaron's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the nono orugaron's space.

Deadly Crash (Recharge 5-6). The nono orugaron movement speed on this turn is doubled, but only if it jumps and it can use its deadly leap action twice on this turn, but each location it lands in must be at least 10 feet apart from the other.

Legendary Actions

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

Tail Attack. The nono orugaron makes a tail attack.

Howl (Costs 2 Actions). The nono orugaron lets out an ear shattering howl. Each creature that is within 20 feet of the nono orugaron must succeed on a DC 19 Constitution saving throw or be pushed back 5 feet and knocked prone. If the saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Wind Blast (Costs 3 Actions). The nono orugaron roars, releasing a blast of wind in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

VARIANT: BONDED PAIR

The nono orugaron is male and often found accompanied by its female counterpart the Nono Orugaron. The pair form a bond much like the Teostra and Lunastra, or the Rathalos and Rathian. However, unlike rathalos and rathian, nono and nono almost always fight alongside each other and very rarely leave their partner. When fighting together both nono and nono gain the following trait:

Simultaneous Attack. When the orugaron attacks a creature with a melee or ranged weapon attack, its partnered orugaron can use its reaction to move up to half its speed, and use the help action or make one melee attack against the same creature.

OCLACERTA

Large leviathan, unaligned

Armor Class 15 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40 ft., climb 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 13 (+4) | 16 (+3) | 14 (+2) | 16 (+3) | 16 (+3) | 4 (-3) |

Skills Stealth +9

Damage Resistances bludgeoning, cold

Condition Immunities slick

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 7 (2,900 XP)

Amorphous. The oclacerta can move through a space as narrow as 2 feet wide without squeezing.

Amphibious. The oclacerta can breathe air and water.

Bioluminescence. As a bonus action the oclacerta can emit bioluminescence light from its fins, shedding bright light in a 5-foot radius around it and dim light for an additional 5 feet.

Mesmerizing Flash. While at half of its maximum hit points or below, the oclacerta's body pulsates an array of different colors. When a creature starts its turn within 30 feet of the oclacerta and is able to see the oclacerta, it must make a DC 13 Charisma saving throw, unless the oclacerta is incapacitated, paralyzed, or stunned.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the oclacerta until the start of its

next turn, when it can avert its eyes again. If the creature looks at the oclacerta in the meantime, it must immediately make the save.

Natural Camouflage. While the oclacerta remains motionless it is indistinguishable from the terrain it is touching.

Oiled Body. The oclacerta has advantage on Dexterity saving throws and Dexterity (acrobatic) checks.

Standing Leap. The oclacerta's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start. In addition, the oclacerta does not incur opportunity attacks while moving with a jump.

Actions

Multiattack. The oclacerta makes three attacks: two with its tentacles and one with its tail.

Beak. Melee Weapon Attack. +7 to hit, reach 20ft., one target. *Hit:* 13 (2d8 + 4) piercing damage

Fling. One Medium or smaller object held or creature grappled by the oclacerta is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Tentacle. Melee Weapon Attack. +7 to hit, reach 20ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The oclacerta has two tentacles, each of which can grapple one Medium or smaller target.

Tail. Melee Weapon Attack. +7 to hit, reach 20ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and the target is slick.

Hydropump (Recharge 5-6). The mizutsune releases a high pressure stream of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 21 (6d6) cold damage and be slick on a failed save, or half as much damage and isn't slick on a successful one.

OLTURA

Gargantuan dragon (elder), unaligned

Armor Class 23 (natural armor)
Hit Points 396 (24d20 + 144)
Speed 50 ft., fly 120 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 27 (+8) | 16 (+3) | 22 (+6) | 8 (-1) | 19 (+4) | 20 (+5) |

Saving Throws Dex +11, Con +14, Int +7

Skills Perception +12

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

Condition Immunities charmed, frightened, paralyzed, stunned

Senses truesight 120 Ft. passive Perception 22

Languages understands All languages, but can't speak, telepathy 1 mile

Challenge 28 (120,000 XP)

Proficiency +8

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

Magic Weapons. The oltura's weapon attacks are magical.

Moth-Like Wings. The oltura has six moth-like wings. Each wing can be attacked and crippled (AC 24; HP 40; same damage resistances as oltura). When you cripple a wing, the oltura's fly speed reduces by 10 feet. When three wings are crippled, it is unable to use its Wing Attack legendary action. When all six are crippled, it is unable to use its Vaporizing aura.

Vaporizing Aura (Recharge 4-6; Can't Recharge if all Wings are Broken). At the start of its turn a shimmering aura surrounds the oltura's body (*except its wings*) until the start of its next turn, if it is available. While this aura is active, any time the oltura is targeted by a *magic missile* spell, a line spell, or a spell or weapon attack that requires a ranged attack roll, roll a d6. On a 1 to 5, the oltura is unaffected. On a 6, the oltura is unaffected, and the effect is reflected back at the caster as though it originated from the oltura, turning the caster into the target.

Actions

Multiattack. The oltura uses its Frightful Presence. It then makes two Bite attack and one Wing attack. While flying, he makes two Claw attacks in place of its Wing attack. It can replace any of these attacks with its Energy Bullet attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit* 26 (4d8 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, 10 ft., one target. *Hit* 15 (2d6 + 8) slashing damage.

Energy Bullet. *Ranged Spell Attack.* +9 to hit, range 240 ft., one target. *Hit:* 27 (5d10) acid, cold, fire, necrotic, or thunder damage.

Wing. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit* 22 (4d6 + 8) bludgeoning damage.

Frightful Presence. Each creature of the oltura's choice that is within 120 feet of the oltura and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 oltura's Frightful Presence for the next 24 hours.

Energyball (Recharge 5-6). The oltura exhales a ball of acid, cold, fire, thunder, or necrotic energy at a point within 120 feet of it. Each creature in a 30-foot radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 91 (26d6) damage equal to the type of energy it exhaled on a failed save, or half as much damage on a successful one.

Luminosity (Recharges after a Long Rest). When the oltura is on the ground and below half of its maximum hit points, it can use this action to gather the energy from its wings into a gigantic ball of energy above it until the start of its next turn. While gathering energy, it can't use Legendary Actions, and it gains 400 temporary hit points until the start of its next turn.

On its subsequent turn, before it moves, the oltura must use its action to launch the energy at a point within 120 feet of it. Each creature in a 60-foot radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 100 force damage plus force damage equal to the number of temporary hit points the oltura had at the start of its turn on a failed save, or half as much damage on a successful one. If this damage reduces the creature to 0, it dies its body is vaporized.

Legendary Actions

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

Attack. The oltura makes a Bite or Energy Bullet attack.

Wing Attack (Costs 2 Actions). The oltura beats his wings. Each creature within 15 feet of the oltura must succeed on a DC 24 Dexterity saving throw or take 29 (6d6 + 8) bludgeoning damage and be knocked prone. The oltura can then fly up to half his flying speed.

Enrage Ray (Costs 3 Actions). The oltura fires a beam at a creature within 240 feet of it. That creature must succeed on a DC 21 Wisdom saving throw or go berserk. While berserk the creature must use its action each round to attack the creature nearest to it. If it can make extra attacks as part of the Attack action, it must use those extra attacks, moving to attack the next nearest creature after it fells its current target. The berserk lasts until the creature ends its turn with no creatures within 30 feet of it that it can see or hear.

OLTURA

Challenge Rating 28

Carves 6

| Carve Chance | Material | Slots |
|--------------|---------------------|-------|
| 1-3 | Elder Dragon Blood | (O) |
| 4-7 | Elder Dragon Bone | (O) |
| 8-9 | Oltura Carapace | (A,W) |
| 10-11 | Oltura Wing | (A,W) |
| 12-13 | Oltura Claw | (A,W) |
| 14-15 | Oltura Core | (A,W) |
| 16-17 | Eye of Oltura | (A,W) |
| 18-19 | Oltura Crown | (A,W) |
| 20 | Luminous Dragon Gem | (A,W) |

ARMOR MATERIAL EFFECTS

Oltura Carapace (Cosmetic)

Your armor is adorned with luminescent patterns resembling Oltura's moth-like wings, emitting a soft, shifting light that changes colors based on your emotions.

Oltura Wing

You have a flying speed of 60 feet and advantage on Dexterity (Stealth) checks while you wear this armor.

Oltura Claw

You are immune to radiant damage and resistant to psychic damage while you wear this armor.

Oltura Core

Health Boost+2. While wearing this armor, your hit point maximum increases by 3 for each character level you have.

Eye of Oltura

You gain a +5 bonus to your Intelligence (Investigation) checks and a +5 bonus to your passive Perception while attuned to this armor.

Oltura Crown

While attuned to this armor, your Intelligence score changes to 25. If your Intelligence is already equal to or greater than 25, the material has no effect on you.

Luminous Dragon Gem

Wings of Chaos. While you are attuned to this armor you can use an action to speak its command word to release an aura of chaos in a 10-foot radius around you for 1 minute. When a creature starts its turn in the aura or enters it for the first time on a turn, it must make a DC 18 Charisma saving throw or be confused until the end of its next turn as if by the *confusion* spell and immediately roll a d10 for its confusion behavior.

WEAPON MATERIAL EFFECTS

Oltura Carapace

Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Oltura Wing

Strong Attack. When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.

Oltura Claw

Your weapon deals an extra 2d6 radiant damage.

Oltura Core

While attuned to this weapon, you double the size of cone area of effects from spells and actions.

Eye of Oltura

While attuned to this weapon you can use an action to speak its command word, and select a number of creatures up to your proficiency bonus within 30 feet of you. Each creature can use their reaction to move up to 30 feet. Once you use this property you can't use it again until you finish a short or long rest.

Oltura Crown

Enlightened Blade. You have advantage on Intelligence (Arcana) checks and you increase any elemental damage die your weapon deals by one size. IE: a d6 becomes a d8.

Luminous Dragon Gem

Metamorphic Edge. When you place this material into a weapon, a second gem appears in your hand. This gem can only be placed in a weapon material slot of another weapon. While you are attuned to a weapon with this material in it, you can use an action to magically swap the weapon with the other and you are immediately attuned to the new weapon. The new weapon does not need to be on you, but it does need to be on the same plane of existence as you for the effect to work.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.

PACK OF WULGS

Huge swarm of Medium beast (fanged), unaligned

Armor Class 13 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 15 (+2) | 17 (+3) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Athletics +6, Perception +3

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities cold

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages —

Challenge 6 (2,300 xp)

Proficiency +3

One Wulg, Wulg Pack. The pack has advantage on an attack roll against a creature if the pack has half of its hit points or more.

Swarm. The pack can occupy another creature's space and vice versa, and the pack can move through any opening large enough for a medium creature. The pack can't regain hit points or gain temporary hit points.

Actions

Multiattack. The pack makes three Claw attacks.

Bite. *Melee Weapon Attack:* +6 hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage if the pack has half of its hit points or fewer.

Claw. *Melee Weapon Attack:* +6 hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, or 13 (4d4 + 3) slashing damage if the pack has half of its hit points or fewer. If the pack moved at least 20 feet straight toward a Medium or larger creature immediately before the hit, that target must succeed on a DC 14 Strength saving throw or the pack attaches itself to the target (escape DC 16).

Bonus Actions

Crunch. While attached to a creature, the pack makes one Bite attack against it.

PHANTOM URAGAAN

Small wyvern (brute), unaligned

Armor Class 17 (natural armor)

Hit Points 110 (17d6 + 51)

Speed 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 5 (-3) | 12 (+1) | 6 (-2) |

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Proficiency +3

Actions

Multiattack. The uragaan makes one Tail attack and two Chin Slam attacks.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Chin Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (6d4 + 4) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to 90 feet, during this move it may move through other creatures without provoking opportunity attacks. Each creature the uragaan moves through must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Emit Flames. (2/per Long rest). The uragaan releases a wave of fire from its underside in a 5-foot radius around it. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save or half as much damage on a successful one and does not catch fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

POBORUBARUMU

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., burrow 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|---------|
| 21 (+5) | 9 (-1) | 20 (+5) | 7 (-2) | 14 (+2) | 15 (+2) |

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

Damage Immunities thunder

Damage Resistances cold

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 60 Ft., passive Perception 17

Languages —

Challenge 15 (13,000 XP)

Proficiency +5

Disorienting Hymn. When a creature starts its turn within 300 feet of the poborubarumu and can hear the poborubarumu singing, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Actions

Multiattack. The poborubarumu makes three attacks: one with its bite, one with its claw, and one with its tail. Or it makes three air bullet attacks.

Air Bullet. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. *Hit* 16 (2d10) thunder damage plus 7 (2d6) cold damage and be afflicted with ice blight until the end of its next turn.

Bite. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. *Hit*: 18 (3d8 + 5) bludgeoning damage.

Claw. Melee Weapon Attack. +10 to hit, reach 5 ft., one target. *Hit*: 15 (3d6 + 5) bludgeoning damage plus 7 (2d6) thunder damage.

Tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) thunder damage.

Crush. The poborubarumu rises up on its hind legs and slams its body down in an 20-foot wide, 40-foot long area in front of it. Each creature in that area must succeed on a DC 18 Strength or Dexterity saving throw (target's choice), taking 38 (6d10 + 5) bludgeoning damage and be knocked prone on a failed save, or half as much damage, isn't knocked prone, and is pushed 5 feet out of the poborubarumu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the poborubarumu's space.

Bonus Actions

Deep Breath (Recharge 5-6). The poborubarumu takes a deep breath. Each creature in a 60-foot cone in front of

the poborubarumu must succeed on a DC 18 Strength saving throw, or be pulled 30 feet towards the a space in front of the poborubarumu. If the saving throw fails by 5 or more, the target is also knocked prone.

Pipe Organs. The poborubarumu plays a melody using its claws, head, or tail. Roll a d3 to determine which body part and consult the table below. Once the melody begins, the poborubarumu can no longer move and it can't take anymore actions on its turn. At the start of its next turn, if the melody is still playing, it ends and the poborubarumu gains one of the following effects based on the body part that was playing the melody:>

| d3 | Body Part | Effect |
|----|-----------|--|
| 1 | Claw | The poborubarumu Melee Weapon Attacks and Crush deal an extra 5 damage, to a maximum of 20.* |
| 2 | Head | The poborubarumu regains 30 hit points and any missing body parts regrow. |
| 3 | Tail | The poborubarumu movement and burrow speed increases by 5 feet, to a maximum movement speed of 60 feet.* |

*These effects last for 10 minutes. Once it reaches it maximum, the poborubarumu can't gain the benefits of these effects until it finishes a short or long rest.

The body part playing the melody can be attack to disrupt the melody (AC 16; HP 20). Damaging the body part deals no damage to the poborubarumu, but when the melody is disrupted, the poborubarumu must succeed on a DC 13 Wisdom saving throw, or fall under the effects of its Disorienting Hymn.

Legendary Actions

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

Shockwave. The poborubarumu expels a burst of air from its hand into the ground creating an explosion of terrain and air in a 30-foot cone on one of its sides. Each creature in that area must make a DC 18 Dexterity saving throw, taking 3 (1d6) thunder damage plus 3 (1d6) bludgeoning damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage on a successful one.

Trample (Costs 2 Actions). The poborubarumu moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creature the poborubarumu moves through must succeed on a DC 18 Dexterity saving throw or takes 15 (3d6 + 5) bludgeoning damage and be knocked prone.

Deafening Roar (Costs 3 Actions). The poborubarumu lets out an ear shattering roar. Each creature within 30 feet of the poborubarumu must succeed on a DC 18 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

RAZEWING RATHALOS

Huge wyvern (flying), unaligned

Armor Class 23 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 10 (+0) | 25 (+7) | 12 (+1) | 19 (+4) | 20 (+5) |

Saving Throws Str +15, Dex +8, Con +15, Wis +12, Cha +13

Skills Athletics +15, Perception +12

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 Ft. passive Perception 22

Languages —

Challenge 25 (75,000 XP, or 150,000 XP as a mythic encounter) **Proficiency** +8

Wings of Ruin (Recharges after a Short or Long Rest). If the rathalos would be reduced to 0 hit points, its current hit point total instead resets to 256 (19d12 + 133) hit points, it regains any expended uses of Legendary Resistance, and gains a flying speed of 180 feet. Additionally, the rathalos can now use its Sky-High Dive and the options in the "Mythic Actions" section for 1 hour.

Flyby. The rathalos doesn't provoke an opportunity attack when he flies out of an enemy's reach.

Hellfire. Fire damage dealt by the rathalos bypasses a creature's resistance to fire damage.

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

Actions

Multiattack. The rathalos uses his frightful presence. He then makes two Talon attacks and one Tail attack.

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

Talon. *Melee Weapon Attack:* +15 to hit, 10 ft., one target. *Hit* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit* 17 (3d6 + 7) bludgeoning damage and the target must succeed on a DC 23 Constitution saving throw or be poisoned for 1 minute. While poisoned the target takes 21 (6d6) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Savage Fireball. The rathalos exhales a fireball at a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the rathalos's choice that is within 120 feet of the rathalos and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 rathalos's Frightful Presence for the next 24 hours.

Ground Flare (Normal Form Only; Recharge 5-6). The rathalos exhales a condensed fireball at a point within 120 feet of it. Each creature in a 40-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 115 (33d6) fire damage on a failed save, or half as much damage on a successful one.

Sky-High Dive (Wings of Ruin Only; Recharge 5-6). The rathalos flies high into the sky without provoking opportunity attacks before it comes crashing down at a point within 120 feet of its start location. Each creature in a 20-foot radius sphere centered on that point must make a DC 23 Dexterity saving throw, taking 140 (40d6) fire damage on a failed save, or half as much damage on a successful one. The rathalos then lands in an unoccupied space adjacent to the area.

Legendary Actions

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

Attack. The rathalos makes a Bite attack.

Move. The rathalos moves up to half its speed without provoking opportunity attacks.

Ferocious Roar (Costs 2 Actions). The rathalos lets out an ear shattering roar. Each creature that is within 20 feet of the rathalos must make a DC 23 Constitution saving throw, taking 38 (11d6) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Mythic Actions

If the rathalos's Wings of Ruin trait has activated in the last hour, it can use the options below as legendary actions.

Tail Attack. The rathalos makes one Tail attack.

Fireball (Costs 2 Actions). The rathalos uses Savage Fireball.

Wing Attack (Costs 2 Actions). The rathalos beats his wings. Each creature within 15 feet of the rathalos must succeed on a DC 23 Dexterity saving throw or take 40 (6d10 + 7) bludgeoning damage and be knocked prone. The rathalos can then fly up to half his flying speed.

SHAGARUGANTIE

Huge dragon (elder), Chaotic Evil

Armor Class 18 (natural armor; 20 with Spike Regrowth)

Hit Points 184 (16d12 + 80)

Speed 50 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 14 (+2) | 20 (+5) | 12 (+1) | 18 (+4) | 16 (+3) |

Saving Throws Str +14, Dex +9, Wis +11

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

Condition Immunities charmed, exhaustion, frightened, petrified

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 19 (25,000 XP)

Proficiency +6

Frenzy. When a creature gains its third frenzy charge, it must make a DC 19 Constitution saving throw or be diseased with the frenzy virus until dispelled by a greater restoration or wish spell on a failed save, or isn't diseased and its frenzy charges reset to zero on a successful one.

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

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

Spiked Regrowth. The shagarugantie has spikes covering its body, granting it +2 AC. These spikes regrow at the start of the shagarugantie's turn if they are lost. After using an action or legendary action, the shagarugantie can use its Frenzied Spiked Explosion as part of the same action.

Actions

Multiattack. The shagarugantie can use its Frightful Presence. It then makes three attacks: one Bite, one Claw attack, and one Winged Arm attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage and the target gains one frenzy charge.

Claw. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target gains one frenzy charge.

Winged Arm. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning. If the target is Huge or smaller, it is grappled (escape DC 16).

Frightful Presence. Each creature of the shagarugantie's choice that is within 120 feet of the shagarugantie and aware of it must succeed on a DC 17 Wisdom saving

throw or become frightened for 1 minute. 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 shagarugantie's Frightful Presence for the next 24 hours.

Frenzied Spiked Explosion. The spikes on the shagarugantie explode outward, removing the AC bonus it receives spiked regrowth and strikes all targets within 30-foot sphere of it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 10 (3d6) piercing damage and gains one frenzy charge on a failed save or half as much damage and doesn't gain a frenzy charge on a successful one.

Frenzy Burst (Recharge 5-6). The magala's fires an orb of concentrated frenzy virus at a space within 320 feet of it. Each creature in a 25-foot line that is 5 feet wide centered on the space and perpendicular to the magala must make a DC 19 Dexterity saving throw, taking 42 (12d6) necrotic damage and gain one frenzy charge on a failed save, or half as much damage and doesn't gain a charge on a successful one.

Frenzied Breath (Recharge 6). The shagarugantie fires a frenzied beam in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 65 (10d12) necrotic damage and gains one frenzy charge on a failed save, or half as much damage and doesn't gain a frenzy charge on a successful one.

Legendary Actions

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

Move. The shagarugantie moves up to its speed without provoking opportunity attacks.

Wing Attack. The shagarugantie makes a Winged Arm attack.

Fling (Costs 2 Actions). One Large or smaller object held, or creature grappled by the shagarugantie is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Trample (Costs 2 Actions). The shagarugantie moves up to its speed, during this move it may move through other creatures without provoking opportunity attacks. Any creatures the shagarugantie moves through must succeed on a DC 20 Dexterity saving throw or take 29 (4d10 + 7) bludgeoning damage and be knocked prone.

SANDSTORM LAGIACRUS

Huge leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 220 (21d12 + 84)

Speed 50 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 20 (+5) | 18 (+4) | 10 (+0) | 14 (+2) | 7 (-1) |

Saving Throws Str +10, Con +12

Skills Perception +8

Damage Resistances fire, lightning

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 18

Languages —

Challenge 18 (20,000 XP)

Proficiency +6

Hold Breath. The lagiacruss can hold its breath for 2 hours.

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

Actions

Multiattack. The lagiacruss makes one Bite attack and two Tail attacks. It can replace any of these attacks with a Sand Blast attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage + 3 (1d6) lightning damage.

Sand Blast. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 10 (3d6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Electric Discharge. The lagiacruss releases electricity in a 15-foot radius around it. Each creature that area must make a DC 18 Dexterity saving throw, taking 16 (3d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one.

Molten Breath (Recharge 5–6). The cerberus exhales a 60-foot cone of molten glass. Each creature in the area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one. The molten glass in the area cools into jagged shards, becoming difficult terrain. When a Large or smaller creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. The glass in each space can be attack and destroyed (AC 5, hp 1).

Legendary Actions

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

Attack. The lagiacruss makes one Tail attack or one Sand Blast attack.

Fulgur Pillar (Costs 2 Actions). The lagiacruss calls down lightning down into an unoccupied space within 60 feet of it. Each creature within 5 feet of the space must make a DC 18 Dexterity saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one.

If the lightning strikes sand or soft ground, it create a 10-foot tall fulgurite pillar in the space the lightning hit. This pillar can be attacked and destroyed (AC 10; hp 10). Destroying the pillar causes it to explode into shards. Each creature within 10-feet of explosion takes 10 (3d6) slashing damage.

Lightning Charge (Costs 2 Actions). The lagiacruss moves up to its speed, without provoking attacks of opportunity, during this move it may move through other creatures. Any creatures the lagiacruss moves through must succeed on a DC 17 Dexterity saving throw or take 18 (4d6 + 4) lightning damage and is afflicted with thunderblight for 1 minute.

SMOKEY THE ARZUROS

Large beast (fanged), unaligned

Armor Class 17 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 35 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 16 (+3) | 10 (+0) | 12 (+1) | 14 (+2) |

Skills Persuasion +5, Stealth +7

Damage Resistances necrotic

Damage Immunities fire

Senses passive Perception 11

Languages All

Challenge 5 (1,800 XP)

Proficiency +3

Control Size. When the arzueros casts the *enlarge/reduce* spell. It can choose any size category to become, instead of just one size larger or smaller.

Fire Sense. The arzueros knows the location of all fires within 1 mile of it.

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

Actions

Multiattack. The arzueros makes four Claw attacks or two Shovel attacks.

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

Shovel. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Spellcasting. The arzueros casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *control flames*, *disguise self*, *enlarge/reduce* (self only)

1/day: *time stop*

Bonus Actions

Aggressive. The arzueros moves up to its speed toward a hostile creature that it can see.

STORMCHASER VALSTRAX

Huge dragon (elder), unaligned

Armor Class 21 (natural armor)

Hit Points 299 (26d12 + 130)

Speed 40 ft., fly 180 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 18 (+4) | 21 (+5) | 16 (+3) | 10 (+0) | 10 (+0) |

Saving Throws Dex +11, Con +12, Cha +7

Skills Acrobatics +11, Perception +14

Damage Immunities lightning, necrotic

Condition Immunities charmed, frightened

Senses passive Perception 24

Languages Draconic

Challenge 23 (62,000 XP or 124,000 XP as a mythic encounter) **Proficiency** +7

Bringer of Storms. A thunderstorm follows the valstrax where ever it goes. On initiative 20 (losing all initiative ties), a lightning bolt strikes down on a random creature within 300 feet of the valstrax. That creature must make a DC 20 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Dive Attack. If the valstrax is flying and dives at least 120 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 36 (8d8) lightning damage to the target.

Eye of the Storm (Recharges after a Short or Long Rest). If the valstrax would be reduced to 0 hit points, its current hit point total instead resets to 264 (23d12 + 115) hit points, it recharges its Crimson Beam, it regains any expended uses of Legendary Resistance before disengaging and flying 1000 feet into the thunderstorm above. At the start of its next turn, the valstrax appears 5 feet above the creature that was struck by lightning from its Bringer of Storms. Additionally, the valstrax can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 62,000 XP (124,000 XP total) for defeating the valstrax after its Eye of the Storm activates.

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

The Yellow Comet. The valstrax doesn't provoke opportunity attacks when it takes the Dash action.

Actions

Multiattack. The valstrax makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Wing. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 7) piercing damage. If the

valstrax's Eye of the Storm trait has activated in the last hour, the target takes an extra 13 (3d8) lightning damage and it must succeed on a DC 20 Constitution saving throw or be afflicted with thunderblight for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the thunderblight on a success.

Crimson Salvo. The valstrax fires six draconic energy balls at a target within 60 feet of it. That target must make a DC 20 Dexterity saving throw, taking 27 (6d8) necrotic on a failed save or half as much damage on a successful one.

Crimson Beam (Recharge 5-6). The valstrax positions its wings in front of it to release accumulated draconic energy in a 120-foot line that is 10-foot wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 70 (20d6) necrotic damage on a failed save or half as much damage on a successful one.

Bonus Actions

Lightning Aura (Eye of the Storm Only). Lightning arcs off the valstrax until 1 hour has passed since its Eye of the Storm was activated. At the start of each of the valstrax's turns, each creature within 5 feet of it takes 10 (3d6) lightning damage. A creature that touches the valstrax or hits it with a melee attack while within 5 feet of it takes 10 (3d6) lightning damage.

Legendary Actions

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

Attack. The valstrax makes a wing attack.

Rocket Dash (Costs 2 Actions). The valstrax moves up to half its fly speed in a straight line, during this move it can move through other creatures without provoking attacks of opportunity. Any creatures the valstrax moves through must succeed on a DC 20 Dexterity saving throw or take 25 (4d8 + 7) slashing damage plus 9 (2d8) necrotic damage and are knocked prone on a failed save. On a successful save, the target takes half damage and is not knocked prone.

Ground Zero Burst (Costs 2 Actions). The valstrax releases draconic energy in a 15-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 31 (7d8) necrotic damage on a failed save or half as much damage on a successful one.

Mythic Actions

If the valstrax's Eye of the Storm trait has activated in the last hour, it can use the options below as legendary actions.

Tail Attack. The valstrax makes one Tail attack.

Lightning Bolt (Costs 2 Actions). The valstrax fires a bolt of lightning from its tail in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

TARTARONIS

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)

Hit Points 203 (11d20 + 88)

Speed 20 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|--------|--------|---------|---------|
| 27 (+8) | 10 (+0) | 27 (8) | 9 (-1) | 11 (+0) | 10 (+0) |

Saving Throws Dex +6, Wis +6

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

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses tremorsense 120 ft. passive Perception 10

Languages Draconic

Challenge 19 (22,000 XP)

Enrage (1/day). The first time the tartaronis hp drops below three-quarters of its maximum hit points, it enrages for 1 minute. While enraged, the tartaronis gains a fly speed of 60 feet, it can fire two additional spines with its multiattack, and it can use its sand breath action and dust devils legendary action. When it drops below one-quarter of its maximum hit points, it enrages again, gaining the same benefits as before.

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

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

Siege Monster. The tartaronis deals double damage to objects and structures.

Siege Vulnerability. Siege weapons bypass the tartaronis' immunities and resistances.

Sand Surfing. The tartaronis can swim through desert terrain as if it was water.

Underground Charge. If the tartaronis moves at least 20 feet straight toward a creature while underground, it can then make a horn attack as a bonus action.

Actions

Multiattack. The tartaronis makes four spine attacks.

Body Slam. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Horn. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Spine. *Range Weapon Attack.* +12 to hit, reach 30/120 ft., one target. *Hit:* 10 (3d6) piercing damage.

Recharge Actions (Recharge 5-6). The tartaronis uses one of the following actions:

Fin Slam (While Not Enraged Only). The tartaronis slams both of its 10-foot wide, 30-foot long fins onto the ground (in different directions, and on opposite sides of its body) crushing anything under them and sending debris in another 30-foot long line that is 10-feet wide. Each creature under the fin or in the path of the debris must make a DC 22 Dexterity saving throw, taking 52 (8d10+8) bludgeoning damage and be knocked prone on a failed save or half as much damage on a successful one and isn't knocked prone.

Wind Tunnel (While Enraged Only). The tartaronis exhales sand and debris in a 60-foot cone in front of it. Each creature in the area must make a DC 22 Dexterity saving throw, taking 52 (15d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Dig. The tartaronis burrows underground and moves up to half its swim speed.

Move Devil. The tartaronis can move all dust devils up to 30 feet in any direction.

Spine Attack. The tartaronis makes a spine attack.

Dust Devils (Costs 2 Actions, must be enraged). The tartaronis chooses 4 unoccupied spaces within 60 feet of it. An elemental force that resembles a dust devil that is 40-feet high and 5-feet wide appears in the space and lasts for 1 minute. Any creature that starts its turn within 5 feet of the dust devil must make a DC 22 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Swim (Costs 2 Actions). The tartaronis digs partially under the ground and exposing its spined back and moves up to its swim speed, during this move it may move through other creatures without provoking opportunity attacks. Any creatures the tartaronis moves through must succeed on a DC 22 Dexterity saving throw or take 26 (4d12) bludgeoning damage and be knocked prone.

Reactions

Sand Cloud. When a creature makes an attack against the tartaronis, it can use its reaction to expel a large sand cloud. Each creature within 10 feet of the tartaronis must make a DC 22 Strength saving throw, taking 10 (3d6) bludgeoning damage and be knocked prone. If a creature fails the save by 5 or more it is also pushed 10 feet away from the tartaronis.

VERSA PIETRU

Huge dragon (elder), unaligned

Armor Class 25 (natural armor)

Hit Points 410 (20d12 + 200)

Speed 60 ft., fly 120 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

30 (+10) 17 (+3) 30 (+10) 14 (+2) 20 (+5) 21 (+5)

Saving Throws Str +19, Dex +12, Wis +14, Cha +14

Skills Perception +14

Damage Immunities necrotic, radiant; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 240 Ft., truesight 120 ft., passive Perception 24

Languages Draconic

Challenge 29 (135,000 XP)

Legendary Resistance (5/Day). If the versa pietru fails a saving throw, it can choose to succeed instead.

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

Regeneration. The versa pietru regains 30 hit points at the start of its turn if it has at least 1 hit point.

Standing Leap. The versa pietru's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The versa pietru can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +19 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage plus 18 (4d8) fire damage.

Claws. *Melee Weapon Attack.* +19 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack.* +19 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage. On hit, the target must make a DC 27 Strength saving throw or be knocked prone.

Deadly Leap. If the versa pietru jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 27 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 37 (6d8 + 10) bludgeoning damage. On a successful save, the

creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the versa pietru's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the versa pietru's space.

Frightful Presence. Each creature of the versa pietru's choice that is within 120 feet of the versa pietru and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. 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 versa pietru's Frightful Presence for the next 24 hours.

White Shot. The versa pietru exhales a white hot fireball at a point within 120 feet of it. Each creature within a 20-foot-radius sphere of that point must make a DC 27 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

White Breath (Recharge 5-6). The versa pietru exhales fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

Move. The versa pietru moves up to its speed without provoking opportunity attacks.

Tail Attack. The versa pietru makes a bite attack.

Wing Attack (Costs 2 Actions). The versa pietru beats its wings. Each creature within 30 feet of the versa pietru must succeed on a DC 27 Dexterity saving throw or take 26 (3d10 + 10) bludgeoning damage and be knocked prone. The versa pietru can then fly up to half its flying speed.

Reactions

Barrier (3/day). When the versa pietru must make a Dexterity saving throw against an area effect, such as a red dragon's fiery breath or the *lightning bolt* spell, they can use their reaction to create a barrier until the end of the turn. The barrier covers a 15-foot-radius sphere around the versa pietru and each creature in the area has resistance to all damage as long as they remain in the barrier.

VARIANT: MAKILI PIETRU

The versa pietru has another form they take when they go on a rampage. This form is known as the makili pietru and its white shot and white breath name changes to **Black Shot**

and **Black Breath**. Its black shot and black breath attacks deal necrotic damage instead of fire.

VOID GREAT GIRROS

Large wyvern (fanged), unaligned

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

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

Saving Throws Con +8

Skills Perception +6

Damage Resistances bludgeoning, necrotic, piercing, slashing

Damage Immunities lightning

Condition Immunities incapacitated, paralyzed

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Blink At the end of the great girros's turn roll a d20. On a roll of 11 or higher, the great girros vanishes from its current plane of existence, ending all conditions afflicting it, and appears in the Ethereal Plane (the trait fails if it is already on that plane). At the start of the great girros's next turn, roll a d20. On a roll of 11 or higher, the great girros ends all conditions afflicting it and returns to an unoccupied space of its choice that it can see within 10 feet of the space it vanished from. If no unoccupied space is available within that range, the great girros appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

While on the Ethereal Plane, the great girros can only be affected by other creatures on the Ethereal Plane, but its Fang and Claw attacks can target creatures on the plane of existence they vanished from. Creatures that aren't there can't perceive it or interact with it, unless they have the ability to do so.

Cerebral Calcification Venom. The unique venom from the void great girros induces an altered form of petrification, targeting the victim's brain rather than the entire body. This process has no effect on constructs. A creature afflicted with this venom must make a DC 16 Wisdom saving throw at the end of each of its turns.

On a failed save the creature takes 21 (6d6) psychic damage minus two dice for each failed save (see below), and it can see 30 feet into the ethereal plane and interact with the plane until the end of its next turn (including attacking creatures it can see). On a successful save, it takes half as much damage.

If it successfully saves against this venom three times, the effect ends and the creature is immune to the great girros' cerebral calcification venom for 24 hours, but it is able to see great girros in the ethereal plane and interact with them until it is no longer immune to the venom.

If it fails its saves three times, the venom's effects manifest as follows until freed by the greater restoration spell or other magic that cures petrification:

- The affected creature becomes incapacitated, rendering it unable to move, speak, or perceive its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.

Ethereal Sight. The great girros can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Actions

Multiattack. The great girros makes one Headbutt attack and two Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature and not a Construct, it must succeed on a DC 16 Constitution saving throw or be afflicted with Cerebral Calcification Venom.

Headbutt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the great girros moved at least 20 feet straight toward a creature immediately before the hit, the target takes an extra 5 (2d4) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Paralyzing Spit. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one creature. *Hit:* The creature is poisoned for 1 minute. While poisoned in this way the target is paralyzed. A creature can make a DC 16 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The great girros looses a shriek, calling 2 (1d4) void girros to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great girros and obeying its hissed commands.

Legendary Actions

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

Attack. The great girros makes one Headbutt attack.

Spit (Costs 2 Actions). The great girros makes one Paralyzing Spit attack.

Blur (Costs 3 Actions). The great girros immediately rolls a d20 for its Blink trait.

VOID GIRROS

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 10 (+0) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |

Skills Perception +3

Damage Resistance acid

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency +2

Blink At the end of the girros's turn roll a d20. On a roll of 11 or higher, the girros vanishes from its current plane of existence, ending all conditions afflicting it, and appears in the Ethereal Plane (the trait fails if it is already on that plane). At the start of the girros's next turn, roll a d20. On a roll of 11 or higher, the girros ends all conditions afflicting it and returns to an unoccupied space of its choice that it can see within 10 feet of the space it vanished from. If no unoccupied space is available within that range, the girros appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

While on the Ethereal Plane, the girros can only be affected by other creatures on the Ethereal Plane, but its Fang and Claw attacks can target creatures on the plane of existence they vanished from. Creatures that aren't there can't perceive it or interact with it, unless they have the ability to do so.

Cerebral Calcification Venom. The unique venom from the void girros induces an altered form of petrification, targeting the victim's brain rather than the entire body. This process has no effect on constructs. A creature afflicted with this venom must make a DC 12 Wisdom saving throw at the end of each of its turns.

On a failed save the creature takes 10 (3d6) psychic damage minus one dice for each failed save (see below), and it can see 30 feet into the ethereal plane and interact with the plane until the end of its next turn (including attacking creatures it can see). On a successful save, it takes half as much damage.

If it successfully saves against this venom three times, the effect ends and the creature is immune to the girros' cerebral calcification venom for 24 hours, but it is able to see girros in the ethereal plane and interact with them until it is no longer immune to the venom.

If it fails its saves five times, the venom's effects manifest as follows until freed by the greater restoration spell or other magic that cures petrification:

Pack Tactics. The girros has advantage on an attack roll against a creature if at least one of the girros's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage. If the target is a creature and not a Construct, it must succeed on a DC 12 Constitution saving throw or be afflicted with Cerebral Calcification Venom.

WERENARGACUGA

Medium humanoid (human, shapechanger), any alignment

Armor Class 13 in humanoid form, 14 (natural armor) in nargacuga or hybrid form

Hit Points 142 (19d8 + 57)

Speed 30ft. (40ft., fly 30ft. in nargacuga or hybrid form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 17 (+3) | 11 (+0) | 12 (+1) | 10 (+0) |

Skills Perception, +4, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 14

Languages Common (can't speak in nargacuga form)

Challenge 7 (2,900 XP)

Shapechanger. The werenargacuga can use its action to polymorph into a Large nargacuga-humanoid hybrid or into a Large sized nargacuga, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Pounce (Nargacuga or Hybrid Form Only). If the werenargacuga moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the werenargacuga can make one bite attack against it as a bonus action.

Shadow Stealth (Nargacuga or Hybrid Form Only). While in dim light or darkness, the werenargacuga can take the Hide action as a bonus action.

Actions

Multiattack. In nargacuga form, the werenargacuga makes three attacks, only one of which can be with its tail or bite. In humanoid form, it makes four shortsword attacks. In hybrid form, it can attack like a nargacuga or a humanoid.

Bite (Nargacuga or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werenargacuga lycanthropy.

Claw (Nargacuga or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Tail (Nargacuga Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Tail Spike (Nargacuga or Hybrid Form Only). *Range Weapon Attack:* +7 to hit, reach 30/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

ZINUTSUNE

Huge leviathan, unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 21 (+5) | 23 (+6) | 21 (+5) | 10 (+0) | 14 (+2) | 9 (-1) |

Saving Throws Dex +11, Wis +7

Skills Acrobatics +11, Perception +7

Damage Resistances lightning

Condition Immunities slick

Senses darkvision 60 ft. passive Perception 17

Languages —

Challenge 13 (10,000 XP)

Conductive Bubbles. A creature that is afflicted by the slick condition from the zinutsune takes 7 (2d6) lightning damage at the end of each of its turns.

Oiled Body. The zinutsune has advantage on Dexterity (acrobatic) checks.

Actions

Multiattack. The zinutsune makes three attacks: one with its bite, one with its tail, and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the zinutsune can't use its bite on another target.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 3 (1d6) lightning damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage plus 3 (1d6) lightning damage. If the target is a creature, it is slick.

Bubble Prison. *Range Weapon Attack:* +11 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical Objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the Sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble has AC 15, 30 hit points, resistance to bludgeoning damage, immunity to poison and psychic damage, but vulnerable to piercing damage. At the end of the zinutsune's turn all bubbles rise 10 feet higher into the air.

Recharge Actions (Recharge 5-6). The zinutsune uses one of the following actions:

Bubble Wreath. The zinutsune spins in a circle releasing electrified bubbles in a 15-foot-radius sphere around it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) cold damage plus 21 (6d6) lightning damage and be slick on a failed save, or half as much damage and isn't slick on a successful one.

Charge. The zinutsune gathers energy from the thunderbugs around it, causing an explosion of lightning in a 10-foot radius around it, while also shrouding itself in an aura of lightning for 1 minute. Each creature in the explosions area must make a DC 18 Strength saving throw, taking 38 (11d6) lightning damage, and be pushed back 10 feet on a failed saving throw, or half as much damage and isn't pushed back on a successful one.

Additionally, while the lightning aura is active, if a creature ends its turn within 10 feet of the zinogre, that creature takes 7 (2d6) lightning damage.

Hydroelectric Breath. The zinutsune expels a high pressure stream of water and lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 27 (5d10) cold damage plus 27 (5d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Tail Sweep. When a creature is *slick* and starts its turn within 10 feet of the zinutsune. The zinutsune can use its reaction to sweep its tail, hitting the creature's legs. The creature must then succeed on a DC 18 Dexterity saving throw or be knocked prone.

MOORWEN

Huge Monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 50 ft., climb 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 24 (+7) | 20 (+5) | 22 (+6) | 8 (-1) | 18 (+4) | 13 (+1) |

Saving Throws Dex +17, Wis +10, Cha +7

Skills Athletics +13, Perception +10, Stealth +11

Damage Resistances fire; bludgeoning, piercing, slashing

Senses blindsight 30 Ft., darkvision 120 ft., passive Perception 20

Languages —

Challenge 17 (18,000 XP)

Proficiency +6

Bioluminescence. The moorwen sheds bright red orange light in a 0 to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The moorwen can alter the radius as a bonus action.

Flame Susceptibility. If the moorwen takes fire damage, it suffers two effects until the end of its next turn: its AC is reduced by 2; and attacks that deal bludgeoning, piercing, and slashing damage bypass the moorwen's resistances.

Hold Breath. The moorwen can hold its breath for 30 minutes.

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

Pounce. If the moorwen moves at least 20 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 23 Strength saving throw or be knocked prone. If the target is prone, the moorwen can make one Tail attack against it as a bonus action.

Actions

Multiattack. The moorwen makes two Bite attacks and one Tail attack. It replaces its Tail attack with a Claw attack if a creature is impaled on its tail.

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

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage. If the target has at least one limb and the moorwen rolled a 20 on the attack roll, the target takes an extra 27 (6d8) slashing damage or the moorwen cuts a limb off the target (DM's choice).

Impale (Recharge 5-6). The moorwen makes one Tail attack against a Medium or smaller creature. If the attack hits, the target takes the Tail's damage, the target is impaled on the moorwen's tail (escape DC 23).

While impaled the target is restrained and the moorwen can use its action on subsequent turns to inject its bioluminescence into the impaled creature, dealing 49 (9d10) radiant damage to it. If this damage reduces the creature to 0 hit points, its body explodes.

Legendary Actions

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

Attack. The moorwen makes one claw attack.

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

Tail Swipe (Costs 2 Actions). The moorwen spins in a circle swinging its tail. Each creature within 10 feet of the moorwen must succeed on a DC 23 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The moorwen can then move up to half its speed.

TYPHON MIMIC

Small aberration (shapechanger), unaligned

Armor Class 11 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft., climb 30 ft.

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

Skills Stealth +4
Damage Immunities necrotic
Condition Immunities prone
Senses darkvision 60 Ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Shapechanger. The mimic can use its action to polymorph into a Medium or smaller object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 11).

Face Hug. The mimic tightly wraps its pseudopods around a Large or smaller creature's face that it is grappling. That creature must succeed on a DC 11 Strength saving throw, taking 4 (1d8) necrotic damage as one of the mimic's pseudopods is rammed down their throat. If the necrotic damage reduces the target to 0 Hit Points, the target dies and the body dissolves into a black goo before splitting into 1d4 mimics that attempt to flee the area.

TYPHON PHANTOM

Medium aberration, unaligned

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 16 (+3) | 5 (-3) | 16 (+3) | 8 (-1) |

Saving Throws Wisdom +6
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages it knew in life, but can only speak a few phrases it knew
Challenge 6 (2,300 XP)

Phantom Shift. As a bonus action the phantom teleports up to 15 feet to an unoccupied space that it can see.

Actions

Multiattack. The phantom makes two tentacle attacks.

Tentacle. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing or slashing damage.

Kinetic Orb. *Ranged Weapon Attack.* +6 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) force damage and the target is pushed back 5 feet.

Kinetic Blast (recharge 5-6). The phantom fires off a ball of kinetic force to a point within 120 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 28 (8d6) force damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Legendary Actions

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

Attack. The phantom makes one attack with its tentacle or kinetic orb.

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

LICKER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft., Climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 14 (+2) | 7 (-2) | 13 (+1) | 8 (-1) |

Skills Perception +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities blinded, exhaustion, poisoned

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages —

Challenge 3 (900 XP)

Proficiency +2

Blind Senses. The licker can't use its blindsight while deafened and unable to smell.

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

Standing Leap. The licker's long jump is up to 20 feet and its high jump is up to 15 feet, without a running start. In addition, the licker does not provoke opportunity attacks while moving with a jump.

Actions

Multiattack. The licker makes one Tongue attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +6 hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage

Tongue. *Melee Weapon Attack:* +6 hit, reach 20 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the licker can't make a Tongue attack against another target. If this damage reduces the creature to 0, it dies as its head is removed from its body and it is not grappled.

Bonus Actions

Leap. The licker leaps up to 20 feet in any direction, provided its speed isn't 0.

Pull in. The licker pulls a grappled target 15 feet towards it.

NEMESIS (FORM 1)

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 13 (+1) | 20 (+5) | 10 (+0) | 16 (+3) | 10 (+0) |

Saving Throws Con +11, Wis +9

Skills Athletics +12, Perception +9

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, disease, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 120ft., passive Perception 19

Languages —

Challenge 18 (20,000 XP)

Faultless Tracker. Nemesis is given a quarry by his creator. Nemesis knows the direction and distance to his quarry as long as the two of them are on the same plane of existence. Nemesis also knows the location of his creator.

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

Regeneration. Nemesis regains 15 hit points at the start of its turn. If Nemesis takes acid or fire damage, this trait doesn't function at the start of his next turn. Nemesis dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Nemesis makes three attacks: two with its unarmed strike and one with its tentacle.

Head Crush. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one creature that Nemesis is grappling. *Hit:* 27 (6d6 + 6) bludgeoning damage. If this attack reduces a creature's hit points to 0 or less, Nemesis crushes the creature's head. The creature dies if it can't survive

without the lost head. A creature is immune to this effect if it is immune to bludgeoning damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be crushed by Nemesis.

Rocket Launcher (5/day). *Ranged Weapon Attack.* +12 to hit, range 400/1200 ft., one target. *Hit:* 22 (3d8+1) bludgeoning damage. On a hit or miss the rocket explodes. The target and each creature within 15 feet of it must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save or half as much damage on a successful one.

Tentacle. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, Nemesis can only use its tentacle on the grappled creature and has advantage on attack rolls to do so.

Unarmed Strike. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Legendary Actions

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

Attack. Nemesis makes one attack with its tentacle.

Pull. One creature grappled Nemesis's tentacle must make a DC 13 Strength saving throw, provided that the target weighs 660 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of Nemesis, and Nemesis makes an unarmed strike against the creature.

Violent Roar (Costs 2 Actions). Nemesis lets out an ear shattering roar in a 60 foot cone in front of it. Each creature in that area must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Crush (Costs 3 Actions.) Nemesis makes head crush attack.

ADDITIONAL WEAPONS

You can swap Nemesis's Rocket Launcher action for one of following actions:

Flamethrower (recharges 5-6). Nemesis releases gout of flames in a 30-foot cone in front of it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save or half as much damage on a successful one.

Chaingun. *Ranged Weapon Attack.* +12 to hit, range 80/320 ft., two creatures adjacent to each other. *Hit:* 27 (4d12+1) piercing damage.

**If nemesis uses the chaingun, his CR drops to 16.*

NEMESIS (FORM 2)

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., climb 40 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 15 (+2) | 22 (+6) | 10 (+0) | 16 (+3) | 10 (+0) |

Saving Throws Con +12, Wis +9

Skills Athletics +14, Perception +11

Damage Resistances fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, disease, exhaustion, frightened, poisoned

Senses blindsight 60ft., passive Perception 21

Languages —

Challenge 19 (22,000 XP)

Faultless Tracker. Nemesis is given a quarry by his creator. Nemesis knows the direction and distance to his quarry as long as the two of them are on the same plane of existence. Nemesis also knows the location of his creator.

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

Pounce. If Nemesis moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is prone, Nemesis can make one bite attack against it as a bonus action.

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

Actions

Multiattack. Nemesis makes two attacks: one with its claw and one with its tentacle.

Bite. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Claw. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tentacle. *Melee Weapon Attack.* +14 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 11 (2d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0, and rises as a zombie at the start of its next turn.

Legendary Actions

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

Claw Attack. Nemesis makes a claw attack.

Tentacle Slam. Nemesis chooses one creature he can see within 20 feet of him. That creature must make a DC 22 Strength saving throw, taking 21 (3d8+8) bludgeoning damage and be knocked prone on a failed save, or half as much damage on a successful one and is not knocked prone.

Violent Roar (Costs 2 Actions). Nemesis lets out an ear shattering roar. Each creature that is within 30 feet of Nemesis must succeed on a DC 20 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Impale (Costs 3 Actions). *Melee Weapon Attack.* +14 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage and the target is impaled. While impaled the creature is grappled (escape DC 22), and is restrained until the grapple ends.

When the grapple ends, the impaled creature must make a DC 22 Constitution saving throw, losing 42 (12d6) hit points due to blood loss on a failed save, or half as many hit points on a successful one. Nemesis can't attack another creature with its tentacle while it has a target impaled.

VERDUGO

Medium monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 14 (+2) | 19 (+4) | 7 (-2) | 14 (+2) | 6 (-2) |

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Cold Susceptibility. If the verdugo takes cold damage, it suffers three effects until the end of its next turn: its speed is halved, it has disadvantage on Strength and Dexterity saving throws, and it is vulnerable to bludgeoning damage.

Regeneration. The verdugo regains 10 hit points at the start of its turn. If the verdugo takes cold damage, this trait doesn't function at the start of the verdugo's next turn. The verdugo dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The verdugo makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Bladed Tail. *Melee Weapon Attack:* +10 hit (the target can't benefit from cover), reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and the target is impaled. While impaled the creature is grappled (escape DC 16), and is restrained until the grapple ends.

If this damage reduces the creature to 0, it dies as its head is removed from its body and it is not impaled.

When the grapple ends, the impaled creature must make a DC 18 Constitution saving throw, losing \$\$ (12d6) hit points due to blood loss on a failed save, or half as many hit points on a successful one. Verdugo can't attack another creature with its Bladed Tail while it has a target impaled.

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

Legendary Actions

The tetranadon can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tetranadon regains spent legendary actions at the start of its turn.

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

Shove. One creature within 5 feet of the verdugo must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away. If the save fails by 5 or more, the creature is also knocked prone.

Stab (Costs 2 Actions). The verdugo makes one Bladed Tail attack.

TINKER KNIGHT

Small Humanoid (gnome), chaotic neutral

Armor Class 16

Hit Points 187/187 (25d6 + 100)

Speed 25 ft. (60 ft. while on mobile gear)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 20 (+5) | 18 (+4) | 20 (+5) | 12 (+1) | 8 (-1) |

Saving Throws Str +4, Dex +9, Wis +5

Skills Acrobatics +9

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Challenge 12 (8,400 XP)

Bag of Wrenches. The tinker knight has a bag of holding, but filled with 500 lbs. of wrenches, which explains why he seems to never run out of them.

Gnome Cunning. The tinker knight has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Paragon Creature. The tinker knight counts as a number of creatures equal to its paragon multiplier (2) for the purposes of determining combat encounters. The XP value for the tinker knight is multiplied by its paragon multiplier.

Mobile Gear. The tinker knight has crafted a mount he proudly calls the "Mobile Gear". While he rides this gear; his speed is 60 feet, he must move his maximum movement each turn, and he has advantage on checks to remain mounted on the gear.

Nothing Without my Wheel. If the tinker knight is not on his mobile gear at the start of his turn, he will use his movement to move in its direction.

Hit and Run. While on the mobile gear, the tinker knight can move through the spaces of other creatures without provoking opportunity attacks. Any creature the tinker knight moves through on his turn must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) bludgeoning damage or 14 (4d6) bludgeoning damage while in the tinker tank and be knocked prone on a failed save, or half as much damage and is pushed into an adjacent unoccupied space that isn't in the tinker knight's path on a successful one.

Actions

Multiattack. The tinker knight makes three wrench attacks.

Wrench. *Melee Weapon Attack or Range Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (1d8 + 5) bludgeoning damage.

Temper Tantrum (While not on the Mobile Gear or Tinker Tank, Recharge 5-6). The tinker knight throws a temper tantrum, sending out a hail of wrenches in a 15-radius around him. Each creature in that area must make a DC 17 Dexterity saving throw, taking 42 (12d6) bludgeoning damage on a failed save, or half as much on a successful one.

Paragon Traits

Paragon Fortitude. The tinker knight has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, the tinker knight immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the tinker knight dies. When it takes a long rest, the tinker knight heals all hit points in the current pool and fully heals one depleted hit point pool.

Paragon Transformation. When the first pool of hit points becomes inactive, the tinker tank enters combat through a wall or some other dramatic fashion, like unburrowing from the ground. The tinker knight's mobile gear flies the tinker knight up to the top of the tinker tank where he can control it. The Tinker Knight changes as follows:

He loses the following traits and actions: **Mobile Gear, Not without my Wheel, and Temper Tantrum.**

He gains the following trait:

Tinker Tank. The tinker tank is a Huge construct that is immune to all damage, all conditions except the grappled and restrained condition, and has a movement speed of 40 feet. It remains active so long as the tinker knight is alive and remains in the tank.

While the tinker knight is in the tinker tank, he has three-quarters cover (+5 bonus to his AC) and cannot be unwillingly removed from the tank (sovereign glue, or some other reason you make up as to why he can't).

The tinker tank can be climbed onto, it requires three successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) checks to reach the top of the tank where the tinker knight resides. First success gets them onto the chest, second success they get on the drill or bounce bomb arm, and third success get them onto the top of the tinker tank.

He gains the following actions:

Multiattack (replaces original multiattack). The tinker knight makes three attacks: one with its shoulder missiles, one with its bouncing bomb, and one with its platform missiles.

Bouncing Bomb. The tinker knight fires a bouncing bomb in a direction of its choice. Roll a d100, the number rolled is the number of feet it travels before it stops bouncing and explodes. Each creature within 10 feet of the explosion must make a DC 17 Dexterity saving throw, taking 5 (1d10) fire damage plus 5 (1d10) thunder damage and be stunned until the start of the tinker knight's next turn on a failed save, or half as much damage and isn't stunned on a successful one.

Shoulder Missiles. The tinker knight chooses up to five targets within 120 feet of him. Make a ranged weapon attack for each missile (+9 to hit). On a hit, the target takes 7 (2d6) fire damage.

Platform Missiles. *Range Weapon Attack:* +9 to hit, range 150/600 ft., three targets within range. *Hit:* 13 (2d12) bludgeoning damage plus 5 (1d10) fire damage.

ULTRA FISHBUNJIN 3000

Huge humanoid, chaotic neutral

Armor Class 25 (natural armor)

Hit Points 462 (28d12 + 280)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|----------|---------|---------|---------|
| 28 (+9) | 12 (+1) | 30 (+10) | 11 (+0) | 20 (+5) | 18 (+4) |

Saving Throws Str +18, Dex +10, Con +19, Wis +14, Cha +13

Skills Athletics +18, intimidation +13, performance +13

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, exhaustion, frightened, grappled, incapacitated, paralyzed, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 240 ft., passive Perception 15

Languages Common

Challenge 30 (155,000 XP)

Flex. At the start of each of Fishbunjin's turns, each creature within 5 feet of him takes 11 (2d10) bludgeoning damage.

Legendary Resistance (5/Day). If Fishbunjin fails a saving throw, he can choose to succeed instead.

Magical Resistance. Fishbunjin has advantage on saving throws against spells and other magical effects.

Magical Weapons. Fishbunjin's weapon attacks are magical.

Standing Leap. Fishbunjin's long jump is up to 30 feet and his high jump is up to 100 feet, with or without a running start.

Actions

Multiattack. Fishbunjin makes five melee weapon attacks or three dumbbell attacks.

Unarmed Strike. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage. If the target is a creature, Fishbunjin can choose to have it make a DC 26 Strength saving throw or be pushed 60 feet away from Fishbunjin on a failed save.

Dumbbell. *Melee or Ranged Weapon Attack:* +18 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage.

Deadly Leap. If Fishbunjin jumps at least 20 feet as part of his movement, he can then use this action to land on his feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 26 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 31 (4d10 + 9) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Fishbunjin's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Fishbunjin's space.

Cosmic Punch (Recharge 5-6). Fishbunjin begins to charge energy in his fist. While charging, he cannot use any reactions. On initiative 20, Fishbunjin releases the energy in a 120-foot cone in front of him. Each creature in that area must make a DC 27 Dexterity saving throw, taking 99 (18d10) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. Fishbunjin makes one unarmed strike or one dumbbell attack.

Jump. Fishbunjin can perform a standing jump, without provoking opportunity attacks.

Spinning dumbbell (Costs 2 Actions). Fishbunjin tosses a spinning dumbbell at an unoccupied space within 40 feet of him. At the start of Fishbunjin's turn, the dumbbell moves 20 feet in the direction of the closest creature. When it enters a creature's space, the dumbbell explodes, dealing 24 (7d6) fire damage to each creature within 10 feet of it.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Fishbunjin deflects the missile. The damage it takes from the attack is reduced by 1d10 + 9. If the damage is reduced to 0, Fishbunjin catches the missile if it's small enough to hold in one hand and Fishbunjin has a hand free.

If Fishbunjin catches a missile in this way, he can make a ranged Attack (range 20 feet/60 feet) with the weapon or piece of ammunition he just caught, as part of the same reaction. Fishbunjin makes this attack with proficiency and the missile deals 16 (3d10) piercing damage on a hit.

NIGHTMARE

Medium fiend (demon), chaotic evil

Armor Class 20 (plate, shield)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 11 (+0) | 20 (+5) | 10 (+0) | 11 (+0) | 19 (+4) |

Saving Throws Str +12, Con +9, Wis +4

Skills Athletics +12, Intimidation +7, Perception +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Abyssal, Common

Challenge 13 (10,000 XP) **Proficiency** +5

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

Magic Weapon. Nightmare's weapon attacks are magical.

Regeneration. Nightmare regains 10 hit points at the start of each of its turns. If Nightmare takes radiant damage, this trait doesn't function at the start of Nightmare's next turn. Nightmare dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Nightmare makes three melee weapon attacks.

Soul Edge. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) necrotic damage.

Shoulder Charge. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If Nightmare moved at least 10 feet straight toward the target immediately before the hit, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Spellcasting. Nightmare casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *command*, *scorching ray* at 7th level

3/day: *charm person*, *dominate person*, *heat metal*

1/day: *compulsion*, *confusion*, *mass suggestion*

Bonus Actions

Teleport (Recharge 5-6). Nightmare teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Reactions

Dire Vengeance. When Nightmare is damaged by a melee attack, he releases a burst of demonic energy around him. Each creature within 5 feet of Nightmare must succeed on a DC 18 Strength saving throw or take 10 (3d6) necrotic damage and be pushed 10 feet away. If the saving throw fails by 5 or more, the creature is also knocked prone.

ARCHON

Huge aberration, lawful neutral

Armor Class 20 (natural armor)

Hit Points 229 (17d12 + 119)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 10 (+0) | 25 (+7) | 22 (+6) | 23 (+6) | 20 (+5) |

Saving Throws Wis +12, Cha +11

Damage Resistances necrotic, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses darkvision 120 ft., passive Perception 16

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 19 (22,000 XP)

Proficiency +6

Death Burst. When the archon dies, it explodes in a burst of psionic energy. Each creature within 30 feet of it must make a DC 21 Dexterity saving throw, taking 14 (4d6) force damage plus 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

Plasma Shield. The archon generates a magical force field around itself. This force field has 20 hit points and regains all its hit points at the start of each of the archon's turns, but it ceases to function if the archon drops to 0 hit points. Any damage the archon takes is subtracted from the force field's hit points first. Each time the force field regains hit points, the following conditions end on the archon: grappled, restrained, and stunned.

Legendary Resistance (1/Day). If the archon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The archon makes two Slam attacks or two Psionic Bolt attacks.

Slam. Melee Spell Attack: +12 to hit, reach 10 ft., one target. *Hit:* 18 (4d8) force damage.

Psionic Bolt. Ranged Spell Attack: +12 to hit, range 120 ft., one target. *Hit:* 14 (4d6) psychic damage.

Psionic Beam (Recharge 5-6). The archon fires a beam of magic energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 33 (6d10) force damage plus 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one. If a creature is reduced to 0 hit points by this effect, the creature immediately dies, and its body is reduced to ash.

Bonus Actions

Teleport. The archon teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

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

Attack. The archon makes one Slam attack or one Psionic Bolt attack.

Feedback. One creature within 60 feet of the archon must make a DC 20 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature takes an extra 14 (4d6) psychic damage.

Psionic Storm (Costs 2 Actions). The archon creates a storm of psionic energy centered on a point within 150 feet of it. Each creature within a 20-foot radius of that point must succeed on a DC 20 Dexterity saving throw, or take 31 (7d8) lightning damage plus 22 (5d8) psychic damage on a failed save, or half as much damage on a successful one.

DARK ARCHON

Huge aberration, lawful neutral

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 10 (+0) | 25 (+7) | 22 (+6) | 23 (+6) | 20 (+5) |

Saving Throws Int +12, Wis +12

Damage Resistances psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Senses darkvision 120 ft., passive Perception 16

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 21 (41,000 XP)

Proficiency +7

Death Burst. When the archon dies, it explodes in a burst of psionic energy. Each creature within 30 feet of it must make a DC 22 Dexterity saving throw, taking 14 (4d6) force damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Plasma Shield. The archon generates a magical force field around itself. This force field has 20 hit points and regains all its hit points at the start of each of the archon's turns, but it ceases to function if the archon drops to 0 hit points. Any damage the archon takes is subtracted from the force field's hit points first. Each time the force field regains hit points, the following conditions end on the archon: grappled, restrained, and stunned.

Legendary Resistance (1/Day). If the archon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The archon makes two Slam attacks or two Chaotic Torrent attacks.

Slam. *Melee Spell Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (4d8) force damage plus 7 (2d6) necrotic damage.

Chaotic Torrent. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage plus 7 (2d6) necrotic damage.

Enslave (3/Day). The archon targets one creature it can see within 30 feet of it. The target must succeed on a DC 21 Wisdom saving throw or be magically charmed by the archon until the archon dies or until it is on a different plane of existence from the target. The charmed target is under the archon's control and can't take reactions, and the archon and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the archon.

Mass Confusion (Recharge 5-6). The archon creates a cacophony of psionic patterns centered on a point within 120 feet of it. Each creature in 20-foot-radius sphere centered on that point must make a DC 21 Wisdom saving throw, taking 81 (18d8) psychic damage and be confused for 1 minute on a failed save, or half as much damage isn't confused, and has advantage on saving throws against the archon's Mass Confusion for the next 24 hours on a successful one.

While confused, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Teleport. The archon teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

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

Attack. The archon makes one Slam attack or one Chaotic Torrent attack.

Feedback (Costs 2 Actions). Up to three creatures within 60 feet of the archon must make a DC 21 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature takes an extra 14 (4d6) psychic damage.

Maelstrom (Costs 3 Actions). The archon creates a whirlpool psionic energy centered on a point within 150 feet of it. Each creature within a 20-foot radius of that point must succeed on a DC 21 Wisdom saving throw or be paralyzed for 1 minute. 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 duration of the archon's Maelstrom is reduced to the end of the creature's next turn.

HYBRID BEHEMOTH

Gargantuan aberration, chaotic evil

Armor Class 22 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 50 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 22 (+6) | 16 (+3) | 18 (+4) | 14 (+2) |

Saving Throws Str +12 Con +12, Int +9, Wis +10

Skills Perception +10

Damage Resistances acid, psychic; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Mind Control Aura. Any creature hostile to the behemoth that starts its turn within 20 feet of the behemoth must make a DC 16 Wisdom saving throw, unless the behemoth is incapacitated. On a failed save, the creature is magically charmed by the behemoth until the behemoth dies or until it is on a different plane of existence from the target. The charmed target is under the behemoth's control and can't take reactions, and the behemoth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the behemoth. If a creature's saving throw is successful, the creature is immune to the behemoth's Mind Control Aura for the next 24 hours.

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

Siege Monster. The behemoth deals double damage to objects and structures.

Actions

Multiattack. The behemoth makes three attacks; two with its claw, and one with its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

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

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained. The behemoth has four tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the behemoth is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Consume DNA (Recharge 5-6). The behemoth touches one creature within 10 feet of it. That creature must succeed on a DC 20 Constitution saving throw, taking 60 (11d10) necrotic damage on a failed save, or half as much damage on a successful save. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the behemoth regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Legendary Actions

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

Move. The behemoth moves up to half its speed without provoking opportunity attacks.

Tentacle Attack or Fling. The behemoth makes one tentacle attack or uses its Fling.

Constricting Slime (Costs 2 Actions). The behemoth spews slime in a 30-foot cone in front of it. Each creature in that area must succeed on a DC 20 Strength saving throw or have their movement speed reduced by half until the end of the behemoth's next turn. If a creature fails the save by 5 or more, they are restrained by the slime (escape DC 20).

HYBRID DOMINATOR

Huge aberration, chaotic evil

Armor Class 20 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 20 (+5) | 24 (+7) | 22 (+6) | 14 (+2) |

Saving Throws Con +11, Int +13, Wis +12, Cha +8

Skills Perception +12

Damage Resistances acid, psychic; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Mind Control Aura. Any creature hostile to the dominator that starts its turn within 40 feet of the dominator must make a DC 20 Wisdom saving throw, unless the dominator is incapacitated. On a failed save, the creature is magically charmed by the dominator until the dominator dies or until it is on a different plane of existence from the target. The charmed target is under the dominator's control and can't take reactions, and the dominator and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the dominator. If a creature's saving throw is successful, the creature is immune to the dominator's Mind Control Aura for the next 24 hours.

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

Siege Monster. The dominator deals double damage to objects and structures.

Actions

Multiattack. The dominator makes two attacks with its psionic lightning.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Psionic Lightning. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 17 (5d6) psychic damage plus 18 (4d8) lightning damage.

Psionic Storm (Recharge 5-6). The dominator creates a storm of psionic energy centered on a point within 150 feet of it. Each creature within a 20 foot radius of that point must succeed on a DC 21 Dexterity saving throw, or take 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Separation (1/day). The dominator creates two identical clones of itself, except that they have 40 hit points, cannot use separation or any legendary actions, and their psionic storm needs to recharge before first use. The clones take their turn on the dominator's initiative. If the original dominator dies, the clones die with it.

Legendary Actions

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

Bio-Plasma Blast. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 21 (6d6) acid damage plus 18 (4d8) lightning damage.

Graviton Prison (Costs 2 Actions). The dominator targets one creature it can see within 60 feet of it. That creature must succeed on a DC 21 Dexterity saving throw or be trapped in a sphere of shimmering force for 1 minute. A creature can make a DC 21 Strength saving throw at the end of its turn, freeing itself from the prison on a success.

Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. A disintegrate spell targeting the globe destroys it without harming anything inside it.

If the dominator chooses a new target to place into a graviton prison, the current target is freed.

Psionic Shockwave (Costs 3 Actions). Each creature within 30 feet of the dominator must make a DC 21 Constitution saving throw, taking 22 (5d8) thunder damage and is pushed 30 feet away from the dominator on a failed save, or take half as much damage and isn't pushed back on a successful one. A creature that fails its save by 5 or more is also stunned until the end of its next turn.

THE GLEAM EYES

Large fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 10 (+0) | 14 (+2) | 10 (+0) | 14 (+2) | 8 (-1) |

Saving Throws Str +6, Dex +3
Skills Perception +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP)

Magic Weapons. The gleam eye's weapon attacks are magical.

Titan's Grip. The gleam eye can wield a two-handed weapon, like the zanbato, in one hand.

Actions

Multiattack. The gleam eyes make three attacks: two with their hammer, and one with their tail. It can replace any one of these attacks with its purple energy sphere attack.

Zanbato. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 14 (4d6) poison damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Purple Energy Sphere. *Ranged Weapon Attack:* +6 to hit, range 60/100 ft., one target. *Hit:* 10 (3d6) force damage.

Reactions

Retaliate. When the gleam eyes takes damage, it makes one attack with its unarmed strike against a random creature within its reach.

ANCIENT SALAMANDER

Large monstrosity, unaligned

Armor Class 18 (plate)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 17 (+3) | 10 (+0) | 18 (+4) | 5 (-3) | 10 (+0) | 14 (+2) |

Saving Throws Str +6, Con +7
Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 8 (3,900 XP)

Actions

Multiattack. The ancient salamander can use its Frightful Presence. It then makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) fire damage. If the target is wearing nonmagical metal armor, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Tail. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) bludgeoning damage.

Frightful Presence. Each creature of the ancient salamander's choice that is within 120 feet of the ancient salamander and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. 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 ancient salamander's Frightful Presence for the next 24 hours.

Fireball (Recharge 5-6). The ancient salamander exhales a fireball to a point within 120 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Rampage. When the ancient salamander takes damage, it can use its reaction to move up to its speed towards the nearest enemy creature and make a bite attack against it.

KROQ-GAR

Large humanoid (lizardfolk), lawful neutral

Armor Class 20 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 20 (+5) | 14 (+2) | 11 (+0) | 18 (+4) |

Saving Throws Dex +6, Wis +4, Cha +8

Skills Animal Handling +4, Perception +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 10 (5,900 XP)

Hold Breath. Kroq-Gar can hold his breath for up to 15 minutes at a time.

Hungry Jaws (Recharges after a Short or Long Rest). As a bonus action, Kroq-Gar can make a special attack with his bite. If the attack hits, it deals its normal damage, and Kroq-Gar gains 10 temporary hit points.

Martial Advantage. Once per turn, Kroq-Gar can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Kroq-Gar that isn't incapacitated.

Rampage. When Kroq-Gar reduces a creature to 0 hit points with a melee attack on his turn, he can take a bonus action to move up to half his speed and make a bite attack.

Actions

Multiattack. Kroq-Gar makes four attacks: two with his Revered Spear of Tlanxla and two with his bite. It can replace any one attack with his hand of the gods attack.

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand of the Gods. *Ranged Spell Attack.* +8 to hit, range 120 ft., one target. *Hit:* 16 (3d10) force damage.

Revered Spear of Tlanxla. *Melee Weapon Attack.* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

If the target is a creature, it must succeed on a DC 16 Wisdom saving throw or be overcome by doom-laden visions for 1 minute. While overcome with these visions the target is frightened.

While frightened, a creature must take the Dash action and move away from Kroq-Gar by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to kroq-gar, the creature can repeat its saving throw.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Revered Spear of Tlanxla doom-laden visions for the next 24 hours.

Stand your Ground! (Recharges after a Short or Long Rest).

For 1 minute, Kroq-Gar can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet is targeted by an attack. Roll a d4, the creature gains a bonus to its AC against that attack equal to the number rolled provided it can hear and understand Kroq-Gar. A creature can benefit from only one Stand your Ground! die at a time. This effect ends if Kroq-Gar is incapacitated.

PREDAKING

Gargantuan construct (shapechanger), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 50ft. (40 ft., fly 80 ft. in dragon form)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 25 (+7) | 16 (+3) | 24 (+7) | 15 (+2) | 20 (+5) | 20 (+5) |

Saving Throws Str +15, Con +14, Wis +12, Cha +12

Skills Perception, +12

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 22

Languages Common

Challenge 22 (41,000 XP)

Shapechanger. Predaking can use his bonus action to transform into a dragon-like construct, or back into his true form, a robot. His statistics, other than his speed, are the same in each form. Any equipment he is wearing or carrying isn't transformed.+

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

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

Magic Weapons. Predaking's weapon attacks are magical.

Actions

Multiattack. In robot form, Predaking makes three melee weapon attacks. In dragon form it makes three attacks: one with its bite and two with its claws.

Bite (Dragon Form Only). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. Predaking has two claws, each of which can grapple one target.

Fist (Robot Form Only). *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Ion Blaster (Robot Form Only). *Ranged Weapon Attack:* +10 to hit, ranged 100/400 ft. , one target. *Hit:* 14 (4d6) fire damage.

Tail (Dragon Form Only). *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Fire Breath (Dragon Form Only, Recharge 5-6). Predaking exhales fire in a 90-foot cone or in a 120-foot line that is 10 feet wide. Each creature in that area or line must make a DC 22 Dexterity saving throw, taking 80 (23d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. Predaking makes a Wisdom (Perception) check.

Attack. Predaking makes a tail or fist attack.

Wing Attack (Dragon Form Only, Costs 2 Actions).

Predaking beats its wings. Each creature within 15 feet of Predaking must succeed on a DC 23 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Predaking can then fly up to half its flying speed.

Reactions

Retaliate (Robot Form Only). When a creature within 10 feet of Predaking hits him with an attack, Predaking can use his reaction to make one Fist attack against the attacker.

WHITE SPIKE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft., climb 50 ft., swim 40 ft.

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

Saving Throws Dex +7, Int +5

Skills Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 60 Ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Proficiency +4

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

Glide. When the white spike falls and isn't incapacitated, it can subtract up to 100 feet from the fall when calculating falling damage, and it can move up to 2 feet horizontally for every 1 foot it descends.

Keen Sight and Smell. The white spike has advantage on Wisdom (Perception) checks that rely on smell or sight.

Actions

Multiattack. The white spike makes four attacks: one with its bite, one with its claws and two with its tentacles. Or it makes two attacks with its bone spikes.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 22 (4d8 + 4) piercing damage.

Bone Spikes. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit* 11 (2d6 + 4) piercing damage.

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

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). The white spike has two tentacles, each of which can grapple one Medium or smaller target.

Reactions

Uncanny Dodge. The white spike halves the damage that it takes from an attack that hits it. The white spike must be able to see the attacker.

OLGIERD VON EVEREC

Medium humanoid (human), chaotic neutral

Armor Class 14 (19 with suave defense)

Hit Points 171 (18d8 + 90)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 18 (+4) | 20 (+5) | 14 (+2) | 14 (+2) | 20 (+5) |

Saving Throws Str +10, Dex +9, Wis +7

Skills Athletics +10, Deception +10, Persuasion +10, Perception +7, Survival +7

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 17

Languages Common

Challenge 16 (15,000 XP)

Amplify Weapon (1/turn). When Olgierd hits a creature with iris he can deal an extra 10 (3d6) necrotic damage to the target and himself.

Cursed Regeneration. Olgierd is cursed. While cursed, Olgierd regains 20 hit points at the start of his turn. This trait no longer functions if Olgierd is the target of a *wish*, a 9th-level *remove curse* spell, or divine intervention. Olgierd dies only if he starts his turn with 0 hit points and doesn't regenerate.

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

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

Magic Weapons. Olgierd's weapon attacks are magical.

Suave Defense. While Olgierd is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Actions

Multiattack. Olgierd makes three melee weapon attacks.

Iris. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Summon Demon (1/Day). Olgierd chooses what to summon and attempts a magical summoning. Olgierd has a 50 percent chance of summoning 1d3 barbed devils, 1d2 hezrous, or one bone devil. A summoned demon appears in an unoccupied space within 60 feet of Olgierd, acts as an ally of Olgierd, and can't summon other demons. It remains for 1 minute, until it or Olgierd dies, or until he dismisses it as an action.

Legendary Actions

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

Attack. Olgierd makes one attack with iris.

Teleport. Olgierd magically teleports along with any equipment he is wearing or carrying, up to 25 feet to an unoccupied space he can see.

Throw Sand (Costs 2 Actions). Olgierd chooses one creature within 5 feet of him. He then sweeps his hand across the ground, flinging debris into the creature's eyes. The creature must succeed on a DC 18 Dexterity saving throw or be blinded until the creature takes an action to wipe the debris from their eyes.

Reactions

Parry. Olgierd adds 5 to its AC against one melee attack that would hit it. To do so, Olgierd must see the attacker and be wielding a melee weapon.

THE CARETAKER

Medium construct, neutral evil

Armor Class 9

Hit Points 187 (22d8 + 88)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 19 (+4) | 9 (-1) | 18 (+4) | 12 (+1) | 16 (+3) | 17 (+3) |

Saving Throws Wis +8, Cha +8

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

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

Challenge 16 (15,000 XP)

Proficiency +5

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

Lightning Absorption. Whenever the caretaker is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The caretaker's weapon attacks are magical.

Possessed. The caretaker is a flesh golem that is possessed by a fiend (**horned devil**). The fiend can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma (already included), and immunity to being charmed and frightened.

The possession lasts until the body drops to 0 hit points, the fiend ends it as a bonus action, or the fiend is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends from the body dropping to 0 hit points, the fiend is banished back to its home plane of existence. If the possession ends in any other way, the fiend reappears in an unoccupied space within 5 feet of the body. The target can't be possessed by the fiend again for 24 hours after the possession ends. As an action, the fiend can possess the flesh golem, when it is within 5 feet of it, once it is able to be possessed again.

Actions

Multiattack. The caretaker makes three attacks: one with its fist and two with its shovel.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Shovel. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) necrotic damage and the caretaker regains hit points equal to the necrotic damage done.

Necrotic Wave (Recharge 5-6). The caretaker stabs its shovel into the ground and releases necrotic energy in a 15-foot radius around it. Each creature in that area must make a DC 17 Constitution saving throw, taking 28 (8d6) necrotic damage and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the caretaker regains hit points equal to half that amount on a failed save, or half as much damage and its maximum hit points aren't reduced, but the caretaker still regains hit points equal to half the amount of damage on a successful one.

Legendary Actions

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

Attack. The caretaker makes one attack with its fist.

Shovel Smash (Costs 2 Actions). The caretaker slams its shovel against the ground creating a wave of necrotic energy in a 15-foot cone in front of it. Each creature in that area must make a DC 17 Constitution saving throw, taking 18 (4d8) necrotic damage and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the caretaker regains hit points equal to half that amount on a failed save, or half as much damage and its maximum hit points aren't reduced, but the caretaker still regains hit points equal to half the amount of damage on a successful one.

Raise Spirits (Costs 3 Actions). 3 (1d6) **shadows** (see SRD) rise up in different unoccupied spaces within 10 feet of the caretaker. The shadows turn takes place immediately after the caretaker's turn.

MALECEPTOR

Huge monstrosity (tyranid), unaligned

Armor Class 22 (natural armor)

Hit Points 262 (25d12+100)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 20 (+5) | 8 (-1) | 18 (+4) | 18 (+4) | 26 (+8) | 12 (+2) |

Saving Throws Int +10, Wis +14, Cha +8

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Damage Immunities psychic

Condition Immunities blinded charmed, frightened

Senses blindsight 120 ft., passive Perception 17

Languages telepathy 120 ft. (tyranid only)

Challenge 20 (25,000 XP)

Dominion. The maleceptor projects a blanket of control and purpose through its synapse to all tyranid with a Wisdom score of 20 or lower within 120 feet of it. As a bonus action, the maleceptor can give a command to all tyranid under its control as if by the *command* spell.

Death Burst. The maleceptor explodes sending waves of psychic energy in all directions when it drops to 0 hit points. Each creature within 30 feet of it must make a DC 22 Intelligence saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage and isn't thrown on a successful one.

Hive Mind. If the tyranid is within 50 miles of a tyranid queen, it can communicate telepathically with all other tyranid that are also within 50 miles of the same queen. While telepathically connected to the hive, the tyranid has advantage on initiative saving throws.

Psychic Absorption. Whenever the maleceptor is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Shadow in the Warp. A psychic phenomenon generated by the maleceptor's six brains. Within 120 feet of the maleceptor telepathy is disabled for all creatures except for tyranid's. Additionally a creature in the area or one that targets a creature in the area, that isn't a tyranid, must succeed on a DC 22 Intelligence saving throw when it attempts to cast a spell or use an ability that deals psychic damage, has the word psychic or psionic in its name, or could be considered a psychic ability (DM's discretion). On a failed save, the spell, ability, effect fails and the charge, spell slot, or use is consumed.

Siege Monster. The maleceptor deals double damage to objects and structures.

Actions

Multiattack. The maleceptor can use its Frightful Presence. It then makes six attacks: four with its scything talons and two with its psychic tendrils. Or it makes four warp blast attacks.

Scything Talons. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

Psychic Tendrils. *Melee Spell Attack.* +14 to hit, reach 20 ft., one target. *Hit:* 22 (4d10) psychic damage. If a target reduced to 0 hit points by this damage it must succeed on a DC 19 Intelligence saving throw or its head explodes, assuming it has one.

Warp Blast. *Ranged Spell Attack.* +14 to hit, range 100/400 ft., one target. *Hit:* 18 (4d8) force damage.

Frightful Presence. Each creature of the maleceptor's choice that is within 120 feet of the maleceptor and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. 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 maleceptor's Frightful Presence for the next 24 hours.

Legendary Actions

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

Attack. The maleceptor makes one attack with its scything talons.

Onslaught. The maleceptor targets one tyranid under its dominion it can see within 30 feet of it. The target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Leech Essence (Costs 2 Actions). The maleceptor chooses one creature within 30 feet of it. That creature must succeed on a DC 22 Constitution saving throw taking 22 (5d8) necrotic damage on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the maleceptor regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TOMB SCORPION

Huge construct, unaligned

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., burrow 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 24 (+7) | 10 (+0) | 20 (+5) | 9 (-1) | 12 (+1) | 9 (-1) |

Saving Throws Str +12, Dex +5, Con +10

Skills Perception +6

Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses blindsight 30 ft., darkvision 60 ft., tremorsense 120 ft., passive Perception 16

Languages —

Challenge 14 (11,500 XP)

Proficiency +5

Standing Leap. The tomb scorpion's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. In addition, the tomb scorpion does not incur opportunity attacks while moving with a jump.

Burrowing Charge. If the tomb scorpion moves at least 20 feet straight toward a creature while underground, and hits it with a claw attack, it can then make a tail attack as a bonus action.

Actions

Multiattack. The tomb scorpion makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 34 (6d8 + 7) piercing damage. If the target is wearing nonmagical metal armor, or the target is a nonmagical metal object, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor or object reduced to an AC of 10 or less is destroyed.

Deadly Leap. If the tomb scorpion jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 20 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 26 (3d12 + 7) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the tomb scorpion's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the tomb scorpion's space.

Legendary Actions

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

Attack. The tomb scorpion makes attack with its claws.

Dig. The tomb scorpion burrows up to half its movement speed without provoking opportunity attacks.

Impale (Costs 2 Actions). The tomb scorpion makes one attack with its tail.

Quicksand (Costs 3 Actions). The tomb scorpion chooses a point on the ground within 120 feet of it. The natural terrain (dirt, sand, etc) in a 20-foot radius centered on that point turns into quicksand (DMG p.110).

TYRANID GARGOYLE

Medium monstrosity (tyranid), unaligned

Armor Class 15 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 10 ft., fly 60 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Fleshborer Ammo. The tyranid has 4 fleshborer ammo. It replenishes its ammo when it finishes a long rest.

Hive Mind. If the tyranid is within 50 miles of a tyranid queen, it can communicate telepathically with all other tyranid that are also within 50 miles of the same queen. While telepathically connected to the hive, the tyranid has advantage on initiative saving throws.

Actions

Multiattack. The tyranid uses its toxic spit. It then makes two attack; one with its talons and one with its tail.

Fleshborer. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 1 piercing damage and the target is infested by 1d4 fleshborers. At the start of each of the target's turns, the target takes 1d6 piercing damage per fleshborer infesting it. Applying fire to the wound before the end of the target's next turn deals 1 fire damage to the target and kills these fleshborer. After this time, these fleshborers are too far under the skin to be burned. If a target infested by fleshborers ends its turn with 0 hit points, it dies as the fleshborers burrow into its brain and kill it. Any effect that cures disease kills all fleshborers infesting the target. The fleshborer must be reloaded as a bonus action before it can be fired again.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) slashing damage.

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

Toxic Spit. The tyranid spits toxins in the eyes of a creature within 15 feet of it. That creature must succeed on a DC ## Constitution saving throw or be blinded until the end of their next turn.

Bio-plasma (Recharge 5-6). The tyranid emits a high-pitched scream before spitting a ball of bio-plasma at a point within 60 feet of it. Each creature in a 15-foot radius of that point must succeed on a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage plus 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

TYRANID HORMAGAUNT

Medium monstrosity (tyranid), unaligned

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 40 ft., climb 40 ft.

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

Saving Throws Dex +5

Skills Athletics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Hive Mind. If the tyranid is within 50 miles of a tyranid queen, it can communicate telepathically with all other tyranid that are also within 50 miles of the same queen. While telepathically connected to the hive, the tyranid has advantage on initiative saving throws.

Rampage. When the tyranid reduces a creature to 0 hit points with its claw attack on its turn, the tyranid can take a bonus action to move up to half its speed and make a claw attack.

Relentless (Recharges after a Short or Long Rest). If the tyranid takes 12 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The tyranid makes two attacks with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage. If the target is a creature, it must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw by 5 or more they are also poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TYRANID TERMAGANTS

Medium monstrosity (tyranid), unaligned

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft., climb 30 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Fleshborer Ammo. The tyranid has 4 fleshborer ammo. It replenishes its ammo when it finishes a long rest.

Hive Mind. If the tyranid is within 50 miles of a tyranid queen, it can communicate telepathically with all other tyranid that are also within 50 miles of the same queen. While telepathically connected to the hive, the tyranid has advantage on initiative saving throws.

Actions

Multiattack. The tyranid makes two attacks with its spike rifle.

Fleshborer. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1 piercing damage and the target is infested by 1d4 fleshborers. At the start of each of the target's turns, the target takes 1d6 piercing damage per fleshborer infesting it. Applying fire to the wound before the end of the target's next turn deals 1 fire damage to the target and kills these fleshborer. After

this time, these fleshborers are too far under the skin to be burned. If a target infested by fleshborers ends its turn with 0 hit points, it dies as the fleshborers burrow into its brain and kill it. Any effect that cures disease kills all fleshborers infesting the target. The fleshborer must be reloaded as a bonus action before it can be fired again.

Spike Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Strangleweb (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* The target is restrained and is unable to breath by webbing that quickly hardens. Until the creature is freed, it takes 7 (2d6) slashing damage at the start of each of its turns. As an action, the restrained target can make a DC 12 Strength check, taking 3 (1d6) slashing damage and loses 1 minute of held breath on a failed check, or bursting the webbing on a successful one. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Devourer (Recharge 6). The tyranid hurls a clump of rotting flesh covered in worm-like parasites at a creature within 30 feet of it. That creature must succeed on a DC 13 Dexterity saving throw or be infested with 1d6 devourers. At the start of each of the target's turns, the target takes 1d4 lightning damage per devourer infesting it. Applying fire to the wound before the end of the target's next turn deals 1 fire damage to the target and kills these devourers. After this time, these devourers are too far under the skin to be burned. If a target infested by devourers ends its turn with 0 hit points, it dies as the devourers burrow into its brain and kill it. Any effect that cures disease kills all devourers infesting the target.

ZOANTHROPE

Large monstrosity (tyranid), unaligned

Armor Class 16 (natural armor)

Hit Points 181 (33d10)

Speed 0 ft., fly 20 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 10 (+0) | 10 (+0) | 16 (+3) | 24 (+7) | 14 (+2) |

Saving Throws Int +8, Wis +12, Cha +7

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 17

Languages telepathy 120 ft. (tyranid only)

Challenge 14 (11,500 XP)

Dominion. The zoanthrope projects a blanket of control and purpose through its synapse to all tyranid with a Wisdom score of 20 or lower within 120 feet of it. As a bonus action, the zoanthrope can give a command to all tyranid under its control as if by the *command* spell.

Death Shock. When the zoanthrope is reduced to 0 hit points, all tyranids under its controlled are freed and become frightened. While frightened, a creature must take the Dash action in an attempt to flee the battle field. The tyranid is no longer frightened, if it cannot see any enemies, or falls under the control of another tyranid.

Hive Mind. If the tyranid is within 50 miles of a tyranid queen, it can communicate telepathically with all other tyranid that are also within 50 miles of the same queen. While telepathically connected to the hive, the tyranid has advantage on initiative saving throws.

Hypnotic Gaze. When a creature starts its turn within 30 feet of the zoanthrope and is able to see the zoanthrope's eyes, the zoanthrope can magically force it to make a DC 18 Charisma saving throw, unless the zoanthrope is incapacitated.

On a failed saving throw, the creature is charmed for 1 minute. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The charm ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the zoanthrope until the start of its next turn, when it can avert its eyes again. If the creature looks at the zoanthrope in the meantime, it must immediately make the save.

Psychic Absorption. Whenever the zoanthrope is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Warp Field. A barrier made of psychic energy surrounds the zoanthrope in a 60-foot radius around it. The barrier deflects all arrows, bolts, other projectiles, and ranged spell attacks launched outside of the barrier at a creature within it, causing it to automatically miss.

Actions

Multiattack. The zoanthrope can use its Frightful Presence. It then makes four warp blast attacks or three warp lance attacks.

Warp Lance. *Melee Spell Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d10) force damage.

Warp Blast. *Ranged Spell Attack.* +12 to hit, range 100/400 ft., one target. *Hit:* 12 (4d6) force damage.

Frightful Presence. Each creature of the zoanthrope's choice that is within 120 feet of the zoanthrope and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. 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 zoanthrope's Frightful Presence for the next 24 hours.

Paroxysm (Recharge 5-6). The zoanthrope chooses one creature of its choice with 60 feet of it. That creature must succeed on a DC 20 Constitution saving throw or assailed with crippling pain, tearing at their nerve endings and filling their minds with agony for 1 minute. While in pain, the creature is prone and cannot stand. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target is concentrating on a spell, they must succeed on a DC 20 Constitution saving throw to maintain concentration at the start of each of their turns. A target suffering this pain can make a DC 20 Constitution saving throw at the end of each of its turns. On a successful save, the pain ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the zoanthrope's Paroxysm for the next 24 hours.

Legendary Actions

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

Catalyst. The maleceptor targets one tyranid under its dominion it can see within 30 feet of it and infuses lesser Tyranid creatures with an unnatural vitality. The target gains 16 (2d8+7) temporary hit points.

Onslaught. The maleceptor targets one tyranid under its dominion it can see within 30 feet of it. The target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Leech Essence (Costs 2 Actions). The maleceptor chooses one creature within 30 feet of it. That creature must succeed on a DC 20 Constitution saving throw taking 18 (4d8) necrotic damage on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the maleceptor regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

BONE SHIFTER

(Size varies, usually medium) monstrosity, unaligned

Armor Class 18 (11 without bone armor)

Hit Points 273 (26d8 + 156)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 21 (+5) | 13 (+1) | 22 (+6) | 14 (+2) | 10 (+0) | 6 (-2) |

Saving Throws Con +12, Wis +7, Cha +5

Skill Performance +12, Perception +7

Damage Resistances cold, fire, slashing

Damage Immunities lightning, piercing, poison, necrotic

Damage Vulnerabilities bludgeoning from magical attacks

Senses passive Perception 17

Languages —

Challenge 21 (33,000 XP)

Shapechanger. The bone shifter can use its action to polymorph into any creature that is the same size as it, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Absorb Bone Mass. The bone shifter can spend ten minutes absorbing the bones of a Medium or smaller dead creature, or an hour absorbing the bones of a Large or bigger creature. After absorbing the bones, the bone shifter size increases by one size, and its melee weapon attacks deal an extra 1d# (where # is equal to the damage die the bone weapon is currently using) and its reach increases by 5 feet for each size above Medium.

Bone Armor. The bone shifter can use its bonus action to reduce its size by one (to a minimum of Small) and cover itself in bone-like armor. While covered in these bones, its AC is 18. If the bone shifter takes 30 or more damage from a single attack, the armor is destroyed.

Brittle Body. If the bone shifter takes thunder damage or force damage, it must succeed on a DC 20 Constitution saving throw or become stunned until the start of its next turn.

Mimicry. The bone shifter can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

Shifter Weapons (1/turn). At the start of the bone shifter's turn they can manipulate the bones in its body to form a shield (not included in its AC) and any one weapon of its choice (including ammunition it needs).

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

Actions

Multiattack. The bone shifter makes two attacks: one with its bone sword and one with its tail.

Bone Weapon. The bone shifter makes one weapon attack with the weapon it created this turn with its shifter weapon trait. It has a +12 to hit with a melee weapon attack and a +8 to hit with a ranged weapon attack. Its default melee range is 5 feet with this weapon attack.

Tail. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d6 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 17 Constitution saving throw or be infected with a disease- a minuscule bone shifter egg.

A humanoid host can carry only one bone shifter egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a bone shifter larvae. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the larvae liquidates the host's bones and bursts out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the bone shifter's emergence, the unborn bone shifter is disintegrated.

Legendary Actions

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

Attack. The bone shifter makes one attack with its bone weapon.

Detect. The bone shifter makes a Wisdom (Perception) check.

Siphon Marrow (Costs 2 Actions). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* The target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Reactions

Boneshield. When the bone shifter is targeted by a spell or attack it can use its reaction to surround itself in a bone like shield until the start of its next turn. While this boneshield remains, the bone shifter has a +2 bonus to its AC and it cannot be moved from the space it currently occupies.

CERATOG

An incredibly aggressive roaming apex predator that takes the term territorial to a new level. No one knows how they mate since they attack another Ceratog on sight. An invasive species that can completely destroy the local ecology by pushing out the dominant predators or just killing them entirely. Its entire hide is a spiked exoskeleton for defense. During dissection of specimens it was discovered to also have a reinforced skeleton as well. The monster has 2 sets of interdependent jaws, inner and outer, and a reinforced skull plate that deflects head on magical attacks.

CERATOG

Large monstrosity, unaligned

Armor Class 23 (natural armor)

Hit Points 252 (24d10 + 120)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 21 (+5) | 20 (+5) | 16 (+3) | 10 (+0) |

Saving Throws Str +13, Dex +7, Con +12, Int +12

Skills Athletics +13, Perception +10, Survival +10

Damage Immunities cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Damage Resistances acid, poison

Condition Immunities charmed, frightened

Senses darkvision 120 Ft. passive Perception 20

Languages -

Challenge 23 (50,000 XP)

Aggressive. As a bonus action, the ceratog can move up to its speed toward a hostile creature that it can see.

Keen Smell and Sight. The ceratog has advantage on Wisdom (Perception) checks that rely on smell or sight.

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

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

Reflective Carapace. Any time the ceratog is targeted by a magic missile spell, a line spell, or a spell that requires an attack roll, roll a d6. On a 1 to 5, the ceratog is unaffected. On a 6, the ceratog is unaffected, and the effect is reflected back at the caster as though it originated from the ceratog, turning the caster into the target.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 24 (4d8 + 6) piercing damage and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the ceratog can't bite another target.

Its eyes are chameleon like allowing the creature an advanced set of visual awareness. That being said even the lids over the eyes are bone plated.

Stories are often told of villages and large towns being abandoned due to a roaming Ceratog coming into the area. As well as other tales of a single one dessemating sizable armies due to the underestimated intelligence of the monster. During stealth observations it was found that the Ceratog had been spotted setting up ambushes and digging pitfalls. These observations tend to be short as the Ceratogs hearing and smelling seem to be acute.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit* 13 (2d6 + 6) slashing damage and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, The ceratog can only grapple up to two targets at a time with its claws.

Horn. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 13 (2d6 + 6) piercing damage.

Swallow. The ceratog makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the ceratog, and it takes 31 (9d6) acid damage at the start of each of the ceratog's turns.

If the ceratog takes 50 damage or more on a single turn from a creature inside it, the ceratog must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the ceratog. If the ceratog dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

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

Attack. The ceratog makes a horn attack.

Detect. The ceratog makes a Wisdom (Perception) Check.

Wind Burst (Costs 2 Actions). The ceratog exhales a ball of strong wind that travels in a 120 foot line that is 10 feet wide. Each creature in that line must succeed on a DC 20 Strength saving throw, taking 35 (10d6) force damage and knocked prone on a failed save or half as much on a successful one and not knocked prone. The wind tunnel disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

Chomp (Costs 3 Actions). The ceratog makes one bite attack or uses its Swallow.

GOOSEDRA

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., fly 60 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 12 (+1) | 20 (+5) | 2 (-4) | 10 (+0) | 7 (-2) |

Skills Perception +8

Senses darkvision 60 Ft., passive Perception 18

Languages —

Challenge 11 (7,200 XP)

Multiple Heads. The goosedra has five heads. While it has more than one head, the goosedra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the goosedra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the goosedra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken lightning damage since its last turn. The goosedra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the goosedra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the goosedra sleeps, at least one of its heads is awake.

Actions

Multiattack. The goosedra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

Cacophony of Honks (recharge 5-6). Each of the goosedra's heads releases a ear shattering "HONK!". Each creature within 120 feet of the goosedra that can hear it must make a DC 17 Constitution saving throw, taking 11 (2d10) thunder damage for each head the goosedra has on a failed save, or half as much damage on a successful one.

HELIALIS

The Eden Plains is a savanna where distance is not measured in length but in time. It takes 4 years to cross this vast grassy plain through and through; that's assuming your vehicle can travel at 60 mph and doesn't need to stop for fuel.

The Eden plains is prone to wildfires that span nations, the resulting smoke clouds can blot the sun causing a temporary ice age. The ice eventually melts and soaks the area revitalizing the ground along with the thawed ash allowing fresh vegetation to grow. The sun evaporates the water causing mass storms, eventually the lightning strikes from the storms will cause a wildfire and their cycle will repeat. the vastness of the Eden plains allows all 3 states to exist at once including its neutral dry state.

Amidst this ever changing plains lies its apex predator; its scientific name, Heliocnacidus Australis. We call it the Helioralis.

The creature is large in size, slightly bigger than a standard elephant but with a tad more intelligent. The creature is very territorial and carnivores, wrapping up its catch with its serrated trunk and shredding it for easy consumption. anything it can't catch, it'll try to fling its razors to make its prey bleed.

It can't sneak due to its size so it relies on tiring out its prey. it'll walk through the night using its night vision to chase out dens at night to keep its prey from resting. it'll utilize its sensitive trunk by laying in on the ground or inside holes and feel around for any movement that vibrates through the ground.

Due to the fact that it's an apex predator it is extremely difficult to frighten if not impossible. If anything it'll consider that a challenge for its harem of females'.

Its hide is tough and resistant to slashing due to its dueling with other males and the razors on the trunks.

The Helioralis has adapted to this weather in the best possible way. its hide will absorb the elementals no matter how small. allowing it to change form and utilize the power. it can fling shards of ice, shoot lightning, and even spew fire.

Its natural habitat is the Eden Plains but its known to wander to hot and cold areas due to its elemental properties.

There are even myths of an Apex amongst Apex's, The Helio-Con. its form changes entirely into 1 of 3 different states; Infernal Helio-Con, Permafrost Helio-Con, or the Hurricane Helio-Con. of course, these are just myths..I hope.

HELIALIS

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 21 (+5) | 10 (+0) | 20 (+5) | 9 (-1) | 10 (+0) | 11 (+0) |

Saving Throws Dex +5, Wis +5, Cha +5

Skills Athletics +12, Perception +5

Damage Resistances slashing

Damage Immunities cold, fire, lightning

Condition Immunities frightened

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 15

Languages —

Challenge 14 (11,500 XP)

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

Element Absorption. The helioralis can store a maximum of four charges in its trunk. Whenever the helioralis is subjected to cold, fire, or lightning damage, it takes no damage and instead gains a charge of that element's type. As an action, the helioralis can expend a charge to cast one of the following spells based on the charges element: cold, *ice storm*; fire, 5th-level *scorching ray*; lightning, *chain lightning*.

Actions

Multiattack. The helioralis makes two ranged attacks or three melee attacks, but can only use its trunk attack once.

Trunk. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 5 (1d10) slashing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, takes 1d10 slashing damage at the start of each of its turns, and the helioralis can't use its trunk attack against another target.

Stomp. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Razors. Ranged Weapon Attack. +10 to hit, range 30/120 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Reactions

Elemental Reflection. If the helioralis makes a successful saving throw against a spell that targets it and deals cold, fire, or lightning damage; or a spell attack that deals cold, fire, or lightning damage misses it, the helioralis can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the helioralis. If the spell forces a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

ILGATH KOLAKANATHI: THE CHRONOMANCER

Medium humanoid (goliath), chaotic evil

Armor Class 16 (19 with mage armor)
Hit Points 169 (26d8 + 52)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 16 (+3) | 14 (+2) | 22 (+6) | 15 (+2) | 16 (+3) |

Saving Throws Int +12, Wis +8
Skills Athletics +7, Arcana +18, History +18
Damage Resistances cold; damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)
Senses passive Perception 12
Languages Abyssal, Celestial, Common, Dwarvish, Elvish, Giant, Infernal
Challenge 20 (25,000 XP)

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

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

Magus Staff. Ilgath wields a magus staff. While holding the staff they have a +3 bonus to their AC (*included in his AC*). Additionally Ilgath can store up to 5 levels worth of spells in the staff. *Hold person* and *slow* are the default spells stored in it.

While wielding this staff, Ilgath can cast any spell stored in it. The spell cast from the staff is no longer stored in it, freeing up space.

Powerful Build. Ilgath counts as one size larger when determining his carrying capacity and the weight he can push, drag, or lift.

Rewind (Recharges after a Long Rest). At the start of Ilgath's turn, he can choose to have his body "rewind" to a previous state, regaining all hit points lost since the end of his last turn.

Spellcasting. Ilgath is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The ilgath can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *thunderclap*
1st level (4 slots): *detect magic*, *identify*, *longstrider*, *mage armor*,* *magic missile*
2nd level (3 slots): *detect thoughts*, *hold person*, *mirror image*, *misty step*
3rd level (3 slots): *blink*, *counterspell*, *fireball*, *fly*, *haste*, *slow*
4th level (3 slots): *dimension door*, *fabricate*, *freedom of movement*, *stoneskin**
5th level (3 slots): *far step*, *hold monster*, *mislead*, *scrying*, *wall of force*
6th level (2 slot): *disintegrate*, *globe of invulnerability*, *scatter*
7th level (2 slot): *planeshift*, *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *foresight*, *time stop*

*Ilgath casts these spells on itself before combat.

Stone's Endurance (Recharges after a Short or Long Rest). When Ilgath takes damage, he can use his reaction to roll a d12+2 and reduce the damage by that total.

Timeless Body. Ilgath's body is immune to the frailty of old age and cannot be aged magically.

Actions

Magus Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Legendary Actions

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

Cantrip. Ilgath casts a cantrip.

Time Lock. Ilgath chooses a creature within 60 feet of it, that creature must make DC 20 Intelligence saving throw or be frozen in time until the end of its next turn. While frozen, the creature is stunned and it is immune to all damage, and can't be healed or moved.

Cast a Spell (Costs 3 Actions). Ilgath casts a spell from its list of prepared spells, using a spell slot as normal.

LAIR ACTIONS

Ilgath uses the sphinx's lair actions found on page 280 of the *Monster Manual*.

DM NOTE

Many of these spells may not seem like time spells, but can be reflavored as such. *Disintegrate* could be described as aging until turned to dust, *teleporting* could be described as time stopping and Ilgath moving before it time starts again, *hold person/monster* could be described as freezing them in time, etc.

MARÉ-HARÉ-NA

There exist a world that has been separated from all the multiverse by the collected power of every god in fear of the power that lies within its denizens. Only a single warrior on that world, known as "Knight", has the individual power to undo the gods actions and, if he chose, undo the gods themselves.

Fortunalty "Knight" understands the gods actions and does not condone them for he himself cannot control his own raw infinite magic power. A power so vast that it bleeds into the the multiverse giving magic throughout creation and into every known and unknown reality. This is the source of all magic and the highest guarded secret in creation.

There are brief moments when "Knight" comes into contact with objects and creatures, accidently creating artifacts that can create a god amongst gods or warping creatures to become reality bending abominations.

This is the case with the creature, a tarasque from the forgotten realms that was accidently conjured by the Knight. His raw and pure magic twisted and warped this creature beyond understanding. Its physical properties altered and mental constitution evolved. It was put back from where it was taken, this new creatures form adjusting to fit its reality. It brings power with it, unlike anything this universe has seen with properties that defy logic even by magical means. It rampages throughout the world starving for the magic it was once hosted to in a neverending rampage of hunger and pain.

An army is not enough to grab its attention. A continent is enough to slow it down. The gods fear that they might have to risk their lives to stop this creature for it has eaten their champions whole.

Its rumored to have 3 forms, a physical primal form and tramples through everything. After its physical form becomes damaged enough it begins to shed its form and reveal its twisted magical self. Finally after its 2nd form has completely shed its enters its 3rd pure magical form that's not fit for this reality.

It cannot be killed. Its energy can only be dissipated until it eventually reshapes itself and wrecks havoc once more. The gods have named it Maré-haré-na; it has no equal.

CREATOR'S NOTE

As this is beyond the standard d&d challenge rating, I cannot promise complete balance for this creature. It is a game ender and realistically should never be used versus a normal party, but instead versus other gods and armies that the player might work with.

MARÉ-HARÉ-NA

Gargantuan monstrosity (titan), unaligned

Armor Class 35 (natural armor)

Hit Points 1081/1081/1081 (46d20 + 598)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|----------|--------|---------|---------|
| 38 (+14) | 15 (+2) | 36 (+13) | 20 (5) | 15 (+2) | 24 (+7) |

Saving Throws Int +15, Wis +12, Cha +17

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

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

Senses blindsight 360ft., darkvision 120ft., passive Perception 22

Languages --

Challenge 50 (835,000 XP)

Immutable Form. Maré-haré-na is immune to any spell or effect that would alter its form.

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

Magic Genius (Recharge 6). Maré-haré-na is a 20th-level spellcaster. Its spellcasting ability is Charisma. It can innately cast all 3rd level or lower spells (spell save DC 25, +17 to hit with spell attacks), requiring no material components. Once Maré-haré-na casts a 1st-level or higher spell, it cannot cast another spell until this ability recharges.

Magical Weapons. Maré-haré-na's weapon attacks are magical

Paragon Creature. Maré-haré-na counts as a number of creatures equal to it's paragon multiplier for the purposes of determining combat encounters. The XP value for Maré-haré-na is multiplied by it's paragon multiplier.

Reflective Carapace. Any time Maré-haré-na is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, Maré-haré-na is unaffected. On a 6, Maré-haré-na is unaffected, and the effect is reflected back at the caster as though it originated from Maré-haré-na, turning the caster into the target.

Self-Sustaining. Maré-haré-na does not need to breathe, drink, or eat.

Siege Monster. Maré-haré-na deals double damage to objects and structures.

Twisted Mind. Maré-haré-na can concentrate on up to 6 spells at once.

Actions

Multiattack. Maré-haré-na can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite. It can also replace any attack with its blade attack.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 40 (4d12 + 14) piercing damage. If the target is a creature, it is grappled (escape DC 32). Until this grapple ends, the target is restrained, and Maré-haré-na can't bite another target.

Blades. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. Hit: 28 (4d6 + 14) slashing damage.

Claw. Melee Weapon Attack: +24 to hit, reach 15ft., one target. Hit: 32 (4d8 + 14) slashing damage.

Horns. Melee Weapon Attack: +24 to hit, reach 10ft., one target. Hit: 36 (4d10 + 14) piercing damage.

Tail. Melee Weapon Attack: +24 to hit, reach 20ft., one target. Hit: 28 (4d6 + 14) bludgeoning damage. If the target is a creature, it must succeed on a DC 30 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Maré-haré-na's choice within 120 feet of it and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Maré-haré-na is within line of sight, 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 Maré-haré-na's Frightful Presence for the next 24 hours.

Swallow. Maré-haré-na makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Maré-haré-na, and it takes 56 (16d6) acid damage at the start of each of the Maré-haré-na's turns.

If Maré-haré-na takes 80 damage or more on a single turn from a creature inside it, Maré-haré-na must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Maré-haré-na. If Maré-haré-na dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Heat Beam (Recharge 5-6). Maré-haré-na exhales fire in a 150-foot line that is 15 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 126 (23d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Maré-haré-na can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Maré-haré-na regains spent legendary actions at the start of its turn.

Attack. Maré-haré-na makes one claw attack, tail attack, or one blade attack.

Move. Maré-haré-na moves up to half its speed.

Chomp (Costs 2 Actions). Maré-haré-na makes one bite attack or uses its Swallow.

Conjure Drakes (Costs 3 Actions). Maré-haré-na summons 5 (1d10) guard drakes (*VGtM pg. 158*). Each drake appears in an unoccupied space within 20 feet of Maré-haré-na. Other than the similar appearances to maré-haré-na they share none of its traits.

Paragon Trait

Paragon Fortitude. Maré-haré-na has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, Maré-haré-na immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, Maré-haré-na dies. When it takes a long rest, Maré-haré-na heals all hit points in the current pool and fully heals one depleted hit point pool.

Paragon Transformation. When a hit point pool is depleted, Maré-haré-na lets out a roar of anger and changes as follows depending on how many hit point pools have been depleted:

When only one hit point pool is depleted, it gains the following abilities:

- **Magic Resistance.** Maré-haré-na has advantage on saving throws against spells and other magical effects.
- **Regeneration.** Maré-haré-na regains 30 hit points at the start of its turn if it has at least 1 hit point.

The following abilities change:

- **Damage Resistances All**
- **Legendary Resistance .** Maré-haré-na gains two additional legendary resistances.
- **Magic Genius** Maré-haré-na can now cast any spells that are 6th-level or lower.

Maré-haré-na stat block continued on the next page.

It gains the following Actions:

- **Magic Missile Swarm (Recharge 6).** Maré-haré-na fires an innumerable number of glowing darts of magical force. Each creature of Maré-haré-na's choice within 120 feet of it, takes 42 (12d4+12) force damage.

It gains the following legendary action:

- **Siphon Magic (Costs 3 Actions).** Maré-haré-na targets a creature within 120 feet of it. If the target is a spellcaster, they must make a DC 25 Constitution saving throw, or lose one their highest level spell slots and take #d12 force damage (where # is equal to the level of the spell slot lost) and Maré-haré-na regains a number of hit points equal to the damage dealt on a failed save.

When two hit point pools are depleted, it gains the following abilities:

- **Damage Vulnerabilities** bludgeoning, piercing, and slashing damage from nonmagical attacks
- **Overwhelming Magic.** When Maré-haré-na attacks a creature in an antimagic zone with a spell and roll a 20 on the attack roll, the attack bypasses the field. If Maré-haré-na enters an anti magic field, the anti magic field bursts and is dispelled.

The following Abilities change:

- **Damage Resistances** is replaced with **Damage Immunities** acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing damage from magical attacks
- **Legendary Resistance .** Maré-haré-na gains five additional legendary resistances.
- **Magic Genius** Maré-haré-na can now cast any spells that are 8th-level or lower.
- **Regeneration.** Maré-haré-na regains 40 hit points at the start of its turn if it has at least 1 hit point.

The following Action changes:

- **Bite.** Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 40 (4d12 + 14) piercing damage. If the target is a creature, it is grappled (escape DC 32). Until this grapple ends, the target is restrained, and Maré-haré-na can't bite another target.

Additionally if the target is a spellcaster, they must make a DC 25 Constitution saving throw, or lose one their highest level spell slots and take #d12 force damage (where # is equal to the level of the spell slot lost) and Maré-haré-na regains a number of hit points equal to the damage dealt on a failed save.

OMNICLAW

The creature "Omniclaws" was first sighted during the exploration of the Echo Storm Crags. The expedition team was caught off guard as almost no complex life can survive the crag, but fortunately for the team there was a single warrior with the moniker of "Heavy" that came prepared for almost every situation.

After several skirmishes Heavy and a peculiar zoologist, Rodrigo-Vega, managed to learn about this creatures fighting styles and natural habits.

The Omniclaw is a multi limbed creature sporting 5 appendages that double as its legs and arms with a central mass at its center; similar to a spider with just the thorax.

Each limb seems to have evolved to deal a specific type of damage or to function a specific battle technique; disarming, grappling, and even preventing fleeing while causing its prey to bleed. It's common for the creature to rush into battle with brute force. The creatures eyes are poor and is deafened, explaining why it can survive the crags. It uses a style of tremor sense to differentiate the constant vibrations with the abrupt

ones from its prey.

The Omniclaws tremor sense is weak and has fairly limited range, explain its recklessness in combat. To make up for this the creatures seem to fight each other at a young age to toughen their hide. So they can endure hits until they move into position. This combat habit has enabled it to become incredibly resilient in battle preventing even the strongest hits from dealing their most damaging potential. However it was very quickly discovered that suffers from a very simple mind and is not very intelligent outside of combat.

Heavys recommendation is to use magic spells that aren't sound based as those will have near no effect, as well it will draw more attention since it will be a different sound that it's not used to feeling.

Rodrigo-Vegas findings also showed that these creatures had unknown battle scars that shared no similarities from its own kind, labeling the omniclaw as a threat level "Creature"; a measly 2/5, meaning there are even more dangerous creatures lurking deeper in the Echo Storm Crags.

OMNICLAW

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 22 (+6) | 10 (+0) | 20 (+5) | 7 (-2) | 4 (-3) | 3 (-4) |

Damage Resistances bludgeoning, piercing, slashing, thunder

Condition Immunities deafened, prone

Senses tremorsense 30 ft., passive Perception 7

Languages -

Challenge 10 (5,900 XP)

Battle Hide. Any critical hit against the omniclaw becomes a normal hit.

Clinch. As a bonus action, the omniclaw can make one melee weapon attack against a creature it is grappling.

Sentinel. Whenever the omniclaw hits a creature with an opportunity attack, its speed drops to 0 for the rest of the turn. This stops any movement they may have been taking. Additionally, creatures within the omniclaw's reach provoke opportunity attacks even if they took the Disengage action.

Serrated Grapple. When a creature grappled by the omniclaw fails an escape check it takes 1d4 necrotic damage. This trait has no effect on undead or constructs.

Actions

Multiattack. The omniclaw makes three weapon attacks, but it can not repeat the same attack in a turn.

Grab. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 7 bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the omniclaw can't grab another target.

Hack. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit* 11 (2d4 + 6) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a *bloody wound*. Each time the omniclaw hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Pierce. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Slash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Smash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Legendary Actions

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

Attack. The omniclaw makes a melee weapon attack.

Disarm (Costs 2 Actions). The omniclaw makes a melee weapon attack contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the omniclaw wins the contest, the attack deals its damage and the target drops the item (of the omniclaw's choice) from one of its hands and has it thrown 15 feet away from them. The omniclaw has disadvantage on its attack roll if the target is holding the item with two or more hands.

Reactions

Parry. The omniclaw adds 4 to its AC against one melee attack that would hit it. To do so, the omniclaw must see the attacker and be wielding a melee weapon.

POLIPODA FLAGELATA

Medium monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 18 (+4) | 9 (-1) | 14 (+2) | 8 (-1) |

Skills Athletics +8, Perception +6, Stealth +7

Damage Resistances slashing

Damage Immunities fire

Senses darkvision 60 Ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Grasping Tendrils. The polipoda can have up to ten tendrils at a time. Each tendril can be attacked (AC 20; 15 hit points; vulnerability to slashing damage; immunity to poison and psychic damage). Destroying a tendril deals no damage to the polipoda. A tendril can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

Hold Breath. While out of water, the polipoda can hold its breath for 1 hour.

Lightning Absorption. Whenever the polipoda is subjected to lightning damage, it takes no damage, increases its swim and walking speed by 10 feet until the end of its next turn, regrows any missing tendrils, and regains a number of hit points equal to the lightning damage dealt.

Underwater Camouflage. The polipoda has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The polipoda can breathe only underwater.

Actions

Multiattack. The polipoda makes an attack with each of its tendrils.

Tendrils. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the polipoda can't use its tentacles on another target. The polipoda can grapple a number of creatures equal to half of its remaining tendrils (minimum of 1 creature, as long as it has at least 1 tendril).

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage and the target must make a DC 16 Constitution saving throw, or be poisoned for 1 minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Sting. The polipoda makes one sting attack.

Disarm (Costs 2 Actions). The polipoda makes a tendril attack contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the polipoda wins the contest, the attack causes no damage or other ill effect, but the target drops the item (of the polipoda's choice) from one of its hands and has it thrown 15 feet away from them. The polipoda has disadvantage on its attack roll if the target is holding the item with two or more hands.

VARIANT RULE

If you happen to have red dirt mixed with a generous amount of pepper. Just toss that on the ground or on the creature. The jelly parts of the creature react violently to that mixture, causing it to dry up and fall off or expand and burst. They become almost ten times more manageable without those tendrils.

POLIPODA FLAGELATA

Like a combination between a jellyfish and an arthropod; hence the name.

They are aquatic-land dwellers coming up to the surface for wood. The reason for the wood seems to be undefined. Some suggest they absorb the oil and resin as food, others claim it's a mating gift. No one really knows for sure but since wood is a "source" of something for them; unknown shorelines to an adventurer are prime danger zones. They seem to have no interest in metal infused woods though, they are almost never found by mineral heavy shores.

For the most part these things are docile so long as you stay out of their way, and I mean out of their way. Otherwise they won't stop attacking until they run low on numbers, or you're dead. It's hard to tell what its legs are and what its arms are since it uses its tendrils to grab things as well as walk, just as it uses its hard spear like appendages to sting as well as get around.

SERAPHIM

Medium fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 199 (21d8 + 105)

Speed 40 ft., climb 40 ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 21 (+5) | 21 (+5) | 13 (+1) | 12 (+1) | 18 (+4) |

Saving Throws Str +12, Dex +11, Con +11, Wis +7

Skills Animal Handling +7, Athletics +12, Intimidation +10, Perception +7, Survival +7

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages All

Challenge 18 (20,00 XP)

Proficiency +6

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

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

Regeneration. Seraphim regains 15 hit points at the start of his turn. If Seraphim takes fire or radiant damage, this trait doesn't function at the start of Seraphim's next turn. Seraphim dies only if he starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Seraphim makes two attacks.

Adamantium Sword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 7 (2d6) radiant damage. This attack scores a critical hit on a roll of 16 to 20. If Seraphim rolled a 16-20 on the attack roll, the target takes an extra 13 (3d8) slashing damage or Seraphim cuts a limb off the target (GM's choice).

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Hades Bident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 120/480 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) necrotic damage, or 19 (3d8 + 6) piercing damage plus 7 (2d6) necrotic damage if used with two hands to make a melee attack. Immediately after the attack, Seraphim can choose to have the weapon fly back to his hand.

Legendary Actions

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

Attack. Seraphim makes one Claw attack.

Impale. Seraphim throws or commands his bident to fly up to 120 feet towards a target and make one Hades Bident attack against it. If the attack hits, the target must make a DC 20 Dexterity saving throw or be impaled. While impaled, the creature is grappled (escape DC 20), is restrained until the grapple ends, and Seraphim can't use Impale or attack another creature with his Hades Bident.

When the grapple ends, the impaled creature must make a DC 20 Constitution saving throw, losing 42 (12d6) hit points due to blood loss on a failed save, or half as many hit points on a successful one.

Move. Seraphim moves up to his speed without provoking opportunity attacks.

Flying Bident (Costs 2 Actions). Seraphim releases his bident to hover magically in an unoccupied space within 5 feet of him. If Seraphim can see the bident, Seraphim can mentally command it as a bonus action to fly up to 120 feet and either make one attack against a target or return to the Seraphim's hands. If the hovering bident is targeted by any effect, Seraphim is considered to be holding it. The hovering bident falls if Seraphim dies.

UNDEAD SPIDER QUEEN

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 30 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

11 (+0) 16 (+3) 23 (+6) 20 (+5) 14 (+2) 16 (+3)

Saving Throws Con +12, Int +11, Wis +7

Skills Acrobatics +8, Animal Handling +7, Arcana +11, Deception +9, History +11, Perception +7, Persuasion +9

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 Ft., passive Perception 17

Languages Common plus up to five other languages

Challenge 20 (3,900 XP)

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

Spellcasting. The undead spider queen is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The undead spider queen has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending, prestidigitation*

1st level (4 slots): *false life, ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence, web*

3rd level (3 slots): *animate dead, bestow curse, conjure animal (spider's only), dispel magic, vampiric touch*

4th level (3 slots): *blight, dimension door, stonework*

5th level (3 slots): *bigby's hand, cloudkill*

6th level (1 slot): *circle of death*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

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

Turn Resistance. The undead spider queen has advantage on saving throws against any effect that turns undead.

Undead Thralls. When the undead spider queen casts *animate dead*, it can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Undead created by the undead spider queen have an additional 9 hp and a +3 to their weapon damage rolls.

Additionally the undead spider queen can use the *animate dead* spell to reassert her control over twelve creatures she has animated with this spell, rather than animating a new one.

Web Walker. The undead spider queen ignores movement restrictions caused by webbing.

Actions

Withering Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit* 21 (6d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

Legendary Actions

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

Cantrip. The undead spider queen casts a cantrip.

Withering Touch (Costs 2 Actions). The undead spider queen uses its withering touch.

Frightening Gaze (Costs 2 Actions). The undead spider queen fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 17 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the undead spider queen's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the undead spider queen must make a DC 17 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

VAMPIRE PARIAEI

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 18 (+4) | 18 (+4) | 17 (+3) | 15 (+2) | 18 (+4) |

Saving Throws Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 14 (11,500 XP)

Shapechanger. The vampire can use its action to polymorph into its Large stalker form, a massive humanoid bat like creature, or back into its true form. While in Stalker form, the vampire can't speak, its walking speed is 40 feet, has advantage on Strength checks and Strength saving throws, and doubles its damage dice on Strength-based weapon attacks (included in the attacks). Its statistics, other than those listed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Blood Frenzy (Stalker Form Only). The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Innate Spellcasting. The vampire's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The vampire can innately cast the following spells, requiring no material components:

At will: *beast sense*, *comprehend languages*, *detect thoughts*, *gust of wind*, *prestidigitation*, *water walk*
3/day: *alter self*, *fear*, *invisibility*, *mirror image*, *ray of enfeeblement*

1/day: *blight*, *dominate person*, *nondetection*

Misty Escape. When it drops to 0 Hit Points outside its Resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of Falling Unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 Hit Points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 25 Hit Points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from Holy Water, this trait doesn't function at the start of the vampire's next turn.

Shadow Stealth. While in dim light or darkness, the vampire can take the Hide action as a bonus action.

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

Actions

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

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage while in stalker form. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage, or 10 (2d6 + 3) piercing damage plus 10 (3d6) necrotic damage while in stalker form. 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 this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Reactions

Retaliation. When the vampire is hit by a creature within 5 feet of it, it makes one attack with its unarmed strike against the attacker.

WAX GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 19 (+4) | 9 (-1) | 18 (+4) | 6 (-2) | 10 (+0) | 5 (-3) |

Damage Vulnerabilities fire

Damage Immunities cold, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 3 (700 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes three slam attacks.

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

CRYSTALLIZED GREAT IZUCHI

The crystallized great izuchi is a being powered by an ancient relic of immense dark power. Which grants it most of its magical powers.

CRYSTALLIZED GREAT IZUCHI

Large beast (theropod), unaligned

Armor Class 17 (crystallized body)

Hit Points 161 (17d10 + 68)

Speed 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 16 (+3) | 18 (+4) | 9 (-1) | 12 (+1) | 8 (-1) |

Skills Acrobatics +7

Senses passive Perception 11

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Hover. The izuchi hovers a couple inches off the ground, ignoring difficult terrain and other effects on the ground.

Leader of the Pack. Whenever an izuchi makes an attack roll or saving throw within 30 feet of the great izuchi, the creature can add a d4 to its roll provided it can see the great izuchi.

Relic Aura. At the start of each of the great izuchi's turns, the relic releases a pulse of energy. Each creature within 10 feet of the great izuchi surges with magical energy until the start of its next turn. While surging with energy, the creature adds its proficiency bonus to the damage its spells do (including the great izuchi).

When a creature starts its turn or enters a space within 10 feet of the great izuchi, it must succeed on a DC 16 Constitution saving throw or deal only half damage with weapon attacks that use Strength until the start of its next turn.

Actions

Multiattack. The great izuchi makes three Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Arcane Burst. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 14 (4d6) cold, fire, or lightning damage (Izuchi's choice).

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Teleport. the great izuchi teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

Rapid Spin (Recharge 5-6). The great izuchi moves up to its speed while spinning rapidly. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the great izuchi moves through must succeed on a DC 15 Dexterity saving throw or take 18 (4d6 + 4) slashing damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Alpha Call (1/day). The great izuchi looses a guttural howl, calling 5 (2d4) izuchi to its aid. The creatures arrive on initiative 20 (losing initiative ties), acting as allies of the great izuchi and obeying its commands. Izuchi summoned in this way gain 10 temporary hit points.

Spellcasting. The great izuchi casts one of the following spells at 2nd-level, using the relic for the spellcasting ability (spell save DC 16):

At will*: *burning hand*, *thunderwave*

*Add proficiency bonus to the spells damage.

Reactions

Water Shield (3/day). When the great izuchi is hit by an attack, it adds 4 to its AC until the start of its next turn, including against the triggering attack.

Legendary Actions

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

Attack. The great izuchi makes one Arcane Burst attack or one Tail attack.

Cast a Spell (Costs 2 Actions). The great izuchi uses Spellcasting.

Teleport (Costs 2 Actions). The great izuchi uses Teleport.

FORLORN SENTINEL

The forlorn sentinel stands as a formidable guardian, a relic from a bygone era, fiercely protecting the remnants of an ancient civilization. Once magnificent, it now bears the scars of time, yet its resolve to defend the ruins remains unyielding. This sentinel's visage is a blend of mythical creatures, with hints of dragon, snake, and lizard-like features. Despite these variations in description, a common thread runs through all accounts: its unmistakable mechanical form, a testament to its origin and purpose.

FORLORN SENTINEL

Huge construct, unaligned

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., Fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 16 (+3) | 20 (+5) | 9 (-1) | 17 (+3) | 6 (-2) |

Saving Throws Str +11, Con +10

Skills perception +8

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine

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

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 18

Languages —

Challenge 14 (11,500 XP)

Proficiency +5

Energy Shield. At the start of the sentinel's turn, it gains 10 temporary hit points. The shield is magical and can be dispelled. If dispelled the shield activates again after 4 (1d4 + 2) rounds.

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

Lightning Absorption. Whenever the sentinel is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The sentinel's weapon attacks are magical.

Actions

Multiattack. The sentinel makes two Slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Plasma Cannon. Ranged Weapon Attack: +8 to hit, range 100/400 ft., one target. *Hit:* 22 (5d8) lightning damage and each creature within 10 feet of the target must succeed on a DC 18 Dexterity saving throw or take the same damage.

Gravity Well (Recharge 5-6). The sentinel creates an intense gravitational anomaly in a 60-foot cone. Each creature that area must make a DC 18 Strength saving throw, taking 35 (10d6) force damage and be pulled into the closest unoccupied space the cone originated from (while remaining in the cone's area) on a failed save, or half as much damage and isn't pulled on a successful one. The anomaly destroys all cover, terrain, and nonmagical objects that aren't worn or carried.

Legendary Actions

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

Fly. The sentinel moves up to half its fly speed.

Attack (Costs 2 Actions). The sentinel makes one Plasma Cannon attack.

Ground Smash (Costs 2 Actions). The sentinel slams its fists onto the ground. Each creature in a 15-foot square originating from the sentinel must make a DC 19 Dexterity saving throw, taking 22 (3d10 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

QUANTUM GOLEM

Large construct, unaligned

Armor Class 20 (Natural Armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 24 (+7) | 9 (-1) | 20 (+5) | 3 (-4) | 11 (+0) | 1 (-5) |

Saving Throws Dex +5, Con +11, Wis +6, Cha +1

Damage Immunities fire, force, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 17 (18,000 XP)

Force Absorption. Whenever the golem is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Quantum Slam. *Melee Weapon Attack.* +14 to hit, reach 5 ft., up to two creatures adjacent to each other. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Quantum Sword. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage and the target teleports to a random unoccupied space 45 feet away that the golem can see.

Teleport (Recharge 4-6). The golem magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. Before or after teleporting, the golem can make one quantum slam attack.

QUANTUM SKELABONE

Medium undead, unaligned

Armor Class 16 (natural armor)

Hit Points 135 (18d8+54)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 14 (+2) | 16 (+3) | 6 (-2) | 8 (-1) | 5 (-3) |

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 Ft., passive Perception 18

Languages —

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the skelabone to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skelabone drops to 1 hit point instead.

Actions

Multiattack. The skelabone makes two melee attacks.

Quantum Punch. *Melee Weapon Attack.* +5 to hit, reach 5 ft., up to two creatures adjacent to each other. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Teleport (Recharge 4-6). The skelabone magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the skelabone can make one quantum punch attack.

VOLCRON

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 189 (18d10+90)

Speed 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 21 (+5) | 14 (+2) | 11 (+0) | 19 (+4) |

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities Fire

Senses blindsight 30 Ft., darkvision 120 Ft., passive Perception 18

Languages —

Challenge 14 (11,500 XP)

Lava Walk. The dragon can move across and climb lava and magma-like surfaces without needing to make an ability check. Additionally, difficult terrain composed of lava or magma doesn't cost it extra movement.

Dragon Rage (1/day). The first time the dragon hit points drop below half of its maximum, it enrages for 1 minute. While enraged, the dragon's damage is increased by +5 and its movement is increased by 10 ft.

Actions

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

Bite. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail Spikes. *Ranged Weapon Attack.* +11 to hit, range 30/120 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 14 (4d6) fire damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. 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 Frightful Presence for the next 24 hours.

Lava Breath (Recharge 5-6). The dragon releases a gout of lava across the ground in a 90-foot cone in front of it. Each creature in that area, that is touching the ground, must make a DC 18 Dexterity saving throw taking 54 (12d8) fire damage and begin to burn on a failed save. On a successful save, the target takes half as much damage and does not burn. A creature that is burning takes 5 (1d10) fire damage at the start of their turn. A creature can use its action on its turn to douse the flames.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A MISH MASH OF CREATURES FROM VIDEO GAMES TO TV SHOWS

In this Monster Manual you will find an accumulation of creatures requested by my patrons that they intend to use in their own campaigns, or wish to be created as a 5e monster hunter stat block for their own curiosity.

As time goes on, this manual will continue to be updated monthly and filled with all different sorts of creatures from all different sources. So check back regularly for all the new additions!

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ART

Front cover illustration is currently being redrawn

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