

BLOODLETTER

Medium Fiend

Armor Class 14 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

Proficiency +2

Skills Athletics +6

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Challenge 4 (1,100 XP)

Decapitating Blow. The Bloodletter's weapon attacks score a critical hit on a roll of 19 or 20. When scoring a critical hit, the Bloodletter deals an additional 7 (2d6) damage.

Locus of Fury (1/turn). When the Bloodletter's weapon attack rolls 5 or lower, it can reroll the attack but must use the second result.

Magic Attacks. The Bloodletter's attacks are magical.

ACTIONS

Multiattack. The Bloodletter makes two weapon attacks with its Hellblade.

Hellblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

HALF-FORMED GOLEM

Small Construct

Armor Class 8

Hit Points 5 (1d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	14 (+2)	4 (-4)	9 (-1)	4 (-3)

Proficiency +2

Damage Resistances bludgeoning, piercing, or slashing damage from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/8 (25 XP)

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

ACTIONS

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

Self-Destruct. The golem explodes in a 5 ft. radius of unstable matter and is destroyed. Each creature in the area must succeed a DC 12 Dexterity saving throw or take 5 (2d4) acid damage.

HERALD

Medium Aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	8 (-1)	14 (+2)	18 (+4)

Proficiency +3

Skills Performance +10

Damage Resistance necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages Common, Abyssal, Celestial, Undercommon

Challenge 5 (1,800 XP)

Devil Sight. Natural and magical darkness does not impede the herald's sight.

ACTIONS

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

Clarion Call. A creature within 60 ft. of the herald that can hear it must succeed a DC 15 Wisdom saving throw or take 22 (5d8) psychic damage.

First Trumpet (Recharge 5-6). Each creature in a 10 ft. radius centered on a point within the herald must make a DC 15 Constitution saving throw. On a failed save a creature takes 27 (6d8) thunder damage and takes additional 13 (3d8) thunder damage at the end of its next turn. On a successful save a creature takes half as much of the initial damage and no additional thunder damage.

Worship. The herald can use the help action with a range of 30 ft. to help another allied aberration that has a higher Challenge than itself. When the herald does so, the allied aberration gains 10 temporary hit points.

ALTAR

Small Aberration, neutral evil

Armor Class 12 (natural armor)

Hit Points 52 (7d6 + 28)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	18 (+4)	3 (-5)	14 (+2)	5 (-3)

Proficiency +2

Damage Resistance necrotic, poison

Condition Immunities charmed, frightened, prone

Senses darkvision 120 ft., tremorsense 10 ft., passive Perception 12

Languages Common, Abyssal, Celestial, Undercommon

Challenge 3 (700 XP)

Dark God's Boon (1/day). When the altar takes damage, it takes half as much instead.

ACTIONS

Tentacle. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage.

Azoic End. The altar self-destructs in a wave of maddening energy. Each creature within 20 ft. of the altar must succeed a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage. The altar is then destroyed.

Weaving. The altar flesh-forms all allied aberration creatures within 20 ft. of itself and gives them one of the following boons:

- **Bone Weaving.** Once on its turn the creature can reroll the damage it deals and must use the second result.
- **Flesh Weaving.** At the beginning of the creature's turn it regains 7 (2d6) hit points.

For the duration of the effect the altar's speed becomes 0 and the effect ends if the altar uses its action to do anything else, or becomes incapacitated.

BONUS ACTIONS

Altar of Denial. The altar chooses one allied aberration within 30 ft. of itself. The next weapon attack roll made against that creature before the beginning of the altar's next turn has disadvantage.

Altar of Resentment. The altar chooses one allied aberration within 30 ft. of itself. The creature's next attack roll it makes before the beginning of the altar's next turn has advantage.

WEREAPE

Large Monstrosity

Armor Class 14 (natural armor)**Hit Points** 199 (21d10 + 84)**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	5 (-3)	13 (+1)	8 (-1)

Proficiency +4**Skills** Acrobatics +7, Athletics +9, Perception +5**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons**Senses** darkvision 60 ft., passive Perception 15**Languages** Understands Common but can't speak**Challenge** 9 (5,000 XP)**Cruelty.** When the wereape hits a creature with an attack roll made with advantage, it deals an additional (7) 2d6 damage.**Mangle.** The wereape has advantage on attack rolls against creatures it has grappled.**ACTIONS****Multiattack.** The wereape makes three attacks, two with its fists and one with its bite.**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. Instead of dealing damage, the wereape can choose to grapple the target instead, escape DC 15.**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.**Filth.** *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage and the creature must succeed a DC 16 Constitution saving throw or be poisoned until the end of the wereape's next turn.**AUTUMN VANGUARD**

Medium Fey

Armor Class 16 (breast plate, 18 with Gnarled Bark Armor)**Hit Points** 39 (6d8 + 18)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Proficiency +2**Skills** Athletics +5, Perception +4**Damage Resistances** necrotic**Senses** darkvision 60 ft., passive Perception 14**Languages** Common, Sylvan**Challenge** 2 (450 XP)**Gnarled Bark Armor.** The Autumn Vanguard gains 10 temporary hit points at the beginning of its turn. As long as the Autumn Vanguard has these temporary hit points it has a +2 bonus to its armor.**Withering Presence.** When a creature regains hit points within 5 ft. of the Autumn Vanguard, it regains only half as much hit points instead.**ACTIONS****Multiattack.** The Autumn Vanguard makes two weapon attacks.**Halberd.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage plus 4 (1d8) necrotic damage.**Rooting Strike.** The Autumn Vanguard makes a weapon attack against a creature. If the attack hits the creature is restrained until the end of the Autumn Vanguard's next turn.

AUTUMN MUSE

Medium Fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 225 (30d8 + 90)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	22 (+6)

Proficiency +6

Saving Throws Dex +10, Con +9, Cha +12

Skills Perception +8, Performance +12, Persuasion +12

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

Damage Immunities necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elvish, Sylvan, two additional languages

Challenge 20 (25,000 XP)

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

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

Fall Festering Weapons. The autumn muse's weapon attacks are magical and deal an additional 9 (2d8) necrotic damage on a hit (included in the attack).

Ruinous Roots. When the autumn muse starts its turn, each creature restrained by the autumn muse must succeed a DC 20 Constitution saving throw or take 9 (2d8) necrotic damage and the autumn muse gains temporary hit points equal to half the necrotic damage dealt.

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

ACTIONS

Multiattack. The autumn muse makes three reaping scythe attacks.

Reaping Scythe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage plus 9 (2d8) necrotic damage.

Outcropping Roots. Each creature in a 10 ft. radius centered on a point within 60 ft. of the autumn muse must succeed a DC 20 Strength saving throw or be restrained by gnarled roots. A creature can use an action on its turn to make a DC 20 Strength check to break the roots. Alternatively the roots can be attacked and destroyed to free the creature: they have an AC of 18, 20 hp, and are immune to psychic damage.

Fall Magic. The autumn muse casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 20) without material components:

At will: *dancing lights, disguise self, gust of wind, minor illusion, mold earth, ray of enfeeblement*

1/day each: *blight, circle of death, eye blight, mirage arcane, plant growth, wind wall*

BONUS ACTIONS

Fey Step (Recharge 4-6). The autumn muse teleports within 10 ft. of a creature it has restrained.

LEGENDARY ACTIONS

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

Approach the Harvest. The autumn muse moves up to half of its speed towards a creature it has restrained without provoking opportunity attacks.

Roots. A creature within 20 ft. of autumn muse must succeed a DC 20 Strength saving throw or be restrained by fleeting roots until the end of the muse's next turn.

Sap. A creature restrained by the autumn muse must succeed a DC 20 Constitution saving throw or take 13 (3d8) necrotic damage.

Reap (2 Actions). The autumn muse makes two reaping scythe attacks against two different creatures that are restrained.

Crescent Slash Escape (3 Actions). The autumn muse uses its Fey Step if available. Before teleporting, each creature within 10 ft. of the spring muse make a DC 20 Dexterity saving throw, taking 18 (4d8) magical slashing and 18 (4d8) necrotic damage on a failed save and half as much on a successful one.

FOLLOWER OF RUIN

Medium humanoid

Armor Class 14 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	9 (-1)	7 (-2)	11 (0)

Proficiency +2

Senses passive Perception 8

Damage Resistance necrotic, poison

Languages Common

Challenge 1 (200 XP)

Nihilism. The follower has advantage on saving throws against effects that charm or frighten it.

Ruinating Weapon. The follower's weapon are magical and deals an additional 3 (1d6) necrotic damage when on a hit (included in the attack).

Siege Monster. The follower of ruin deals double damage to objects and structures.

ACTIONS

Multiattack. The follower makes two melee weapon attacks. If both attacks hit the same creature it's movement speed is reduced by 10 ft. until the beginning of the follower's next turn.

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

Handaxe (thrown) *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target *Hit:* 4 (1d6+1) slashing damage plus 3 (1d6) necrotic damage.

DOOM CALLER

Medium monstrosity

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (0)	12 (+1)	14 (+2)

Proficiency +3

Skills Perception +4

Damage Resistance necrotic, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common and two additional languages

Challenge 5 (1,800 XP)

Ruinating Weapon. The doom caller's weapon are magical and deals an additional 7 (2d6) necrotic damage when on a hit (included in the attack).

Siege Monster. The doom caller deals double damage to objects and structures.

ACTIONS

Multiattack. The doom caller makes two weapon attacks. It can use its blasting scream in place of one attack.

Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+4) slashing damage plus 7 (2d6) necrotic damage.

Blasting Scream. Each creature within 5 ft. of the doom caller must succeed a DC 14 Strength saving throw or be pushed back up to 10 ft. away from the doom caller.

Ruinous Shout (Recharge 5-6). Each creature in a 20 ft. cone originating from the Doom Caller must make a DC 14 Constitution saving throw. On a failed save a creature takes 21 (6d6) thunder damage and has disadvantage on attack and saving throws until the end of the Doom Caller's next turn. On a successful save a creature takes half as much damage and suffers no other effects.

BONUS ACTION

Doom Foretold (1/day). The doom caller chooses one creature within 20 ft. of itself. The next attack roll against the creature before the end of the doom caller's next turn has advantage. If both results would hit the creature, the attacker scores a critical hit.