

# PARASITIC GEIST

Parasitic geists are defined by their unnerving appearance and insatiable appetite for living creatures. These once-living beings each met a particularly brutal end, often on nights of the hunt, and were cursed by the city to become voracious apparitions. They have become trapped in a never-ending cycle, feeding on the living in an attempt to regain some semblance of their former selves, but in vain.

Parasitic geists lost their bodies along with their minds, resembling floating heads with long, writhing tendrils protruding from their ghostly faces. They use these tendrils as a means of feeding, breaking through the skin of unsuspecting victims and draining their life, guided by nothing more than a visceral hunger. The ethereal appearance of these walking corpses is hard to perceive with the naked eye, flickering in and out of existence, phasing through solid structures.

These monsters are drawn to places where people are experiencing severe emotional or physical pain—grim banquets of blood and agony. Graveyards, battlegrounds, and other locations where death and violence prevail are where they are most often found.



## Parasitic Geist

*Small undead, neutral evil*

Armor Class 11  
Hit Points 10 (3d6)  
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	3 (-4)	12 (+1)	13 (+1)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded or silvered

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

**Challenge** 1/4 (50 XP)

**Incorporeal Movement.** The geist 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.

**Sunlight Sensitivity.** While in sunlight, the geist has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

### ACTIONS

**Devour Life.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) necrotic damage and the geist attaches to the target. While attached, the geist can't use this attack. Instead, at the start of each of the geist's turns, the target takes 6 (2d4 + 1) necrotic damage. The geist moves with the target and can detach as a bonus action.

## Fallen Luyarnhian

*Medium beast & humanoid (any race), chaotic evil*

Armor Class 12  
Hit Points 33 (6d8 + 6)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

Skills Athletics +4  
Senses passive Perception 10  
Languages Common (can't speak coherent sentences)  
Challenge 1/2 (100 XP)

**Keen Hearing and Smell.** The fallen has advantage on Perception checks that rely on hearing or smell.

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

**Visceral Strike.** The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores against a creature with a melee attack.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

### VARIANT: BLOATED NIGHTMARE

Some fallen are bloated with bestial energy from their over-exposure to the Scourge. These fallen are distinguishable from others of their kind by their distended and swollen abdomen. They gain the following trait.

**Fallen Echoes.** If the fallen is killed by a hostile creature, it explodes in a crimson mist. All creatures that are allied to it within 30 feet of it become enhanced for 2 rounds (on this initiative count, losing initiative ties). Whenever an enhanced creature makes an attack roll, saving throw, or ability check, the target can roll a d6 and add the number rolled to the result.

## FALLEN LUYARNHIAN

These dread-filled monstrosities are the harbingers of the Scourge. Uncannily mirroring the appearance of scourgeborne, the fallen Luyarnhians are an abomination born of this dark corruption that began in the Ruby District. Sufficient instincts lingers within them to make them formidable adversaries for the unprepared. They clutch onto torches, a flicker of rationality trying to ward off the encroaching darkness. Yet, this act merely serves to cast long, monstrous shadows, turning the district into a nightmarish landscape.



# CORVIAN DWELLER

The corvian dwellers began appearing in the Ruby District, their warped form eerily similar to that of the scourgeborne, like fallen Luyarnhians. Their wings, heavy and matted with grime, are incapable of lifting them high enough to escape the district's confines—a blessing to others, else they'd carry their plague beyond the barricaded borders of the Ruby District.

## Corvian Dweller

*Medium beast & humanoid, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	4 (-3)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

**Broken Wings.** The corvian dweller falls if it ends its turn in the air and nothing else is holding it aloft.

**Mimicry.** The corvian dweller can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Insight check.

## ACTIONS

**Multiattack.** The corvian dweller makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

## REACTIONS

**Wing Flutter.** If the corvian dweller's speed isn't 0, and it is targeted by a melee attack, it flaps its wings in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.



# Geist

*Medium undead, chaotic evil*

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

**Damage Resistances** acid, fire, lightning, necrotic, thunder

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

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

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Abhorrent Body.** The geist can assume either an ethereal or material form. In its ethereal form, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't moon-gilded or silvered. In its material form, it has resistance to bludgeoning, piercing, and slashing damage from magical attacks that aren't moon-gilded or silvered. The geist can change form as a bonus action. The geist's other traits and actions are determined by its form.

**Death Burst (Material Form).** When the geist dies, it explodes in a burst of poison. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

**Incorporeal Movement (Ethereal Form).** The geist 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. If it changes to its material form while inside an object, it takes 11 (2d10) force damage and is shunted to the nearest unoccupied space.

**Sunlight Sensitivity (Ethereal Form).** While in sunlight, the geist has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

## ACTIONS

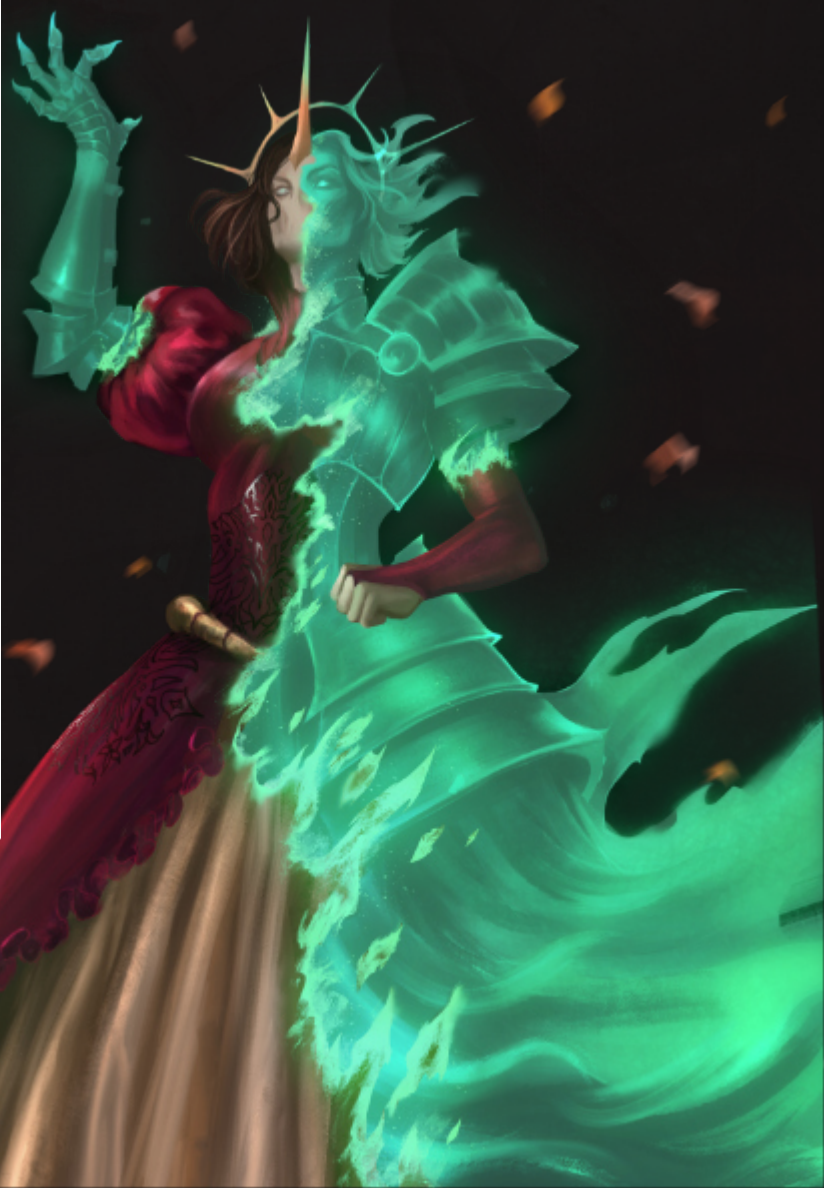
**Glacial Touch (Ethereal Form).** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Rotten Touch (Material Form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) poison damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

# GEIST

Geists are two souls intertwined in a solemn dance of despair and suffering. Created by the will of a Great One, these souls ripped from fallen bodies now do their creator's bidding without judgment or rationale. While their appearance differs from typical ghosts, they too glide through the air with the same eerie motions as their undead brethren. Their form twists and changes, capable of resisting even the blows of magical weapons. Their existence is the reason why most hunters carry plain steel weapons as back up.

**Dying Breed.** When the moon was shattered, most geists broke along with it. This was the undeniable proof that the hunters had the powers to break and end the Scourge afflicting them. In Luyarnha, death offers no respite; a person's body and soul risk becoming the tortured pawns of vile masters, thus the denizens of the city show a fighting spirit rarely seen elsewhere.



# ENHANCED PATIENT

Enhanced patients are victims of a macabre surgical practice designed to augment their latent psychic abilities. In an ungodly exchange, their natural sight is forever relinquished, alongside most of their intellect, instead replaced by the chilling cold of the Ocular Apparatus. This metal device, fused directly into the patient's eye socket, opens pathways to metaphysical visions beyond comprehension, linking the frail mortal consciousness with something far greater and more terrifying.

These manipulated individuals, forever blinded to mortal sight, are left suspended in a perpetual state of ethereal revelation, their minds teetering on the brink of cosmic comprehension and madness, bestowing upon them a set of nascent psychic abilities. As living conduits to the cosmos, they form the crux of the Obitus Scholare's ongoing research—the price of their sanity, a small offering for the promise of cosmic enlightenment, holding the key to creating something far greater than meager jaegers.

## Enhanced Patient

Medium humanoid (any race), any chaotic

**Armor Class** 12 (natural armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	14 (+2)

**Condition Immunities** blinded

**Senses** tremorsense 20 ft., passive Perception 10

**Languages** understands Common but can only speak in short incoherent sentences

**Challenge** 2 (450 XP)

**Ocular Apparatus.** The device grafted onto the patient's head opens its mind to the beyond. It is blind.

**Mad Strength.** The patient deals an additional 3 (1d6) psychic damage when it hits with any melee attack. (included in the statblock.)

### ACTIONS

**Multiattack.** The patient makes one attack with its metal limb. On a hit, the patient can make one bite attack against the same target.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and 3 (1d6) psychic damage, and the patient regains hit points equal to the piercing damage dealt.

**Metal Limb.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning or slashing damage (patient's choice) and 3 (1d6) psychic damage.

### BONUS ACTIONS

**Wail of Insanity (Recharge 6).** The patient unleashes the chaos within itself. A creature of the patient's choice within 5 feet of it must succeed on a DC 12 Wisdom saving throw or gain a short-term madness.

*"Oh dearest saint, can you hear me? I will be helpful, I swear!  
Please don't leave me alone, it's so dark here..."*

# ZEALOT

Zealots are fanatical followers of the Radiant Church. The Church believes that the Radiant One holds the key to free Luyarnha of its scourge, just as he brought them enlightenment. As such, these zealots do their utmost to spread their message and gather converts. They know that actions speak far louder than words and as such are always at the forefront of each hunt. They are trained in the art of combat, but they prefer to use their abilities to heal and support their allies, strengthening the faith of their comrades through their unwavering devotion. They are often willing to make the ultimate sacrifice in the name of their deity, if it means saving their kin.

## Zealot

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

**Spellcasting.** The zealot is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The zealot has the following cleric spells prepared:

**Cantrips (at will):** *light, sacred flame, thaumaturgy*

**1st level (4 slots):** *cure wounds, guiding bolt, silvered shell* †

**2nd level (3 slots):** *lesser restoration, spiritual weapon*

**3rd level (2 slots):** *mass healing word, protection from energy*

† SGttEH

**Call to Radiance.** As a bonus action, the zealot can expend a spell slot to magically imbue its weapons with divine power. Until the end of the turn, its melee weapon attacks deal an extra 10 (3d6) radiant damage on a hit. If the zealot expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

## ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Despite their peaceful demeanor, zealots are capable of incredible violence, driven by their faith to defend the Radiant Church and its followers. Although their doctrine is one of tolerance, direct insults to their god are deemed heretical and they will not hesitate to use their powers to quiet the offender. They are often seen leading Radiant Church expeditions, accompanied by a retinue of hunters, as they seek to bring the light back to Luyarnha after its fall from grace.



# BUTCHER

Cursed-bloods are brave beyond reason, beings willing to go to dangerous lengths to protect their family; butchers are part of the many that have sacrificed more than their lives to defend their loved ones.

**Lunar Rebirth.** For a cursed-blood, removing their mask causes excruciating pain, akin to the agony of being scalped, before causing a horrific death. One dangerous way of acquiring power is for cursed-bloods to, as they approach the end of their life, perform such an act on a night where the Blood Moon is high. All die immediately, their hearts withering; but for a chosen few, a horrific rebirth is granted. Willful subjects to the twisted influence of the astral body, their flesh contorts and mutates in ways that defy the natural order; the lost twin embedded in their chest is resurrected, and its new eye opens to survey the world from within their abominable form. The transformation isn't without cost, as the cursed-blood's mind fractures and its memories fade away, leaving behind only a fierce bloodlust that compels them to slaughter the aberrant.

**Eternal Hunt.** Now consumed by eldritch power and stripped of their intellect, they are immune to the creeping tendrils of madness that would drive others to insanity. Before their rebirth is complete, an elder of the tribe bestows upon them a red cloth that covers their face, so that the actions from their new body may not tarnish the previous life they led. The newly birthed butcher soon begins their hunt, relentlessly cleaving the beasts that plague the city, though in their mindless zealotry, they often strike down even those that have yet to transform.

## Butcher

*Large humanoid & monstrosity, lawful neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

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

**Skills** Perception +5

**Damage Resistances** piercing; bludgeoning and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** madness

**Senses** darkvision 120 ft., passive Perception 15

**Languages** —

**Challenge** 3 (700 XP)

**Aberrant Eye.** The butcher has an eye in the middle of its torso that it uses to dispel magic. The eye is closed unless the butcher uses its bonus action to open it, or uses its *Dispelling Gaze*. At the start of its next turn, it can choose to close the eye (no action required). While closed, the eye is considered behind total cover and is immune to all damage. While opened, the eye has AC 18, 15 HP, and no resistances or immunities, and the butcher has truesight to a range of 60 feet. Any damage dealt to the eye is also dealt to the butcher. If the eye is destroyed, the butcher is blinded and can't use its *Dispelling Gaze*.

### ACTIONS

**Multiattack.** The butcher makes two cleaver attacks.

**Cleaver.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage or 18 (2d12 + 5) slashing damage if used with two hands. It can only change its grip at the start of each of its turns.

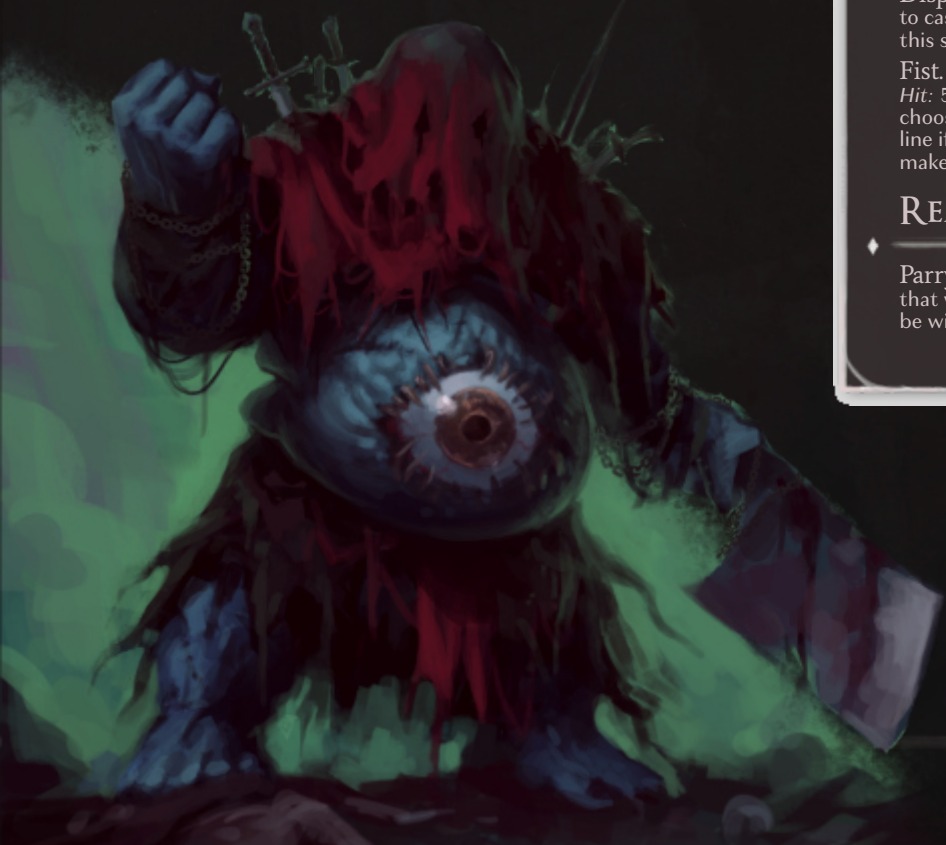
### BONUS ACTIONS

**Dispelling Gaze.** The butcher opens the eye on its chest to cast *dispel magic*. The butcher's spellcasting ability for this spell is Charisma.

**Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage and the butcher can choose to push the target back up to 10 feet in a straight line if the target is Large or smaller. The butcher can only make this attack if it has a free hand.

### REACTIONS

**Parry.** The butcher adds 2 to its AC against one melee attack that would hit it. To do so, the butcher must see the attacker, be wielding a melee weapon.



# Scourge Lycan

Medium beast & humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

**Keen Hearing and Smell.** The scourge lycan has advantage on Perception checks that rely on hearing or smell.

## ACTIONS

**Multiattack.** The scourge lycan makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Devour (Recharge 4-6).** The scourge lycan attempts to eat a creature within 5 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, the creature is crunched by the werewolf, taking 12 (2d8 + 3) piercing damage and falling prone. The scourge lycan regains hit points equal to the damage dealt.



*As the scorching moon rises, beasts become restless, cobbles crack, and the air sizzles with savage suspense. Fiery claws cauterise as they rend, and Luyarnha is choked with the scent of charred flesh.*





# GUARDIAN GARGOYLE

Lining Luyarnha's many churches, one can find silent sentinels of faith: the guardian gargoyles. These constructs, carved from the very stone that forms the walls and balconies of these hallowed places, are more than mere decoration. For the most part, the gargoyles remain as still and silent as the rocks from which they were wrought, standing sentinel over the sacred spaces they protect, their unblinking eyes ever watchful and their monstrous visages a stern warning to those who might dare to defile the sanctity of the church. However, when such sanctity is threatened or the lives of those within its walls are in peril, these seemingly inert creatures are roused to life. Animated with the divine words of the clergy, they move with a singular purpose: to defend the church and its congregation.

As they spring into action, the stone forms of the gargoyles become supple and agile, their wings unfurling to reveal the full extent of their might, before swooping down upon their enemies with the wrath of the divine. Once their duty is complete, the guardian gargoyles return to their stone slumber, resuming their silent watch over the churches they were birthed to protect.

## Guardian Gargoyle

*Medium construct, lawful good*

**Armor Class** 16 (natural armor)  
**Hit Points** 60 (8d8 + 24)  
**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	7 (-2)	11 (+0)	3 (-4)

**Skills** Perception +4

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moon-gilded or silvered

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Celestial but can't speak

**Challenge** 3 (700 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

**Warding Strikes.** When the gargoyle hits a creature with an attack, it can mark the creature until the end of the gargoyle's next turn or until the creature is marked by another gargoyle. While it is within 30 feet of the gargoyle, the marked creature has disadvantage on attack rolls that don't target the gargoyle.

### ACTIONS

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

**Boulder.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

### REACTIONS

**Stone Defense.** When another creature within 5 feet of the gargoyle takes damage, the gargoyle can partially turn it to stone, giving the target resistance to the triggering damage type(s) until the start of the target's next turn.



# Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (splint)  
Hit Points 58 (9d8 + 18)  
Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

**Flexible Combatant.** When the hunter draws or stows a weapon, it can draw or stow another weapon with the other hand. It can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if the hunter is carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other hand, it doesn't have disadvantage on attack rolls with ranged weapons from being within 5 feet of a hostile creature.

## ACTIONS

**Multiattack.** The hunter makes two longsword attacks. If it has a firearm drawn, it can also make a firearm attack.

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

**Firearm.** *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## REACTIONS

**Dodge Step (3/Short Rest).** If the hunter's speed isn't 0, and it is targeted by an attack, it dodges in defense. It moves 5 feet, and makes a Dexterity saving throw with a DC equal to the attacker's attack roll's total. On a success, it evades completely and the attack misses. On a failure, it halves the attack's damage against itself if the attack hits. This movement doesn't provoke opportunity attacks.

# HUNTER

The motto of hunters is "survive together, or die together." They never hunt alone, unless they are forced to. After all, even the oft considered greatest hunter, Steinhardt, was always accompanied by Vicar Priscilla on all his hunts. The nights in Luyarnha can be brutal and the beasts relentless, and only a united front can hope to survive.

All jaegers are hunters, but not all hunters are jaegers. Where jaegers are relentless killers, hunters are often simple citizens wishing to protect their homes and those they love. They are often the first to perish, but fear the one who lives long in a profession where men die young. Hunters are an invaluable contribution to the survival of the city-state and its denizens, and successful hunters cut down hundreds of beasts throughout their life before succumbing to the fires of battle.



# Razorblade Bitzer

Medium construct, unaligned

**Armor Class** 16 (natural armor)  
**Hit Points** 75 (10d8 + 30)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	4 (-3)	11 (+0)	1 (-5)

**Skills** Athletics +5, Investigation +1  
**Damage Immunities** poison, psychic  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** understands the languages of its master(s) but can't speak  
**Challenge** 3 (700 XP)

**Illumination.** The bitzer sheds bright light in a 5-foot radius and dim light in an additional 5 feet.

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

**Instilled Loyalty.** The bitzer can't act in a manner that is harmful to its master(s).

**Necrotic Negation (1/Day).** When the bitzer takes necrotic damage, it instead takes no damage.

**Whirligig Saw.** A creature that the bitzer is grappling takes 5 (2d4) slashing damage at the start of each of its turns and the bitzer's turns.

## ACTIONS

**Multiattack.** The bitzer makes two melee attacks, only one of which can be with its bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the bitzer can't bite another target.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Hunting dogs had been used for centuries in Luyarnha: for retrieving partridges, rounding up wild boar, and even as attack hounds by the city watch. However, all of these canines required a master, and all left the bones and inedible guts of their prey festering in fly-covered mounds. The Obitus Scholare needed an autonomous creature with fewer dietary scruples, one that would lick the cobbles clean of blood and decayed flesh alike.

Using the technology of manikin creation, the Scholare fused flesh to metal, creating a construct-canine with an insatiable appetite: razorblade bitzers. Released in the wake of a hunter's pursuit, or after an eldritch incursion decimates a neighborhood, these bitzers consume all. Bones were broken, liquids lapped up, and the gaze of Luyarnhians is protected from the brutality of the events that transpired the night before.

Although the eldritch runes carved upon the steel of their skin ensures the loyalty of these hounds to the Church, many still roam the streets, forgotten and masterless. Only in death does their duty end.

## RAZORBLADE BITZER

When the hunts first began, they were kept under wraps, only to be executed under cover of the night. Hunters swore an oath of secrecy to the Radiant Church: none were to speak of the Scourge; rumors would spread more virulently than a plague ever could. But the hunters were warriors, not propagandists, and thus the Scions, hungry for favors from the top, offered their help with creating a means of removing any trace of the horrors that occurred each night.

# Screechwing

Medium beast & humanoid, chaotic evil

Armor Class 17 (half plate)

Hit Points 58 (9d8 + 18)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Damage Resistances acid

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

Languages —

Challenge 3 (700 XP)

**Disorienting Strikes.** The screechwing has advantage on attack rolls against deafened creatures.

**Echolocative Vision.** The screechwing can see creatures it has hit with its Echoing Screech attack within the last minute past its blindsight range, up to 120 feet, and regardless of cover.

**Swift Swordsmanship.** After the screechwing hits a creature with a weapon attack, the screechwing can take the Disengage action as a bonus action that turn.

## ACTIONS

**Multiattack.** The screechwing makes two attacks with its shortswords.

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

**Screech (Recharge 4-6).** The screechwing lets out a powerful screech in a 90-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) thunder damage, become stunned until the end of its next turn, and become deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## SCREECHWING

With wings that stretch the breadth of a grown man and sharp blades that can rend flesh from bone, a dire fate awaits any who dare cross paths with this warped creature. It is a stalker unparalleled, a being consumed by the very essence of fear that seeks solace in the embrace of darkness. Fortuitously, the denizens of Luyarnha rarely glimpse this monstrosity, for its senses far surpass those of sane mortals, rendering it vulnerable to the raucous cacophony and blinding luminescence of the bustling city-state. Instead, it lurks within the shadowy depths of the forests surrounding the metropolis, biding its time.

## Fallen Scourgeborne

Once a mere vespertilio, this beast has been twisted by madness, its soul devoured by the very darkness it sought refuge within. The vestiges of its humanoid features have been distorted into a grotesque visage, its eyes aglow with a feral hunger as it stalks its quarry. Yet despite its monstrous appearance, the screechings take to the skies with a grace that belies its savagery, its acute senses guiding it to its prey with lethal precision. Employing its ear-rending shriek, it deafens all who hear, leaving them disoriented and vulnerable to its relentless assault.

# Abductor

Medium aberration & humanoid, lawful evil

**Armor Class** 16 (studded leather)

**Hit Points** 84 (13d8 + 26)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** Dex +6, Con +4

**Skills** Acrobatics +6, Athletics +6, Stealth +6

**Damage Resistances** cold, fire

**Damage Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 11

**Languages** understands Deep Speech but can't speak

**Challenge** 4 (1,100 XP)

## ACTIONS

**Multiattack.** The abductor makes two bushwhack attacks.

**Bushwhack.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is surprised, this attack is a critical hit.

**Abduct.** The abductor places an unconscious Medium or smaller creature within 5 feet of it into its body by opening the jaw located in its abdomen, abducting it. The abducted creature has total cover against effects outside the abductor and remains unconscious until released from the abductor's body. If the creature is dying, it becomes stable but can't gain hit points while in the abductor's body. If the abductor dies, or if it uses an action to release the abducted creature, the creature is released in an unoccupied space within 5 feet of the abductor. The abductor can have only one creature abducted at a time.

**Darklight Candle.** The abductor casts *darkness* at 3rd-level, without material components, targeting its candle. While touching the candle, a creature can see through the darkness created by the spell.

## BONUS ACTIONS

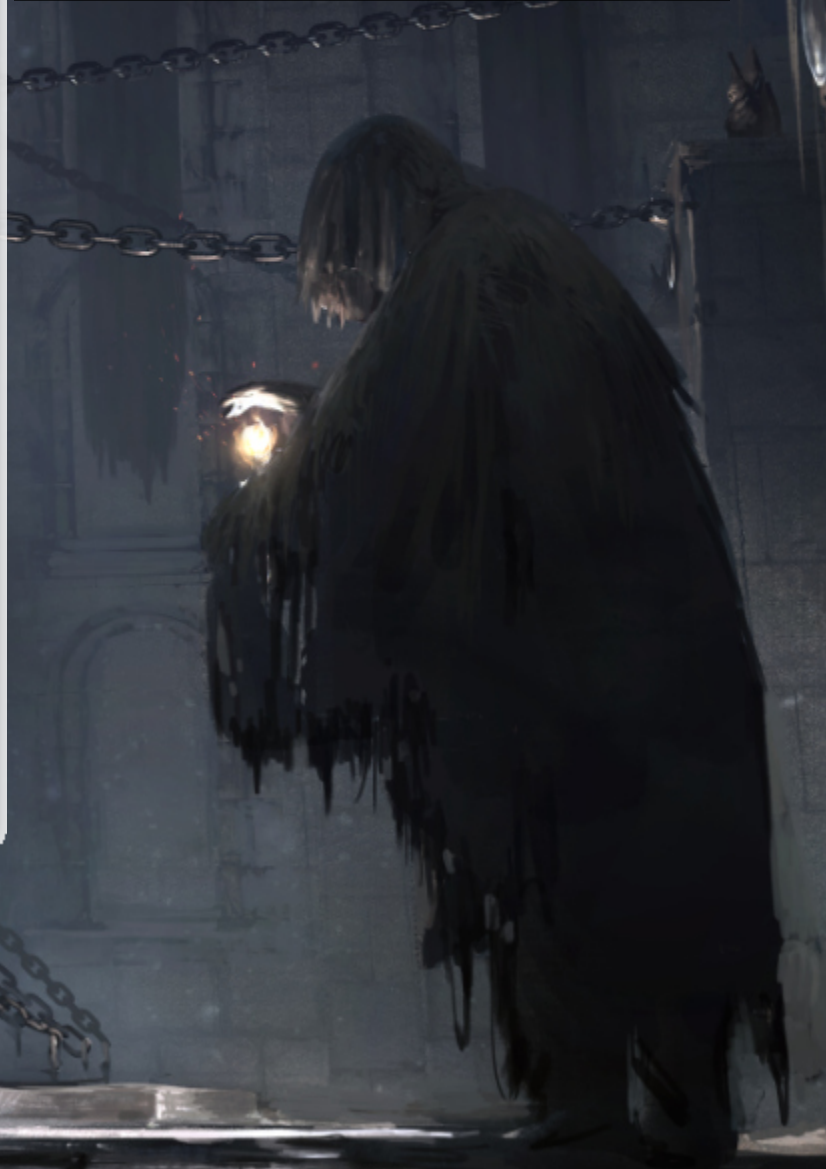
**Empower (Recharge 5-6).** The abductor draws on dark powers. The next time it hits a creature with a melee attack before the end of its next turn, the target must make a DC 14 Constitution saving throw. On a failure, the target falls unconscious for 1 minute. The target repeats the saving throw whenever it takes damage and at the end of each of its turns, ending the effect on itself on a success.

**Nimble Escape.** The abductor takes the Disengage or Hide action.

# ABDUCTOR

In the moonlit nights of Luyarnha, deformed humanoids loom, their monstrous forms stalking unsuspecting prey, abducting them as test subjects for their masters' heinous rituals and experiments. These wretched beings are called abductors—altered cursed-bloods bound in eternal servitude to the Obitus Scholare.

Short and gaunt, shrouded in darkened robes, its mouth sewn shut, each abductor carries a candle, an enchanted light that burns its soul to cloak its twisted flesh in shadows. Despite their fragile appearance, abductors possess unparalleled strength, their power enough to subdue even skilled warriors. Rarely do they employ lethal force, preferring to incapacitate their targets before devouring them with the ravenous maw of their conjoined twin, tucking them safely within the confines of their abdomen before delivering them unto their new home.



# Revenant Bear

*Large beast & undead, chaotic evil*

Armor Class 12

Hit Points 110 (13d10 + 39)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

**Emaciated Appetite.** The bear is in a state of constant hunger. After hitting a non-construct creature with an attack, the bear eats part of it, regaining 8 (1d10 + 3) hit points.

**Hold Breath.** The bear can hold its breath for 3 hours.

**False Appearance.** While motionless and partly submerged in water or acid, the bear is indistinguishable from a normal mound of dirt.

**Spiked Body.** Whenever a creature within 5 feet of the bear hits it with a melee attack, the creature takes 5 (2d4) piercing damage.

## ACTIONS

**Multiattack.** The bear makes two snapjaw attacks.

**Snapjaw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the bear can't make snapjaw attacks against another target, and the target takes an extra 7 (2d6) damage when it's hit by this attack.

# REVENANT BEAR

On the outskirts of Luyarnha, there once stood a human village, soon to be engulfed by a cruel tragedy of fate, as their village was consumed by a catastrophic wave of corrosive acid, washing over their homes and extinguishing the lives within. The unbearable pain and despair that overtook them in their final moments cracked open the doors of their minds and souls, inviting a curse to take bed within.

As their mortal forms were twisted and broken by the relentless onslaught of acid, the curse seized upon their anguish, warping their beings into monstrous shapes. In place of the stalwart villagers, there now stood grotesque, undead bears, their singed fur barely concealing the corroded skeletons beneath. The disfigurement they had suffered in their death persisted in these new forms, a macabre testament to the catastrophic demise that had befallen them.

Now, these cursed beings lurk in the desolate acidic waters that swallowed their village, their anguished spirits consumed by the power that had claimed them. Driven by the lingering rage and despair of their human lives, these bears have become fearsome predators, their presence a warning for any intruder who dare venture into their forsaken homes.





The wisp liege reigns over its lesser kin, its malevolent influence turning their harmless pranks into malefic acts. Under the liege's rule, the wisps' misdirections grow vicious and calculated. No longer are they merely content in leading travelers astray; they now revel in their ensuing demise, echoing the darkness within their sovereign.

## Wisp Liege

*Large undead, chaotic evil*

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

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

Skills Perception +4, Stealth +5

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

Damage Immunities acid, lightning

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

**Wispfather.** While within 60 feet of the liege, a will-o'-wisp, can use its shock attack an additional time on each of its turns as a bonus action.

**Dying Whisper.** Whenever a will-o'-wisp is reduced to 0 hit points within 60 feet of the liege, the liege regains 5 hit points and gains advantage on its next attack roll before the end of its next turn.

### ACTIONS

**Multiattack.** The liege uses its Create Wisps (if available), then makes two attacks with its claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 1 slashing damage for each will-o'-wisp within 5 feet of the target.

**Create Wisps (Recharge 6).** The liege opens its mouth to let out 1d4 will-o'-wisps. They share its initiative, but take their turn immediately after the liege's. The liege can command them telepathically (no action required by the liege), and they will follow its commands.

## WISP LIEGE

Will-o'-the-wisps are capricious sprites that delight in misleading the unwary, guiding them from the security of trodden paths and into the perilous embrace of the wilderness. Yet, when forests brim with hatred, a strange phenomenon occurs. This collective animosity converges, taking form into a singular, more potent entity known as a wisp liege, an embodiment of the wisps' evil spirits. After the cataclysm of the First War, such monsters began to dwell within the forests surrounding Luyarnha. It was as if the dark magic unleashed in that conflict had infused the land itself, altering its essence.

# REVILED HOUND

Even though the Obitus's engineering of the jaegers was praised for its scientific brilliance, they quickly discovered that they needed more to slake their insatiable thirst for knowledge. They shifted their attention to canines after observing the amazing advancements the Scions had achieved in developing the Razorblade Bitzers. After all, why couldn't the flesh of mongrels be altered if that of humans, elves, and even manikins could?

One of the few breeds with the strength to endure exposure to the primordial serum, the same serum which was used to awaken the powers of jaegers, is the Doberman Pinscher.

However, like many of the earliest hunters, their bodies were incapable of handling the excess power, irrevocably mangling them.

Rare are the ones that hunt alongside these 'reviled hounds'. In fact, only those who have been trained to see past outward appearances can comprehend that these pups, despite their horrifying features, will remain devoted, even if it means their deaths.





# Reviled Hound

Medium beast & aberration, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	4 (-3)	9 (-1)	12 (+1)

**Saving Throws** Str +6, Con +5

**Skills** Perception +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't moon-gilded or silvered

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Common but can't speak

**Challenge** 5 (1,800 XP)

**Protective Instinct.** If the hound is not blinded, it has advantage on its initiative roll.

**Crushing Grasp.** Creatures the hound is grappling have disadvantage on attack rolls against it.

## ACTIONS

**Multiattack.** The hound makes three attacks, only one of which can be with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. The target must also succeed on a DC 12 Intelligence saving throw or gain a short-term madness. Until the grapple ends, the hound can't bite another target.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until the grapple ends, the hound can't use this tentacle on another target. The hound has five tentacles.

**Eldritch Tethers (Recharge 3-6).** If the hound isn't grappling any creatures with its tentacles, it can make a tentacle attack against up to five creatures within reach. Each attack must target a separate creature.





# SCORCHED ADJUDICATOR

## Failed Experiments

In their lust for power, the Obitus Scholare lead gruesome experiments, merging the flesh of soldiers with that of eldritch beings. Their labor gave birth to powerful combatants, and a sea of corpses. Scorched adjudicators are the fruits of such experiments, humanoids that couldn't become true warriors, failing to resist the call from beyond and losing their sanity. Yet, the scholars still found a use for these failures: they now act as perfect killers for their creators.

## Enforcers of Justice

Adjudicators enforce justice, more specifically, the brand of justice approved of by the Obitus Scholare. Indeed, these abominations are dispatched to remove any threat to the order; their otherworldly powers trapping the souls of their victims and ensuring an irreversible death. The murderous intent of these monsters is apparent in battle; they delight in causing suffering and their deadly instincts prevents healing. Deriving a twisted sense of pleasure from their hunts, adjudicators often carry the shrunken, decapitated heads of their victims as horrific mementos.

## Scorched Adjudicator

*Medium aberration, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	14 (+2)	9 (-1)	17 (+3)

**Saving Throws** Dex +5

**Skills** Acrobatics +5, Athletics +7, Perception +5

**Damage Resistances** fire, necrotic

**Condition Immunities** blinded

**Senses** darkvision 120 ft., passive Perception 15

**Languages** -

**Challenge** 5 (1,800 XP)

**Guiding Light.** The adjudicator sheds dim light in a 10-foot radius. When a creature starts its turn in the light, or enters it for the first time on a turn, it gains disadvantage on Charisma saving throws until the start of its next turn.

**Limited Telepathy.** The adjudicator can magically communicate ideas, emotions, and images telepathically with any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Reactive.** The adjudicator can take one reaction on every turn in combat.

## ACTIONS

**Multiattack.** The adjudicator makes two handaxe attacks.

**Handaxe.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. On a hit, if the adjudicator isn't within 5 feet of the target, the adjudicator can teleport to an unoccupied space within 5 feet of the target.

**Soul Tear.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 3) necrotic damage and the target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken.

This reduction lasts until the creature finishes a long rest. If this effect reduces a creature's hit point maximum to 0, the creature dies. A creature killed by this reduction can't be resurrected until the adjudicator is killed.

**Inferno (Recharge 4-6).** Flames pour down from the adjudicator's wings. Each creature between 10 and 40 feet of the adjudicator must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Snuff Out the Light.** When a spell that restores hit points is being cast within 120 feet of the adjudicator, the adjudicator teleports to an unoccupied space within 5 feet of the caster and makes a handaxe attack against it with advantage. On a hit, the spell fails and has no effect.



*It is said that Vicar Priscilla is the only person in Luyarhna who was able to tame such a wondrous creature...*

# ALES NEBULAE

## Lone Travelers

From the day it manifests into existence, until the day it is laid to rest, an ales nebulae has but one purpose, to find its lifelong partner, and to protect it until death. It travels the vast cosmos in search of the one to fill the void within, erring through the stars, for centuries, often in vain. Its whole existence could be considered a cruel cosmic joke. Yet, it does not falter, and its search continues.

## Vassals of Gravity

Its mysterious birth in the cosmos grants an ales nebulae powerful, and sometimes uncontrollable, gravitational powers. The other-worldly bird is able to invert gravity for a brief moment and bend the fabric of reality to teleport around, yet it can't control the crushing field of gravity it emits, preventing all from approaching it. All, but the one it's life was destined for.

### Ales Nebulae

*Large monstrosity, lawful neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	17 (+3)	16 (+3)	13 (+1)	12 (-1)

**Skills** Perception +7, Stealth +6, Survival +7

**Damage Resistances** force; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion

**Senses** darkvision 180 ft., passive Perception 17

**Languages** —

**Challenge** 6 (2,300 XP)

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

**Gravity Field.** The ales nebulae emits a gravitational field. The area within 30 feet of it is difficult terrain for other creatures.

**Innate Spellcasting.** The ales nebulae's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *misty step*

1/day: *dimension door*

### ACTIONS

**Multiattack.** The ales nebulae makes three attacks: one with its beak and two with its talons. It can use erupting spikes in place of one or both attacks with its talons

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

**Erupting Spike.** The ales nebulae causes the earth to erupt into sharp stones below the feet of a creature that it can see on the ground within 90 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.

**Invert Gravity (Recharge 5-6).** The ales nebulae's speed becomes 0 until the start of its next turn. Each creature within 15 feet of the ales nebulae must make a DC 14 Dexterity saving throw. On a failed save, a creature is lifted 10 feet in the air and is stunned until the start of the ales nebulae's next turn. Any creature that enters the area during that time must also make the saving throw. At the start of the ales nebulae's next turn, gravity reverts again and all stunned creatures are slammed down, taking 27 (8d6) bludgeoning damage and falling prone. On a successful save, a creature can move up to half its speed until it is no longer in the area. If it doesn't leave the area, it suffers the effects of a failed save.

# DULLAHAN

Dullahans owe their dreadful existence to the Circle of Symbiosis. When one of their own members dares to betray the sacred circle, they are condemned to the grim fate of becoming a dullahan. The transgressor is bound to an ancient stone altar, where, beneath the cold gaze of the moon, their head is severed in an act of macabre justice—yet life doesn't leave their body.

**Relentless Huntsmen.** Unleashed into the world as a headless harbinger, the newly created dullahan is then merged with an undying steed and tasked with a dark purpose: to hunt. Their prey vary—for some, innocent individuals to be kidnapped from their everyday lives, and others, adversaries of the Circle, marked for death. The Circle's knowledge of their targets is eerily accurate, and so, once the dullahan sets its sightless gaze upon a target, relenting isn't an option that exists.

**Scorned by Radiance.** The price of transmutation into a dullahan is steep. The unholy essence that fueled their headless form etches an irreversible mark on their soul. Even when restored to their living state, they bear this cursed taint, which stands in stark opposition to the divine energies that brim in many places of worship. When a dullahan dares to breach the boundaries of these hallowed grounds, their bodies immediately ignite in a roaring blaze, punished by the radiant powers above.

**Eternal Curse.** Should the dullahan weather its gruesome task and pay off the debt of its soul, the Circle takes it upon themselves to decide the creature's destiny. Some are mercifully put to rest, their spectral existences snuffed out as abruptly as they began. Others, who've shown their penitence throughout their servitude, are deemed worthy of a second chance. These fortunate few are restored to their former state, reinstated as druids in the Circle, but forever marked by the scars of their ordeal.

## Dullahan

*Large undead, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	17 (+3)

**Skills** Athletics +7, Intimidation +6, Perception +5

**Damage Vulnerabilities** bludgeoning, piercing, and slashing from moon-gilded attacks

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't moon-gilded.

**Damage Immunities** necrotic

**Condition Immunities** charmed, exhaustion, frightened

**Senses** blindsight 60 ft., passive Perception 15

**Languages** understands Common but can't speak

**Challenge** 6 (2,300 XP)

**Accursed Beacon.** The dullahan knows the exact location of creatures that are under the effect of its spells as long as they are on the same plane of existence.

**Innate Spellcasting.** The dullahan's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The dullahan can innately cast the following spells, requiring no material or somatic components:

**At will:** *bane*, *brittle bone throw*<sup>†</sup> (2d8, 2d4), *chill touch* (2d8), *knock*

**2/day each:** *hex* (5th level, damage can't break the dullahan's concentration), *malicious rancor*<sup>†</sup>

**Relentless Advance.** The dullahan is unaffected by difficult terrain and can move over water and other liquids. It can't willingly enter consecrated areas such as churches; it takes 22 (4d10) radiant damage at the start of each of its turns while within such an area.

## ACTIONS

**Multiattack.** The dullahan makes two attacks with its spine whip.

**Spine Whip.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage and 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

## BONUS ACTIONS

**Cunning Action.** The dullahan takes the Dash, Disengage, or Hide action.

## REACTIONS

**Maddening Sight.** When a creature within 30 feet of the dullahan targets it with an attack or spell, the dullahan can force the creature to gaze into its severed head. The target must succeed on a DC 14 Wisdom saving throw or become blinded for 1 minute and gain a short-term madness. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on a success.

## VARIANT: TREE STRIDE AMULET

To enter in and out of fortified walls, many dullahans are bestowed a *tree stride amulet*.

### **Tree Stride Amulet.**

Requires attunement by an undead.

While wearing it, you can use an action to cast the *tree stride* spell from it. You can also bring along one creature of your size or smaller when you move between trees using that spell. You must be grappling the creature to do so.

This amulet has 3 charges, and regains 1 expended charge daily at dawn.



## LIVING ARTILLERY

Once humanoid, now grotesque monsters, the living artilleries are the result of the Obitus Scholare's first attempts at creating super-soldiers. Transformed beyond recognition, their bodies now boast multiple striking limbs and a heavy firearm grafted upon their bones.

Originally intended as weapons against the scourge of Luyarnha, the living artillery proved nearly impossible to control, as vestiges of their former selves still clung to their mutated forms, yearning for liberation from their gruesome fate. Hence, they are constrained and caged until they are needed. Whilst they ultimately failed to fulfill their creators' desires, these abominations have proven useful as cannon fodder on the battlefield, instinctively seeking lethal enemies as their desire for their life to end drives them towards ever more powerful foes. But one must be wary, for the living artillery are unstable, and in their quest for ultimate release, they often turn against those who would call themselves their "allies".

### VARIANT: GATLING GUN

The living artillery can have a gatling gun grafted to its arm instead of a cannon.

**Gatling Gun.** *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. Until the start of its next turn, at the start of each creature's turn, the living artillery can make this attack again. Each time it makes this attack, it rolls a d6. On a roll of 1, the gun stops early and can't fire again until it uses this action again.





# Living Artillery

*Large aberration & humanoid, chaotic neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	3 (-4)	13 (+1)	3 (-4)

**Saving Throws** Con +6

**Skills** Acrobatics +8, Athletics +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire

**Condition Immunities** exhaustion

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 6 (2,300 XP)

**Freedom of Movement.** The living artillery 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.

**Grappler.** The living artillery has advantage on attack rolls against any creature grappled by it.

**Self-Destruct.** When the living artillery is reduced to 0 hit points, its unstable body detonates. Each creature within 20 feet of the living artillery must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** The living artillery makes four attacks: three with its tentacles and one with its cannon.

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage. Instead of dealing damage, the living artillery can grapple the target if it's a creature (escape DC 16). The living artillery can have up to three creatures grappled at a time.

**Cannon.** *Ranged Weapon Attack:* +5 to hit, range 120/480 ft., one target. *Hit:* 21 (3d12 + 2) piercing damage and the living artillery rolls a d6. On a roll of 3 or higher, the ammunition detonates and each creature within 10 feet of the target must succeed on a DC 13 Dexterity saving throw or take 9 (2d8) fire damage. Flammable objects in the area take 9 (2d8) fire damage.

## BONUS ACTIONS

**Engage.** If the living artillery has all its hit points, it moves up to its speed without provoking opportunity attacks.

# NIGHTMARE CENTIPEDE

These nightmarish entities, with an unsettling multitude of writhing limbs producing a continuous, disquieting clatter, are truly a sight to unhinge the mind. Even when seemingly at rest, their bodies appear to be in constant flux, ceaselessly shifting and pulsating in a grotesque dance of flesh and tendons, exuding a noxious miasma—a toxic byproduct of their repugnant feasts.

**Nightmare Denizens.** Mercifully, the city of Luyarnha has been spared direct contact with these abominations, confined as they are to nightmare realms, unable to breach into the Material Plane. They are grotesque echoes of the absurdity that infests the

dreams of the dormant Great Ones. Nightmare centipedes have the ability to ensnare entire communities caught adrift in the nightmare realms, causing them to disappear without trace. Whether these lost souls are consumed or subjected to some other fate is a chilling unknown.

**Hive Minds.** A single nightmare centipede is sufficiently worrisome, but they become exponentially more dangerous when they gather, forming a collective consciousness. This hive mind amplifies their intellect and their lethality, coordinating their movements and strategies with terrifying efficiency.

Nightmare centipedes produce a subsonic chittering noise, a sound beyond the auditory capabilities of most species, that serves as a communication tool, and as something far viler. They can use this sound to exert control over creatures weaker than themselves, particularly insects and other many-legged beasts, compelling these underlings to enact their gruesome will. Their unfortunate victims can do little more than writhe in agony as a horde of spiders, ants, centipedes, and cockroaches swarm over them, burrowing into their flesh and consuming them from within.



# Nightmare Centipede

*Large aberration, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 120 (16d10 + 32)

**Speed** 40 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	16 (+3)

**Saving Throws** Wis +4

**Skills** Perception +4, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned, madness

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages** —

**Challenge** 6 (2,300 XP)

**Abhorrent Presence.** When a creature starts its turn within 60 feet of the centipede, the creature must make a DC 14 Wisdom saving throw. If the creature has never encountered a centipede before, it gains a long-term madness on a failure, or a short-term madness on a success. A creature that has encountered a centipede before gains a short-term madness on a failure, and no madness on a success.

**Hive Mind.** Nightmare centipedes share a bond with other members of their hive that enhances their abilities. As long as a centipede is within 60 feet of at least one other centipede, it has advantage on initiative rolls and Perception checks. If one centipede is aware of a particular danger, all others in the hive are, too. No centipede in a hive mind is surprised at the beginning of an encounter unless all of them are. In addition, a centipede gains a bonus to attack and damage rolls equal to the number of centipedes within 60 feet of it (maximum +5).

**Otherworldly Communication.** The centipede can communicate via subsonic sounds with other aberrations, aquatic creatures with 6 or less Intelligence, and insects within 60 feet of it. This is a silent and instantaneous mode of communication that the other creatures can understand. As a bonus action, the centipede can use this trait to control and give orders to one creature or swarm of creatures (e.g. a swarm of insects) of CR 1 or lower that understands it within 60 feet of it.

**Inexorable Movement.** When the centipede moves into the space of a creature that is Large or smaller, the target must succeed on a DC 15 Athletics or Acrobatics check (creature's choice) or become grappled by the centipede. The centipede can grapple up to 100 creatures and its speed isn't halved by grappling creatures.

## ACTIONS

**Multiattack.** The centipede three attacks: one with its bite and two with its pincers.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and 6 (1d12) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Pincer.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and 3 (1d6) poison damage. The centipede has advantage on the attack roll if it is grappling the target.

## BONUS ACTIONS

**Crawl.** The centipede moves up to its speed.

## REACTIONS

**Regurgitate (Recharge 5-6).** After being hit by an attack, the centipede exhales a stream of acidic ichor in a 40-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 26 (4d12) poison damage on a failed save, or half as much damage on a successful one.

## SKULKING SHADE

Skulking shades—grotesque amalgamations of corporeal flesh and shadows—rarely dare to encroach upon the luminous Luyarnha, as if the city's radiance terrifies them. Yet, as the city teeters further and further into the abyss, these nefarious beings have begun to increasingly venture past its walls, particularly in the poorly defended Ruby District, drawn to the banquet of organs innocent mortals offer.

**Muddled Origins.** Chilling rumors whisper that skulking shades are the progeny of forgotten deities, unleashed upon this reality as punishment for the hubris of mortals who think they can ignore the gods, or even rival them. Other tales tell of these spectral beings as the vestiges of the ancient human empire, neighbors to Luyarnha long ago before its cataclysmic fall, now returning as harbingers of vengeance. Others posit that they are the restless spirits of warriors fallen during the wars, given form anew, eternally thirsting for blood. Whatever the truth may be, dark wielders of death's power have been known to call forth such skulking shades in battle, summoning them from the deepest shadows of this world.

## Skulking Shade

*Huge fiend & monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 104 (11d12 + 33)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	7 (-2)	14 (+2)	5 (-3)

**Saving Throws** Str +8

**Skills** Athletics +8, Perception +5, Stealth +5

**Damage Resistances** acid, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Deep Speech but can't speak

**Challenge** 6 (2,300 XP)

**Cull the Herd.** The shade has advantage on attack rolls against creatures which are within 5 feet of one of that creature's allies or against creatures that it is grappling.

**Organ Ripper.** Whenever the shade scores a critical hit against a creature with a melee attack, the target takes an additional 11 (2d10) piercing damage. If the attack reduces the target to 0 hit points, the shade rips out a vital organ from the creature (such as the heart or brain), recharges its Death Breath, and the creature dies.

**Shadow Stealth.** While in dim light or darkness, the shade can take the Hide action as a bonus action.

### ACTIONS

**Multiattack.** The shade makes three melee attacks, only one of which can be with its bite.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The shade regains hit points equal to the damage dealt.

**Crush.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target grappled by the shade. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Snatch.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage and the target is grappled (escape DC 16). The shade can then fly up to its flying speed without provoking opportunity attacks.

**Death Breath (Recharge 5-6).** The shade exhales a breath of deathly energy in a 30-foot cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failure, or half as much damage on a success. All non-creature organic material in the area, such as plants, wood, or food, begin to rot and wither.

# DREADCROW

Of all beings that relish in the terror they cause, dreadcrows are among the most foul, embodying the worst fears of those who behold them. A dreadcrow's body is illusory, constantly changing and shifting to reflect its victims' deepest fears. Yet it rarely relies on this, instead opting to lie in wait, slowly eroding the minds of those who are unfortunate enough to cross it, driving them to madness. Victims often lose their grip on reality—and life—long before laying their eyes on a dreadcrow. If approached too closely, dreadcrows will retreat in darkness, snuffing any chance of seeing their true form, before assaulting the mind of their prey and plunging them into a smothering abyss of terror.

## Dreadcrow

*Medium aberration, chaotic evil*

**Armor Class** 13 (18 with Illusory Horror)

**Hit Points** 84 (13d8 + 26)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	5 (-3)	12 (+1)	21 (+5)

**Saving Throws** Wis +4

**Skills** Perception +7, Stealth +9

**Condition Immunities** blinded, charmed, frightened

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 17

**Languages** —

**Challenge** 7 (2,900 XP)

**Fear Smith.** Creatures can't have advantage on saving throws against the dreadcrow's effects that cause the frightened condition. While a creature is frightened of the dreadcrow, the creature has disadvantage on Intelligence and Wisdom checks, as the creature's reality crumbles.

**Innate Spellcasting.** The dreadcrow's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material or verbal components:

**3/day each:** *blind ambush*<sup>†</sup>, *fear*, *pass without trace*  
**1/day:** *circle of death*

**Illusory Horror.** The dreadcrow's appearance is an illusion, reflecting the worst fear of the observer. It gains a bonus to its AC equal to its Charisma modifier while it isn't incapacitated.

In addition, when a creature that can see the dreadcrow starts its turn within 30 feet of it, the creature must succeed on a DC 16 Wisdom saving throw or become frightened. A creature that isn't surprised can avert its eyes at the start of its turn to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dreadcrow until the start of the creature's next turn, when it can avert its eyes again. If the creature looks at the dreadcrow in the meantime, it must immediately make the saving throw. Creatures within 5 feet of the dreadcrow have advantage on this saving throw, as they partially see its true form.

Creatures seeing the dreadcrow with truesight ignore this trait's effects.

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

The success that the once prosperous Luyarnha knew bred complacency and hubris, cardinal sins that no god would leave unpunished. Dreadcrows are said to be born of this divine retaliation, but in stark contrast to their supposed holy origins, dreadcrows are some of the most aberrant creatures to walk the realms. They terrorize, torture, and torment all, with a sinister preference for the defenseless—newborns or the elderly.

## ACTIONS

**Multiattack.** The dreadcrow makes two attacks with its claws or Devour Fear. It can use Living Nightmare in place of one attack.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage and 5 (1d10) psychic damage.

**Devour Fear.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (3d10 + 5) psychic damage. If the target is frightened, the dreadcrow has advantage on the attack roll and regains hit points equal to the damage dealt.

**Flay Sanity (Recharge 5-6).** The dreadcrow creates atrocious illusions that rend sanity. Each creature within 120 feet of it must succeed on a DC 16 Wisdom saving throw or gain a short-term madness and become frightened for 1 minute. Frightened creatures have disadvantage on this saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This action doesn't reveal the dreadcrow if it's hidden.

**Living Nightmare (Recharges after a Long Rest).** The dreadcrow becomes the embodiment of terror for a creature that is frightened of it within 60 feet of it. This unleashes a primal fear within the target, causing the target to go insane. It must make a DC 16 Wisdom saving throw. On a failed save, the target bellows a scream so powerful that it rips its own vocal cords and it loses the ability to speak. If the target is still frightened of the dreadcrow at the start of the dreadcrow's next turn and the target can see the dreadcrow, the terror becomes so untenable that it rips out its own eyes, becoming blinded.

## BONUS ACTIONS

**Gaze Upon Me.** The dreadcrow forces a creature that it can see within 30 feet to look at it. The target must succeed on a DC 16 Wisdom check or look directly at the Dreadcrow.

## REACTIONS

**Skittering Walk.** When a creature moves within 5 feet of the Dreadcrow, the Dreadcrow can move up to 20 feet. Its AC increases by 3 during this movement.



# NIGHTGAUNT

Nightgaunts are nightmarish beings, in the truest sense of the word. Originating from the demented slumber of a Great One, they are its will made manifest. Uncouth black things with smooth, oily, whale-like skin, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile claws, and tails that lashed needlessly and disquietingly. They never speak or laugh, and never smile because they have no faces at all to smile with, only a maddening blankness where a face ought to be.

Nightgaunts are creatures that subsist on the raw emotions of their prey, lurking in the shadows as their victims writhe in the throes of vicious nightmares. They reveal themselves only when their hunger becomes unbearable, isolating unsuspecting individuals before tormenting them, releasing them only once they've had their fill. Nightgaunts don't take lives, nor inflict grievous physical wounds, unless attacked first. However, the mental scars they wreak are hard to heal, leaving many of their victims with bouts of insomnia and a fear of the dark that can last for a lifetime.

## Nightgaunt

*Large aberration, neutral*

**Armor Class** 16 (natural armor)  
**Hit Points** 110 (13d10 + 39)  
**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	4 (-3)	16 (+3)	16 (+3)

**Saving Throws** Dex +8

**Skills** Athletics +6, Perception +6, Stealth +11

**Damage Resistances** psychic

**Condition Immunities** blinded

**Senses** darkvision 120 ft., passive Perception 16

**Languages** understands Deep Speech but can't speak

**Challenge** 7 (2,900 XP)

**Blank Face.** When a creature that can see the nightgaunt start its turn within 5 feet of the nightgaunt or enter that area for the first time on a turn, the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the nightgaunt for 1 minute and gain a short-term madness. 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 frightened condition ends for it, the creature is immune to the nightgaunt's Blank Face for the next 24 hours.

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

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

**Silent Tormenter.** The nightgaunt makes no sound, ever. It has advantage on Stealth checks and is automatically hidden from creatures that can't see it.

## ACTIONS

**Multiattack.** The nightgaunt makes two claw attacks and uses its Tail.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The nightgaunt has two claws, each of which can grapple only one target. Until this grapple ends, the nightgaunt can't use that claw to attack any other creature.

**Tail.** The nightgaunt uses its tail in one of the following ways.

**Tail Whip.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

**Prehensile Tail.** The nightgaunt flails its tail towards a creature that it can see within 10 feet of it. The target must succeed on a DC 16 Constitution saving throw or be overwhelmed by the pain and be incapacitated until the start of the nightgaunt's next turn. If the saving throw fails by 5 or more, the target is instead stunned until the start of the nightgaunt's next turn, as it loses control of its body. Creatures that have a speed of 0 have disadvantage on this saving throw.

## BONUS ACTIONS

**Night Rush.** The nightgaunt moves up to half its flying speed.

## REACTIONS

**Feed on Emotions.** When a creature within 10 feet of the nightgaunt fails a saving throw against its Blank Face or Prehensile Tail, the nightgaunt can feed on the creature's emotions—fear, anger, surprise—and regains 8 (1d10 + 3) hit points. If a creature fails the saving throw by 5 or more, the nightgaunt regains 14 (2d10 + 3) hit points instead.



## CLOISTERED MAIDEN

Before the Scourge, before even the First War, the hubris of wizards invited the eldritch powers to assert their will. These osteomancers, magicians who delve into the magic of bones, sought to enhance their own bodies—growing to the heights of giants, making armour of bony plates, and forming blades from calcified protrusions. Like moths to a flame, eldritch beings were drawn to these spellcasters and corrupted their magic, resulting in the malformed creatures known as cloistered maidens.

### Sexual Dimorphism

Over a few days, a period known as the Great Unchaining, all who practiced osteomancy lost control of their spells. All male osteomancers began dying, their bones growing in warped, fractal patterns and piercing their own organs. Their female counterparts fared even worse: borne by a flood of necromantic magic, their bodies grew into large, twisted creatures, vessels for the eldritch powers that overcame them.



## Eternal Hunger

These half-dead corpses feel nothing more than an insatiable hunger that drives them to devour anything alive. Indeed, reports of a cloistered maiden are often the first priority for hunters lest they turn entire neighbourhoods into corpse and bone. The Radiant Church, ever vocal in its disparagement of osteomancy, proclaims these maidens to be manifestations of the sin of gluttony, another instrument in the toolbox of propaganda they use to sway the populace.

### Cloistered Maiden

*Large aberration & undead, lawful neutral*

**Armor Class** 15 (natural armor)  
**Hit Points** 133 (14d10 + 56)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	16 (+3)

**Saving Throws** Dex +3  
**Skills** Arcana +5, Deception +6, Perception +3, Stealth +6  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered  
**Damage Immunities** necrotic, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 120 ft., passive Perception 13  
**Languages** Common, Deep Speech  
**Challenge** 8 (3,900 XP)

**Sharp Fangs.** The maiden has advantage on attack rolls against creatures it is grappling.

**Innate Spellcasting.** The maiden's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *alter self*, *chill touch* (2d8)  
**3/day:** *animate dead* (up to five skeletons)

**Bone Regeneration.** The maiden regains 10 hit points and reforms any of its broken bones at the start of its turn if it has at least 1 hit point.

**Magic Strikes.** The maiden's attacks are magical.

### ACTIONS

**Multiattack.** The maiden makes two attacks: one with its bite and one with its claw. It can use Feast instead of its bite.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the maiden can't bite another target.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Feast.** The maiden makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is devoured, and the grapple ends. While devoured, the creature is restrained, it has total cover against attacks and other effects outside the maiden, and it takes 20 (8d4) piercing damage at the start of each of the maiden's turns. The maiden can only have one creature devoured at a time.

If the maiden takes 20 damage or more on a single turn from a creature inside it, its teeth break and the creature inside of it falls prone in an unoccupied space within 5 feet of the maiden. If the maiden dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

**Spinal Explosion (1/Day).** The maiden releases all the bony protrusions on its spine. Each creature within 30 feet of the maiden must make a DC 15 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save or half as much damage on a successful one. Each creature that fails the saving throw is also embedded with bony spikes. At the start of the creature's next turn, it must make a DC 14 Constitution saving throw. On a failed save, it becomes restrained, as its body begins to harden. On a successful save, its body ejects the spikes and it isn't otherwise affected.

A restrained creature must make another DC 14 Constitution saving throw at the start of its next turn. On a success, the effect ends on the creature. On a failure, its skin hardens into bone and it becomes petrified until the maiden dies, or until it is released by a *greater restoration* spell.

# CHAINED GIANT

Deep within the subterranean depths of the Asylum, a network of chambers houses a once-proud race of giants, now transformed into grotesque monstrosities through years of barbaric experimentation.

**Prisoners of War.** The War of Protection saw Luyarnha pitted against its expansionist enemies, driving the city-state to abandon all moral principles in its quest for means to combat the rampant scourge that threatened its citizens. The early scholars of death, dogged in their determination, pressed forward with their grotesque experiments, and in their desperate pursuit of the perfect hunter, recognized the frailty of the humanoid body. They turned to capturing and subduing giants for their grim work—beings that could withstand more suffering before death.

**Derelict Patients.** To ensure the subjects' cooperation and restrict their movements during harrowing procedures, the giants were chained with bonds that burrowed deep into their very bones. Heavy armor was then affixed to their twisted forms, before injecting them with an early version of what would later be known as the "holy tonic", twisting their bodies and shattering their minds. Their usefulness was eventually outlived, as the scholars, now enlightened, resumed their experiments on humanoids. With the giants' blood now corrosive and their minds destroyed, they remain imprisoned in their bleak chambers, abandoned, condemned to pain and insanity until their eventual death, forgotten by all.

## Chained Giant

*Huge giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	7 (-2)	12 (+1)	14 (+2)

**Saving Throws** Dex +5, Con +8, Wis +4

**Skills** Athletics +12, Perception +4

**Damage Resistances** fire

**Damage Immunities** necrotic

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Giant

**Challenge** 8 (3,900 XP)

**Accursed Blood.** At the end of the giant's turns, if it has fewer than half its hit point maximum, each creature within 10 feet of it takes 13 (3d8) necrotic damage, unless the giant has taken radiant damage since the end of its last turn.

## ACTIONS

**Multiattack.** The giant uses its Sweep Chains and then makes two fist attacks.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Sweep Chains.** The giant swings its chains, forcing each creature within 20 feet of it must make a DC 17 Dexterity saving throw. On a failed saving throw, a creature takes 15 (2d8 + 6) bludgeoning damage and is knocked prone.

## BONUS ACTIONS

**Stomp.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone target. *Hit:* 13 (3d4 + 6) bludgeoning damage and the target must make a DC 17 Constitution saving throw. On a failure the target is staggered for 1 minute. A staggered creature suffers a 1d8 penalty on attack rolls, ability checks, and Strength and Dexterity saving throws. The staggered target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REACTIONS

**Lead Catching.** If a rock, cannonball, or similar object is hurled at the giant, the giant can make a DC 10 Dexterity saving throw, catching the missile and taking no damage from it on a success.



# HOLLOW SENTINEL

The Hollow Sentinels, an elite sect within the Grey Templars of the Radiant Order, were created to hunt not beasts but men—the osteomancers. These tireless inquisitors have undergone a gruesome transmutation, rendering them immune to the corrupting magic of these blasphemous wizards.

In a secret rite known only in the highest echelons of the Grey Templars, the bones of these chosen few are meticulously removed and replaced with an advanced composite, bestowed by the Scions and transmuted into a divine element through days of fervent prayers and blessings. This miraculous metamorphosis imbues the Hollow Sentinels with unparalleled resilience, enabling them to ignore even the most potent osteomantic spells.

The process of becoming a Hollow Sentinel is not without risk, and only the most devoted and resolute candidates are chosen to undergo the transformation. The loss of their innate skeletal framework is an excruciating ordeal; nevertheless, the Sentinels maintain that there is no nobler sacrifice than the ones they render in the name of their righteous duty. Albeit, the toll exacted for the attainment of such might is a remarkably slow recovery—borne from the partial loss of their humanity—oftentimes necessitating days to heal from a single mission, thereby constraining the church's capacity to deploy these invaluable combatants.



# Hollow Sentinel

*Medium construct & humanoid, lawful good*

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	14 (+2)	16 (+3)	11 (+0)

**Saving Throws** Con +7, Wis +6

**Skills** Arcana +5, Athletics +7, Insight +9, Perception +6

**Damage Resistances** poison, psychic

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from magical attacks

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Common, Orc, understands Deep Speech but doesn't speak it

**Challenge** 8 (3,900 XP)

**Iron Will.** The Sentinel has advantage on saving throws against being charmed or frightened, and magic can't put the Sentinel to sleep.

**Mithral Bones.** The Sentinel doesn't have bones.

**Silvered Weapons.** The Sentinel's weapon attacks are silvered.

**Mage Breaker.** When the Sentinel damages a creature that is concentrating on a spell, the DC for the saving throw the target makes to maintain its concentration is increased by 7 (minimum 17). In addition, the Sentinel has advantage on saving throws against spells cast by creatures within 5 feet of it.

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

**Innate Spellcasting.** The Sentinel's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

*At will:* *detect good and evil*, *detect magic*, *disguise self*, *identify*

## ACTIONS

**Multiattack.** The Sentinel makes four blade attacks.

**Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage and 4 (1d8) radiant damage.

**Mithral Wind Strike (1/Day).** The Sentinel chooses up to three creatures it can see within 30 feet of it and makes a melee spell attack (+6 to hit) against each target. On a hit, a target takes 19 (3d12) slashing damage and 13 (3d8) radiant damage. It can then teleport to an unoccupied space it can see within 5 feet of one of the targets. The Sentinel regains the use of this action if a creature within 30 feet of it loses concentration on a spell.

## BONUS ACTIONS

**Breaking Palm.** The Sentinel touches a creature within 5 feet of it, removing any temporary hit points the target has.

**Dash.** The Sentinel takes the Dash action.

## REACTIONS

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

**Anti-Magic Strike.** When a creature within 5 feet of the Sentinel casts a spell, the Sentinel can make a melee weapon attack against it.

# JAEGER

The jaegers of Luyarnha stand as the city's premier line of defense, a formidable force whose might single-handedly turned the tides of battle in the First War. These warriors exhibit an unwavering commitment to their city, always the first to answer the call of duty and often the last thing their adversaries see. In their hands, the jaegers wield potent trick weapons gifted to them by the Church and other factions dedicated to the city's salvation. With these instruments of destruction, they can decimate entire squadrons of beasts and humanoids, nimbly evading attacks and relentlessly pursuing their quarry until their blades sink into their targets.

The mysterious process of their creation is closely guarded by their creators, the enigmatic *Obitus Scholare*. With the ongoing city lockdown, however, the ranks of the jaegers have been gradually thinning. They fall in battle more rapidly than new jaegers can be forged. It is the hope of all citizens that Luyarnha can stem the tide of the Scourge before their mightiest shield shatters.

Every jaeger's life revolves around a strict regimen of training and battle, honing their skills and reflexes beyond the potential of mere mortals: with each kill, they sharpen their instincts, bolstering their own strength and becoming harder to kill—an unfortunate truth that applies even to those of them who lose their sanity. Jaegers are the city's greatest hope and the embodiment of its deepest fear—the jaegers, ever the hunters, ever the hunted.



# Jaeger

Medium humanoid (any race), any alignment

Armor Class 18 (natural armor)  
Hit Points 123 (19d8 + 38)  
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +7, Int +5

Skills Athletics +6, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

**Encircling Strikes.** Once per turn, when the jaeger attacks from the opposite side of a creature from where it started its turn, or attacks while on the opposite side of a creature from an ally, it deals an additional 3 (1d6) damage on a hit.

**Evasion.** If the jaeger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the jaeger instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Flexible Combatant.** When the jaeger draws or stows a weapon, it can draw or stow another weapon with the other hand. It can reload weapons with the loading, reload, or barrel properties without a free hand.

Additionally, if the jaeger is carrying a one-handed melee weapon in one hand, and a one-handed ranged weapon in the other hand, it doesn't have disadvantage on attack rolls with ranged weapons from being within 5 feet of a hostile creature.

**Hemorrhaging Wound (Recharge 5-6).** The jaeger can't use this trait on the first round of combat. When the jaeger hits a creature with a blade attack, it rends a vicious wound. At the end of each of the target's turns, it loses 17 (5d6) hit points. Each time the target takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by one, and the bleeding stops when the number of dice is reduced to 0. A bleeding creature can make a Constitution saving throw at the end of each of its turns, after taking the damage, ending the effect on a success. The DC equals 15 + half the number of dice of damage remaining (rounded down).

If the jaeger hits a bleeding target with a blade attack, the target doesn't gain a new wound, but its wound's damage resets to 5d6.

**Magic Weapons.** The jaeger's weapon attacks are magical.

**Piercing Gaze (1/Day).** The jaeger gains darkvision out to 120 feet and the effect of *see invisibility* for 1 hour (no action required).

**Sharp Senses.** Whenever the jaeger uses its **Dodge Step**, **Weapon Parry**, or **Chasing Finisher**, it gains advantage on its next attack roll.

**Special Equipment.** The jaeger wields a *dream executioner*. Alternatively it can be wielding an *orphan's cradle*, a *serpent bladewhip*, or a *meat hookshot*. Its blade attack and references to it are replaced with an attack made with the respective weapon.

## ACTIONS

**Multiattack.** The jaeger makes three blade attacks. If it is wielding a firearm, it can also make one firearm attack.

**Blade.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

**Firearm.** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

## BONUS ACTIONS

**Chasing Finisher (Recharge 5-6).** The jaeger moves 40 feet and makes a blade attack. On a hit, the target takes an additional 14 (4d6) slashing damage.

## REACTIONS

**Dodge Step (3/Short Rest).** When a creature the jaeger can see attacks it, if its speed isn't 0, it moves up to 10 feet without provoking opportunity attacks and makes a Dexterity saving throw with a DC equal to the attack roll's result. On a success, it evades completely and the attack misses. On a failure, it takes only half damage if the attack hits.

**Weapon Parry (3/Short Rest).** The jaeger fires off a bullet to deflect an attack that it can see within 60 feet of it. To do so, the jaeger must be wielding a firearm. It reduces the attack's damage by 13 (1d10 + 8). If this reduces the damage to 0, the attacker is stunned until the start of its next turn, as the bullet hits a nervous junction.

# LUNAR REVENANT

The inexplicable feeling of fear that grips the heart and wrenches the gut is not a rare occurrence in Luyarnha. Most citizens blame that fear on the horrors that lurk in the streets at night, but some of the town's most deranged denizens accuse an unseen force: skeletal behemoths that lie in wait atop the spires of the city, and alongside its walls.

## Silent Watchers

Lunar revenants move unseen, their form only revealed by the light of the moon, dwelling in locales where the stench of death permeates the very air they breathe. Hence, it comes as no surprise that so many are drawn to Luyarnha and its murderous madness. These eerie creatures do not make a sound, even upon death, they simply vanish, leaving behind naught but a thin trail of ash, the sole memento of their existence.

## Peaceful Brutality

Although they never initiate a battle, once provoked, Lunar revenants become brutal engines of death, relentlessly attacking until their opponents lie shattered, before returning to their idle occupations, as if the fight was but a mere bad dream. Few hunters can testify to their ruthlessness, as few ever made it out alive. The first attack against a lunar revenant was ordered by the Radiant Church, in a misguided attempt to quell the tale of their existence. That night, dozens of hunters perished to bring down a single revenant, a sacrifice none were ready to pay. Thereafter, it was decided that these beings were best left well alone; after all, it is much easier to silence those who would spread rumors.

*We don't know where they came from, nor what they desire, but we have learned through bloodshed that they are best left well alone.*

## Lunar Revenant

*Huge undead, lawful neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 136 (13d12 + 52)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	10 (+0)	14 (+2)	15 (+2)

**Saving Throws** Dex +3, Con +7

**Skills** Stealth +3

**Damage Resistances** cold, necrotic; piercing and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** -

**Challenge** 8 (3,900 XP)

**Fear Aura.** Any creature that starts its turn within 120 feet of the revenant must make a DC 16 Wisdom saving throw. 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 the revenant's Fear Aura for the next 24 hours. If a creature cannot see the revenant, it automatically fails the saving throw.

**Lunar Invisibility.** While not in moonlight, the revenant is invisible and incapacitated.

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

**Magic Weapons.** The revenant's attacks are magical.

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

## ACTIONS

**Multiattack.** The revenant makes three attacks: two slams and one with its greatsword.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 27 (6d6 + 6) slashing damage.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

**Teleport.** The revenant magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see that is illuminated by moonlight.

**Maddening Screech (Recharge 5-6).** The revenant howls an inaudible sound that shatters the mind. Each creature within 60 feet of the revenant must succeed on a DC 15 Wisdom saving throw, take 33 (6d10) psychic damage and gaining one short-term madness.





# Roaring Mane

*Large beast & elemental, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 50 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	7 (-2)

**Saving Throws** Dex +5

**Skills** Athletics +7

**Damage Vulnerabilities** thunder

**Damage Resistances** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 11

**Languages** understands Primordial but can't speak

**Challenge** 8 (3,900 XP)

**Dune Predator.** Whenever the roaring mane damages a prone creature with an attack, the creature's AC is reduced by 1 until the end of its next turn.

**Earthen Pounce.** If the roaring mane moves at least 15 feet underground or straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the roaring mane can make a bite attack against it as a bonus action.

**Keen Hearing and Smell.** The roaring mane has advantage on Perception checks that rely on hearing or smell.

**Unwavering Pride.** The roaring mane has advantage on saving throws against being charmed or frightened.

## ACTIONS

**Multiattack.** The roaring mane makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Tectonic Roar (Recharge 6).** The roaring mane unleashes an earth-shattering roar, sending out a shockwave in a 15-foot cone in front of it. Each creature within the area must succeed on a DC 15 Constitution saving throw or take 22 (4d10) thunder damage, be knocked prone, and have its speed reduced to 0 until the end of its next turn.

The roaring mane can use this action while it is burrowed, and if it does so, the ground in the area becomes difficult terrain for other creatures for 1 minute. Each 5-foot square of difficult terrain can be cleared if a creature spends its action to do so.

# ROARING MANE

The advent of the First War brought forth unanticipated terrors from the southern reaches, among them were the roaring manes, elemental lions that can tunnel through earth and explode onto the battlefield with deafening roars that unnerve even the most seasoned warriors. The precise method employed by the southern armies to tame these fierce beasts remains a mystery, with captured soldiers cryptically alluding to sharing a bond of blood.

These beasts, once capable of burrowing beneath the Luyarnha's primitive walls, never could penetrate stone nor steel. Ironically, the menace they once posed bolstered the city's defenses, providing employment opportunities for the cursed-bloods, who went on to strengthen not only the city walls but also the city's infrastructure. This construction effort thwarted roaring manes, the reinforced ramparts now more profound and impervious—a fortified blend that would serve to break their claws.

In the era before ramparts and the Scions' mastery over lightning and thunder, roaring manes were a dreadful omen on the battlefield. However, today, with the resolution of the First War, the echoes of the roaring manes' destructive past have vanished and the few that remain are held in captivity, serving as amusement for the city's nobility in their combat arenas.



# BLUE-FLAME CUSTODIAN

Creations of the Scions, blue-flame custodians are instrumental tools of the eldritch hunt, as their azure flames reveal even those who lurk beyond. Though their minds are engineered to be unbreakable, their swords often fail under the tremendous force of their blows. The cerulean fire that powers them is manufactured by exposing flames to Scionic lightning, a practice that some in their ranks call blasphemous.

A custodian's sturdy body is used as a shield in the midst of battle, defending the intellectual and frail scientists that are the Scions—a shield that must be held separate from one's body. Indeed, some have tried to create armor from the body of custodians; all were immolated by the azure flames.

In the aftermath of the first hunts, the production of blue-flame custodians came to a halt, as the rare metals required for their construction disappeared, along with entire trade routes, when Luyarnha was cut off from the world. Now, what remains of these living suits of armor is fiercely protected by the Scions, and their bodies are always sought after, should they fall in battle.



## Blue-Flame Custodian

*Large construct, unaligned*

**Armor Class** 17 (natural armor)  
**Hit Points** 168 (16d10 + 80)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Resistances** piercing

**Damage Immunities** fire, poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 9 (5,000 XP)

**Illumination.** The custodian sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

**Inferno (1/Day).** Upon approaching death's door, the custodian unleashes its full potential. When the custodian is reduced to 84 hit points or fewer, its flames consume it for the next minute, and it gains the following benefits:

- At the start of each of its turns, each creature within 5 feet of it takes 5 (2d4) fire damage.
- Its Blue-Flame Blast creates a 30-foot cone and deals an additional 3 (1d6) fire damage.
- Its melee weapon attacks deal an additional 2 (1d4) fire damage on a hit.
- Its speed is doubled.

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

**Magic Weapons.** The custodian's weapon attacks are magical.

**Scorching Azure.** Whenever the custodian deals fire damage, its blue flames are unleashed. The target must succeed on a DC 17 Constitution saving throw or be scorched by them for 1 minute or until a creature takes an action to douse the fire. While scorched in this way, a creature sheds dim light in a 10-foot radius, takes 2 (1d4) fire damage at the start of each of its turns, can't benefit from being invisible, and the custodian can see it through full cover while within 300 feet of it.

## ACTIONS

**Multiattack.** The custodian makes two melee attacks.

**Sword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

## BONUS ACTIONS

**Blue-Flame Burst.** *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

**Blue-Flame Blast (Recharge 3-6).** The custodian magically releases a blast of flames in a 15-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature within 5 feet of the custodian can use its reaction to attempt to redirect the flames before creatures make their saving throws. It must make a contested Athletics check. On a success, it can choose in which direction the custodian releases the burst of flames.

## REACTIONS

**Blinding Nova.** When the custodian is attacked by a creature within 30 feet of it that it can see, the custodian can impose disadvantage on the attack roll, causing a burst of blinding flames to erupt from itself. An attacker that can't be blinded is immune to this effect.



## CERVUS TENEBRIS

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The cervus tenebris, spectral beings adorned with massive sets of ghostly wings, prowl the shadows in search of their next unsuspecting victim. Once humanoid, they were driven by an insatiable hunger so monstrous that they succumbed to the unthinkable act of cannibalism. In the throes of their grisly feast, they consumed their own bodies, an abomination that should have led to their demise. But the cosmos had other plans. Instead of meeting their end, they underwent a heinous transformation, becoming monstrous beings shrouded in shadows and damned to a never-ending existence of torment.

Only while it hunts does the gnawing pain that crucifies its body dull—it lives in a constant state of agony. This torment it externalizes unto its victims, summoning shadows from the fallen to stalk and drain the life from its quarries, weakening them for an inevitable, gruesome death. The cervus tenebris hunts by consuming the flesh and shadows of the living, growing more formidable as it feasts upon the essence of its prey, its spectral wings expanding as it gorges itself upon the life of its victims.

# Cervus Tenebris

*Medium monstrosity, neutral evil*

**Armor Class** 15

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	17 (+3)	3 (-4)	16 (+3)	19 (+4)

**Saving Throws** Dex +9, Wis +7

**Skills** Perception +7, Stealth +9

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** —

**Challenge** 9 (5,000 XP)

**Incorporeal Movement.** The tenebris 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.

**Intangible Body.** The tenebris's body is made of moving shadows; ranged weapon attacks against it are made with disadvantage.

**Sunlight Sensitivity.** While in sunlight, the tenebris has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

**Vile Aura.** Beasts refuse to approach closer than 30 feet of the tenebris. If a beast ends its turn in that area, it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute.

## ACTIONS

**Multiattack.** The tenebris makes two attacks.

**Cannibalize.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (5d8 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and the tenebris regains half as many hit points and one use of its Shadow Jump. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## BONUS ACTIONS

**Shadow Jump (2/Day).** The tenebris teleports to a space in darkness that it can see within 60 feet of it. Alternatively, it teleports inside of the space of a Medium or larger creature within 60 feet of it, emerging from the creature's entrails.

**Create Shadows.** The tenebris targets the corpse of a humanoid within 10 feet of it that died violently in the last hour. The target's spirit rises as a shadow in its space and the corpse can't be targeted in this way again. This shadow is under the tenebris's control. The tenebris can have no more than two shadows under its control at a time.

## REACTIONS

**Feast on Darkness.** When the tenebris reduces a creature to 0 hit points, it devours the creature's shadow. The tenebris's wings grow longer, its flying speed increases by 20 feet, and it gains a +2 bonus to attack and damage rolls for 1 minute or until it falls unconscious. It can gain this bonus multiple times, each time it devours a creature's shadow. A creature whose shadow has been devoured can't be targeted by this reaction again. A remove curse spell cast on a creature that lost its shadow allows it to regrow it.

# DEVOURING BELUA

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The emergence of such a formidable monster as this breed of belua is a rare and dreaded event. Most beluas succumb to their curse and transform into lesser monstrosities, such as the Scourge Lycans, which though still dangerous, don't possess the same unfathomable savagery as their greater kin. However, should a particularly skilled hunter lose their grip on their own humanity, they may become a far greater menace to the city than any mere beast they had once vanquished.

The devouring belua is a fearsome monstrosity birthed from the unbridled fury of an eponymous scourgeborne, a monster that bears witness to the brutal nature of their curse. Once half-beasts of lupine visage, with a tenuous hold on their souls, they are now consumed by the inferno of their own anger, and have surrendered entirely to their bestial essence, abandoning any semblance of morality. The devouring belua's lupine form has completely overtaken their humanoid shape; their once unblemished skin now a mangled tangle of coarse, matted hair; their muzzles elongated, filled with razor-sharp teeth that rend flesh with vicious ease; and their howls, harrowing echoes of their suffering, are now cacophonous cries that freeze the blood of those who hear them.

Once turned, these monsters prowl the shadowed alleyways and desolate corners of Luyarnha, their blind anger robbing them of their sight, like a cruel poetry of fate. Relying solely on their heightened senses of hearing and smell to navigate the world around them, their blindness now only serves as a catalyst for their rage, ensuring that anyone—beast or human—who crosses their path will be met with a storm of ferocity.

It is whispered that devouring belua are capable of detecting the rage that lies dormant in the hearts of others, drawn to the turmoil that festers within. They prey upon these enraged souls, devouring the very essence of their anger, leaving behind a broken husk, devoid of fury or flesh, whilst feeding their own insatiable anger in vain.

# Devouring Belua

*Large monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	3 (-4)	17 (+3)	13 (+1)

**Saving Throws** Con +8

**Skills** Athletics +9, Perception +11

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** blinded

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 21

**Languages** —

**Challenge** 10 (5,900 XP)

**Blood Frenzy.** The belua has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Crippling Strikes.** Creatures provoke opportunity attacks from the belua even if they take the Disengage action before leaving its reach. When the belua hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

**Keen Hearing and Smell.** The belua has advantage on Perception checks that rely on hearing or smell.

**Never-ending Fury.** The belua has advantage on Strength checks and Strength saving throws and a +3 bonus to its damage for melee weapon attacks (included in the attacks).

**Regeneration.** The belua regains 15 hit points at the start of its turn. If the belua takes damage from a moongilded weapon, this trait doesn't function at the start of the belua's next turn. The Belua dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The belua makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the d20. On a critical hit, the belua's monstrous jaws rip off one of the target's appendages. Roll a d12 on the following table for the result:

1-2: Right forearm

3-4: Left forearm

5-6: Right hand

7-8: Left hand

9: Left leg

10: Right leg

11: Gut

12: Head

A creature that has an appendage ripped off takes 5 (1d10) necrotic damage at the start of each of its turns as it bleeds out, until it receives magical healing. If its gut is ripped off, it takes 11 (2d10) necrotic damage instead. A creature that loses its head dies if it can't live without it.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d4 + 8) slashing damage.

## BONUS ACTIONS

**Bestial Rage (3/Day).** The belua enters a feral rage fuelled by its ravenous hunger. It becomes Huge, it gains 20 temporary hit points, and the number of damage dice of its natural weapon attacks increase by one (3d8 for the bite and 3d4 for the claw). This transformation lasts for 1 minute, or until the belua takes more than 15 damage from a moongilded weapon in a single turn, or until the belua dies.

**Leap.** The belua jumps up to 50 feet horizontally or vertically.

## VARIANT: REVELATIONS

*Some unfortunate beluas cross path with accursed weapon that robs them of their sight, hastening the scourgeborne's descent into their fully transformed, Devouring kin. Such a belua has a CR of 11, and gains the following trait:*

**Special Equipment.** *The Devouring Belua has a Revelations (SGtEH page XX). It can replace its claw attacks with attacks with the weapon.*

# OWLBEAR

## Owlbear

*Huge monstrosity, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 184 (16d12 + 80)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	3 (-4)	12 (+1)	7 (-2)

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +6

**Damage Resistances** bludgeoning, piercing, poison

**Senses** darkvision 120 ft., passive Perception 19

**Languages** -

**Challenge** 10 (5,900 XP)

**Keen Sight and Smell.** The owlbear has advantage on Perception checks that rely on sight or smell.

**Regeneration.** The owlbear regains 15 hit points at the start of its turn if it has at least 1 hit point. If any of its limbs are severed (including tentacle or head), they instead regrow and the owlbear doesn't regain hit points.

**Fear of Radiance.** If the owlbear takes radiant damage, it suffers a -2 penalty to its AC and Dexterity saving throws until the end of its next turn and becomes enraged. While enraged, the owlbear attacks the source of the radiant damage until the target dies, it has advantage on attack rolls against it. Once the owlbear becomes enraged, for the next minute, it continues to attack this target until it or the target dies.

### ACTIONS

**Multiattack.** The owlbear makes three attacks: two with its tentacles and one with its beak or fanged neck.

**Beak.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

**Fanged Neck.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage. If the target is grappled by the owlbear, the attack is a critical hit.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw. On a failure, the target is impaled by the tentacle and is grappled (Escape DC 18) and restrained while grappled in this way. A tentacle can be cut down, freeing any impaled creatures. The tentacle has the same damage resistances as the owlbear, AC 16, and 20 hit points. Any damage dealt to the tentacle is also dealt to the owlbear, up to a maximum of 20. The Owlbear has two tentacles and can only make a tentacle attack or grapple with tentacles that haven't been cut down.

### BONUS ACTIONS

**Rush.** The Owlbear moves up to half its speed.

The owlbear, an eldritch abomination of feather, fur, and flesh, is a grotesque chimera that defies all reason and order. With the head of an owl, the body of a bear, and the scales of a serpent, it moves with an unnatural, fluid grace, as if its bones were made of rubber rather than calcium. Its matted fur is a patchwork of grays and browns, covered in a sickly sheen of slime and sweat, and its twisted tentacles are incapable of swimming, instead serving as a mockery of the octopus form.

The neck of an owlbear is the most unsettling aspect of its monstrous form. Adorned with a swirling mass of fleshy fangs, its neck is a kaleidoscope of madness that seems to shift and writhe of its own accord. As an owlbear approaches, the stench of decay and corruption precedes it, filling the air with a noxious cloud of rot and filth. Its jaws, lined with razor-sharp teeth, click and snap with a rhythmic hunger that speaks of its insatiable appetite for flesh. Its claws, long and curved like sickles, are stained with the blood of countless victims, and its very presence seems to warp reality around it, plunging the world into a nightmare of darkness and chaos where light will be snuffed out.







# PENITENT

## Librarian Kristoff's Journal Entry #32 – The Penitent

This plane does not birth them, yet they feast on the limbs of its denizens. Could they be aberrations born from the Scourge's corruption upon our citizenry? I find it improbable, given their uniform golden masks – an oddity unlikely from simple mutation. Perhaps remnants of church weaponry of the First War?

That too seems a stretch. The sacred tomes affixed to their sides bear no resemblance to any religious texts I have encountered. An important piece of the puzzle that deepens the mystery surrounding them.

One particularly unsettling observation – they possess a capability akin to 'reproduction.' Yet, instead of a natural birthing process, they seem to corrupt other beings into their likeness, each new convert subsequently donning a similar golden mask.

They abhor sunlight and shun noise, fleeing from both like beasts before a flame. This would explain why they rarely appear above the surface. My studies lead me to speculate on the existence of an overarching hive mind, a singular consciousness puppeteering these drones.

## Penitent

Large humanoid & monstrosity, chaotic evil

Armor Class 12  
Hit Points 247 (26d10 + 104)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	19 (+4)	3 (-4)	13 (+1)	19 (+4)

Saving Throws Con +8

Skills Acrobatics +6, Athletics +11

Condition Immunities exhaustion, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 10 (5,900 XP)

**Accursed Body.** The penitent's body is barely held together. Whenever the penitent takes more than 50 damage, one of its limbs disintegrates into ash (each of its two arms first, then each of its two legs). If the penitent reattaches a lost limb, even if it belonged to a different humanoid, it regains 50 hit points.

**Cleaving Strikes.** When the penitent makes a melee weapon attack, it can make another attack with the same weapon against another creature within 5 feet of the original target and within reach as part of the same attack. If the penitent does so, its speed is halved until the end of its turn.

**Magic Weapons.** The penitent's weapon attacks are magical.

**Mask of Penitence.** While wearing its mask, the penitent is blinded and immune to madness.

### ACTIONS

**Multiattack.** The penitent makes three greatsword attacks. It can use Hands of Punishment in place of one attack.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

**Hands of Punishment.** The penitent destroys one of the limbs in its crucible to summon blasphemous hands. Each creature in a 20-foot-radius sphere centered on a point that the penitent can see within 60 feet of it must succeed on a DC 16 Dexterity saving throw or take 2 (1d4) psychic damage and be restrained by the hands until the end of the penitent's next turn. While restrained in this way, corruption seeps within the target and it has disadvantage on Intelligence checks and Intelligence saving throws.

### BONUS ACTIONS

**Bloodthirsty Dash.** The penitent moves up to its speed towards a hostile creature it can see without provoking opportunity attacks.

**Limb Offering.** The penitent warps the intellect of a creature it can see within 30 feet of it. The target must succeed on a DC 16 Intelligence saving throw or extend one of its limbs forward (the penitent's choice). If the penitent hits the target with a greatsword attack before the end of its turn, the limb is cut clean (see 'Losing Limbs', page XX of SGtEH). The penitent then adds the limb to its crucible.

**Reattach Limb (3/Day).** The penitent magically attaches one of the limbs in its crucible to itself or a willing creature within its reach if that creature is missing the limb. The limb is fully functional, and the creature regains any abilities it lost due to the limb being severed. The penitent starts with 1d4 limbs in its crucible.

### REACTIONS

**Blasphemous Prison.** When a creature starts its turn within 5 feet of the penitent, or enters the area for the first time on a turn, the penitent can entrap it in its crucible. The target must succeed on a DC 19 Dexterity saving throw or be trapped in the crucible. While trapped, the target is restrained, has total cover against effects outside the crucible, and takes 7 (2d6) fire damage at the start of each of the penitent's turns. A trapped creature, or an ally within reach, can use its action to make a DC 19 Athletics check, toppling the crucible and freeing the creature on a success.

If toppled, the crucible magically teleports onto the back of the penitent at the end of its next turn. Alternatively, the penitent can recall it as a bonus action. While not carrying the crucible, the penitent can't use its Hands of Punishment, Limb Offering, or Reattach Limb actions.



# Galvanized Prowler

Large beast & monstrosity, chaotic evil

**Armor Class** 15 (natural armor)  
**Hit Points** 152 (16d10 + 64)  
**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	9 (-1)	12 (+1)	9 (-1)

**Saving Throws** Dex +8, Con +8  
**Skills** Perception +5, Survival +5  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** lightning  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** ---  
**Challenge** 11 (7,200 XP)

**Magic Weapons.** The prowler's weapon attacks are magical.

**Lightning Absorption.** Whenever the prowler is subjected to lightning damage, it takes no damage. Instead, it regains hit points equal to half the damage dealt and can teleport up to 30 feet to an unoccupied space it can see and make one claw attack.

**Lightning Reflexes.** The prowler always takes its turn first in initiative order.

## BONUS ACTIONS

**Rampage.** If the prowler reduced a creature to 0 hit points with a melee attack this turn, it moves up to half its speed and make a claw attack.

**Call of the Storm (1/Day).** The prowler howls as a bonus action, summoning a storm cloud above itself that it can direct, as per the *call lightning* spell (DC 16). In addition, it can use a bonus action on each of its turns while concentrating on the spell to target itself with a bolt of lightning.

## ACTIONS

**Multiattack.** The prowler makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) lightning damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) lightning damage.

**Lightning Nova (Recharge 5-6).** The prowler unleashes electricity with an explosive scream. Each creature within 20 feet of the prowler must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) lightning damage and can't use reactions or bonus actions until the end of the prowler's next turn. On a successful save, a creature takes half as much damage and suffers no additional effects. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

## REACTIONS

**Thunderous Revival (1/Day).** When the prowler is reduced to 0 hit points, it emits a thunderous howl, instantly regaining 33 (6d10) hit points. Each creature within 10 feet of the prowler must make a DC 16 Constitution saving throw, taking 16 (3d10) thunder damage and being knock prone on a failed saving throw, or taking half as much damage and not being knock prone on a successful one. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

## LEGENDARY ACTIONS

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

**Leap.** The prowler jumps a number of feet up to its speed and lands on its feet in a space that can contain one or more other creatures. Each of those creatures must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) bludgeoning damage and 14 (4d6) lightning damage and is knocked prone. On a successful save, a creature takes half as much damage, isn't knocked prone, and is pushed 5 feet into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the prowler's space.

# GALVANIZED PROWLER

A chimeric creation of beasts and bones, galvanized prowlers were once the epitome of Scion technology, a defensive bastion against the Scourge's onslaught. Corrupted by the eldritch components from which they were crafted, they slaughtered their masters and joined the ranks of those they once hunted.

**Storm Hunter.** Leaping between rooftops, galvanized prowlers are as avid storm chasers as they are predators; they revel in the refreshing tickle of a lightning strike on their skin and use a tempest's rolling thunder as cover to mask the sound of their pursuit. The howl of a prowler is distinctive, an ear-scrambling cacophony of taut wire scraping over rusted bones. To

hear such a noise is a clear warning to remain indoors, with doors barred and windows shuttered, lest it is death you seek.

**Origin.** In their efforts to build an arsenal of creatures with which to defend Luyarnha, the Scions explored the magic of chimerification. With threads of tin, these scientists stitched components harvested from eldritch corpses to the bodies of criminals and, with a burst of lightning, fused the rotting mass into a weak-willed and easily manipulable creature. But their weak will and eldritch blood made them susceptible to the influence of the Great Ones, who soon found new foot soldiers to add to their chaotic horde.

# DEATH

In the forlorn Luyarnha, where clerics and hunters hold sway, magic capable of resurrecting the fallen is often called "The Call of Death." For those who have journeyed beyond the veil of mortality and dare return, an irremovable stain is left on their soul, beckoning their demise — "Death".

A monster that stalks those who have eluded the clutches of the grave, a creature whose sole purpose is to snuff out the lives of those who have defied their fate, Death's reputation is such that its mere mention is enough to send shivers down the spines of those afflicted.

No one knows for certain where Death came from or why it was unleashed upon the world, but its presence is a grim reminder of the fragility of life. Yet there are those who seek to defy this fate, who cling to life with a desperate fervor, willing to pay any price to cheat its relentless march, those who would think themselves above their kin, but to Death, their life has the same worth as that of a beggar's—two gold coins, which shall cover their eyes until it finds its next prey.



# Death

*Medium undead, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

**Saving Throws** Dex +10, Wis +6, Cha +7

**Skills** Intimidation +11, Perception +10

**Damage Resistances** all

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered or moongilded

**Condition Immunities** blinded, charmed, exhaustion, frightened, grappled, restrained

**Senses** blindsight 120 ft., truesight 120 ft., passive Perception 20

**Languages** all

**Challenge** 12 (8,400 XP)

**Blood Frenzy.** Death has advantage on melee attack rolls made against any creature that doesn't have all its hit points.

**Death's Embrace.** A creature killed by Death can be restored to life only by a *wish* spell.

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

**Magic Weapons.** Death's weapon attacks are magical.

**Turn Immunity.** Death is immune to features that turn undead.

## ACTIONS

**Multiattack.** Death uses its Whistle of Death and makes four claw attacks.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage, and the target gains one bleeding die if it's a creature.

A creature can have up to **ten** bleeding dice, which are d4s. A creature rolls its bleeding dice at the start of each of its turns, taking slashing damage equal to the total rolled. This damage can't be reduced in any way. Each time the creature regains hit points, the number of hit points it regains is halved and it loses one bleeding die.

A creature within 5 feet of a creature with one or more bleeding dice can use its action to make a Medicine check (DC 10 + the number of bleeding dice), removing all bleeding dice on a success. If the creature has a healer's kit, it can expend two uses of the kit to automatically succeed on the check.

**Change Shape.** Death magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (Death's choice).

In a new form, Death retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

**Whistle of Death.** One creature of Death's choice within 120 feet of Death and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature that has ever died automatically fails this saving throw. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Death's Whistle of Death for the next 24 hours.

## BONUS ACTIONS

**Final Minute (1/Day).** Death briefly stops the flow of time for all creatures except itself and one creature that it can see. No time passes for other creatures, while Death and the target take 1 minute, during which they can use actions and move as normal.

This effect ends if one of the actions Death uses or effects it creates during this period affects a creature other than it and its target or an object being worn or carried by a creature other than Death and its target. Death must concentrate on this ability (as if concentrating on a spell).

**Scraping Charge.** Death moves up to its speed in a straight line toward a target. If Death then hits it with its next claw attack on the same turn, the target takes an extra 5 (1d10) slashing damage.

## REACTIONS

**Deflect.** Death adds 4 to its AC against one attack that would hit it. To do Death must see the attacker.

**Close the Gap.** When Death is targeted by a ranged weapon attack, it can teleport to an unoccupied space within 5 feet of the attacker. To do so, Death must see the attacker.

# DREAMER'S MINOR AVATAR

## Dreamer's Minor Avatar

*Large aberration, any evil*

**Armor Class** 10  
**Hit Points** 200 (16d10 + 112)  
**Speed** 0 ft., swim 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	24 (+7)	20 (+5)	20 (+5)	24 (+7)

**Saving Throws** Con +11, Int +9, Wis +9, Cha +11

**Skills** Perception +13

**Damage Resistances** poison; bludgeoning, piercing, and slashing from attacks that aren't moon-gilded

**Condition Immunities** blinded, charmed, frightened, paralyzed, poisoned, stunned

**Senses** truesight 120 ft., passive Perception 23

**Languages** All, telepathy 300 ft.

**Challenge** 12 (8,400 XP)

**Aberrant Mind.** The avatar can maintain concentration on two spells at the same time. If it loses concentration, it loses both spells.

**Aberrant Magic.** Each time a creature fails a saving throw against a spell cast by the avatar, the creature also gains a short-term madness.

**Fear Aura.** Any creature hostile to the avatar that starts its turn within 30 feet of the avatar must make a DC 19 Wisdom saving throw, unless the avatar 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 the avatar's Fear Aura for the next 24 hours.

**Gift of Guilt.** Whenever a creature damages the avatar, the creature must succeed on a DC 19 Wisdom saving throw or be wracked with remorse for its actions and take psychic damage equal to the damage dealt.

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

**At will:** *misty step, sanctuary*

**3/day each:** *bludgeoning horror*† (5th level), *color spray* (5th level), *counterspell* (5th level), *dominate person*, *haste*, *mass healing word*, *sleep* (5th level)

**1/day each:** *hold monster, hypnotic pattern, mass cure wounds, modify memory* (9th level), *plane shift, wall of force*

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

**Sanctified Being.** The avatar is permanently under the effect of the *sanctuary* spell, and attacking, casting spells, and dealing damage doesn't end the spell.

## ACTIONS

**Mind Break.** *Ranged Spell Attack:* +11 to hit, range 150 ft., one creature. *Hit:* 23 (3d10 + 7) psychic damage and the target can't take reactions until the start of its next turn.

**Time Loop.** The avatar chooses a creature it can see within 150 feet of it, attempting to force the creature to repeat itself. The target must succeed on a DC 19 Intelligence saving throw or, on its next turn, it is forced to use the same action and bonus action it performed on its previous turn. If the target can't perform the same action or bonus action (for example casting a spell because it is out of spell slots) it wastes the action and bonus action instead.

## BONUS ACTIONS

**Gift of Power.** The avatar utters a word of power. Allied creatures within 60 feet of the avatar that can hear it gain a power die that can be added to any die roll once before it's expended. The die begins as a d4, but increase to a d8, d10, and finally a d12 each time Gift of Power is used on the creature prior to it expending the die.

*"Our Slumbering Father that lies dormant, may you discover our worthless world; may you sink it beneath your waves; may you grant us a glimpse of your grandeur; guide us home."*

Should a bold soul dare to infiltrate the submerged chapels of the Deep Ones, they would soon discover an unsettling truth. The figures that ornament the watery halls are no statues at all; they are in fact shards of the Slumbering One's power, poised to imbue the world with the incomprehensible gifts of their otherworldly patron.

Conjured through the arcane rituals of the Deep Ones, the Dreamer's Lesser Avatars are embodiments of their master, made manifest within submerged sanctuaries. Resembling inert statues, these entities endow the Slumbering One's devout followers with minute portions of the power they ardently seek. These avatars are devoid of thought and emotion, their purpose inscrutable, yet their link to the Slumbering One is undeniable. Meaningless specks of dust erring through the cosmos, devoid of the grandeur of their progenitor, one must wonder if their father is even aware of the existence of such worthless and pathetic effigies.







## SOUL-SNATCHING ARANEA

A soul-snatching aranea is a scourgeborne that has succumbed to its curse. When alive, it was a master of duplicity and lies, a more formidable deceiver than the rest of its kin, navigating the world through a web of manipulation. In a twist of fate, its madness revealed the monstrous personality beneath and gave it a more fitting form. Now truly accursed, this horror continues to use its skills to prey on the living.

These massive arachnids find refuge in the abandoned buildings of Luyarnha, turning them into their feeding ground. The aranea weaves illusions aimed at the unsuspecting, luring them in with sounds and visions of their closest loved ones. Rumors claim that it can imitate the sound of any person, past or present, with chilling accuracy. Once it has lured its victim close, it reveals its true form—a giant arachnid monstrosity of legs and fangs, a head dangling upside down, adorned with multiple eyes that gleam with a dark, sinister light—before leaping and devouring its prey's soul, leaving only the shell of a body behind.

*One of the many reasons why “regular” araneas are despised is because of their soul-snatching cousins.*

# Soul-Snatching Aranea

*Large monstrosity, any evil*

**Armor Class** 17 (natural armor)

**Hit Points** 190 (20d10 + 80)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

**Saving Throws** Cha +9

**Skills** Deception +14, Perception +5, Persuasion +9, Stealth +9

**Damage Vulnerabilities** radiant

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from attacks that aren't moonlighted or silvered

**Condition Immunities** charmed

**Senses** darkvision 120 ft., tremorsense 30 ft., passive Perception 15

**Languages** Common, all languages any creatures whose souls it has eaten knew

**Challenge** 13 (10,000 XP)

**Contorsion.** The aranea can move through a space as narrow as 5 inches wide without squeezing.

**Devour Soul.** The aranea can eat the soul of a creature it has killed within the last hour, provided the creature has one. The devouring requires the aranea to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d10s) equal to half the creature's Hit Dice. Roll those dice, and increase the aranea's current hit points and hit point maximum by the total. For every four Hit Dice the aranea gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The aranea retains these benefits for 7 days. A creature whose soul is devoured by the aranea can be restored to life only by a *wish* spell.

**Evasion.** If the aranea is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the aranea instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Innate Spellcasting.** The aranea's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

**At will:** *mage hand, minor illusion, prestidigitation, thaumaturgy*

**3/day each:** *blur, major image, silence*

**1/day each:** *mislead, phantasmal killer*

**Snatcher's Mimicry.** The aranea can perfectly imitate the voices of creatures whose souls it has devoured. The voice doesn't come from the aranea directly, echoing from its general direction instead. To discern the sound as unnatural and coming from the aranea, a creature can use its action to make a DC 17 Investigation check to inspect it, locating the origin of the voice on a success.

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

**Web Walker.** The aranea ignores movement restrictions caused by webbing.

**Web Sense.** While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

## ACTIONS

**Multiattack.** The aranea makes three attacks: one with its bite and two with its legs.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. In addition, the aranea regains hit points equal to half the damage dealt.

**Leg.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Mimic Spell (3/Day).** The aranea casts a spell of 5th level or lower with a verbal component and a casting time of 1 action it has heard cast within the last hour, without expending a spell slot or material components.

## BONUS ACTIONS

**Skitter.** The aranea moves up to half its speed without provoking opportunity attacks

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 20 hp; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## REACTIONS

**Yelp.** After a creature the aranea can see hits it with an attack, the aranea can yelp in pain in the voice of one of the attacker's loved ones. The attacker must make a DC 17 Wisdom saving throw. On a failure, it takes 9 (2d8) psychic damage and can't target the aranea with any attacks or effects until the end of its turn.



# ECTELLAX THE FLAYED

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Ectellax, The Flayed was just an eldritch wyrmling when the God-Shaped Hole sent him to the Templum Praeteritum as a test for the mortal priests there. He was the last of the tests before the “Radiant One” vanished. Unlike the other eldritch sacrifices, Ectellax defeated the priests in the temple by directly tapping into the God-Shaped Hole’s power through the original eldritch carving. The exposure to this raw energy tore the flesh from his body, flaying him alive and leaving him in a constant state of agony.

## Tempestuous Growth.

As the Radiant Church retreated and sealed the horrors away, Ectellax devoured the eldritch energy and grew faster than he would have otherwise. Now an adult, the dragon has gained a semblance of control over his enormous potential, and is ready to break through the sealed door leading to the Radiant Church and waits, desperate for his opportunity—even the monstrous gravitational fields he generates are useless against this eldritch prison.

## Inherited Dreams.

Those of his kin share a collective memory that each newborn inherits—a gift of memory through flesh. Yet, the only thing that Ectellax has added to this wealth of knowledge is his despair. In his slumber, the memories of his ancestors possess him, tormenting him, rousing his anger and frustration, feelings that he is unable to act on. The visions of dragons soaring through the cosmos, bending foreign civilizations under their rule, or wiping them out of existence with their apocalyptic powers—sources of pride for his kind, and a painful reminder of his own helplessness.

## Helpless Tyrant.

Trapped underground and cut off from the world, Ectellax’s mind has slowly unraveled. He has long lost the ability to distinguish between reality and dream; sometimes believing himself free, he hurls himself against the walls of his stone prison. The earth trembles and stone groans as the dragon thrashes about in his sleep, shaking the surface world in the crossfire of his nightmare. The proud being is now nothing more than a trapped and tormented soul. Ectellax’s long imprisonment has twisted his despotic intentions even further, turning them into a thirst for destruction and revenge. He longs to break free and unleash his fury on the world and the heavens, dethroning the so-called god that turned him into a puppet; but these remain hopeless wishes, as the barriers holding him underground remain unyielding.



# Ectellax, The Flayed (Adult Eldritch Dragon)

*Huge aberration & dragon, chaotic evil*

Armor Class 17 (natural armor)  
Hit Points 275 (22d12 + 154)  
Speed 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	14 (+2)	13 (+1)	23 (+6)

Saving Throws Dex +6, Con +13, Wis +7, Cha +12

Skills Insight +7, Perception +13, Persuasion +12, Stealth +6

Damage Resistances cold, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moon-gilded

Condition Immunities blinded, charmed, frightened

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

Languages Deep Speech

Challenge 17 (18,000 XP)

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

**Maddened Mind.** When a creature initiates telepathic contact with the dragon or attempts to read its mind, the creature must succeed on a DC 20 Intelligence saving throw or gain a short-term madness, as it witnesses the insanity the dragon holds.

**Innate Spellcasting.** The dragon's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *gravity well*<sup>†</sup>, *gravity storm*<sup>†</sup>, *levitate*  
**3/day each:** *astral barrage*<sup>†</sup>, *fling*<sup>†</sup>, *gravitational distortion*<sup>†</sup>

<sup>†</sup>SGttEH

**Hatred of Radiance.** When the dragon takes radiant damage, it goes into a blind rage, sacrificing its own body for power. The dragon takes 11 (2d10) necrotic damage, which can't be reduced in any way, and can take an additional legendary action before the start of its next turn.

## ACTIONS

**Multiattack.** The dragon can use its King's Presence. It then makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) psychic damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tyrant's 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 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature also prostrates itself before the dragon, falling prone and unable to stand up. 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 King's Presence for the next 24 hours.

**Cosmic Breath (Recharge 5-6).** The dragon exhales a rush of void and stars in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 18 (4d8) necrotic damage and 18 (4d8) cold damage, and gains a short-term madness. On a successful save, the creature takes half as much damage and doesn't suffer any additional effect.

## BONUS ACTIONS

**Tentacle.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 12 (1d8 + 8) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 22). The dragon can have up to four creatures grappled at a time.

**Leap.** The dragon uses 10 feet of movement to jump 30 feet.

## REACTIONS

**Dimension Warp.** When a creature within 150 feet of the dragon targets it with a spell, the dragon can attempt to warp the world to swap positions with its assailant. The spellcaster must succeed on a DC 20 Charisma saving throw or exchange position with the dragon, becoming the new target of the spell.

## 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.

**Tentacle Attack.** The dragon makes one tentacle attack.

**Cast Spell (Costs 2 Actions).** The dragon casts a spell.

**Shatter Mind (Costs 2 Actions).** The dragon targets a creature that it can see. The target must succeed on a DC 20 Intelligence saving throw or take 10 (3d6) psychic damage and gain a short-term madness. A creature the dragon is grappling automatically fails this saving throw.

# ORR, THE GRIEVING REBIRTH

## Orr, The Grieving Rebirth (First Form)

*Huge aberration (god), chaotic evil*

Armor Class 17 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +12, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, frightened, madness

Senses truesight 300 ft., passive Perception 20

Languages understands all but doesn't speak

Challenge 18 (20,000 XP)

**Amorphous.** Orr can move through a space as narrow as 1 inch wide without squeezing.

**Cold Absorption.** Whenever Orr is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

**Divine Rejuvenation.** When Orr drops to 0 hit points, its body collapses into a writhing mass of flesh, whereupon Orr instantly reappears in its second form in an unoccupied space within 60 feet of where its first form was destroyed. Its initiative count doesn't change.

**Freedom of Movement.** Orr 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.

**Immutable Form.** Orr is immune to any spell or effect that would alter its form.

**Innate Spellcasting.** Orr's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**3/day each:** *divine order: reveal*<sup>†</sup>, *fling*<sup>†</sup>, *gravitational distortion*<sup>†</sup>

**1/day each:** *bury*<sup>†</sup>, *crush*<sup>†</sup>, *divine order: transcend*<sup>\*†</sup>

\*Orr always succeeds on the saving throw for this spell

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

**Magic Weapons.** Orr's weapon attacks are magical.

## ACTIONS

**Multiattack.** Orr makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and 13 (2d12) cold damage. If a creature is damaged by this attack twice before the start of Orr's next turn, it must succeed on a DC 20 Constitution saving throw or gain one level of exhaustion.

**Scream (3/Day).** Orr emits a scream of pure rage and agony. Each time it screams before finishing a long rest, the scream is louder and the effect is different, as detailed below. Each creature within 500 feet of Orr and able to hear the scream must make a DC 20 Constitution saving throw.

**Scream of Pain.** Each creature that fails its save is affected by crippling pain for 1 minute. For the duration, the creature's speeds are reduced to 10 feet and it has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Further, if the target tries to cast a spell, it must first succeed on a DC 20 Constitution saving throw, or the casting fails and the spell is wasted. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Scream Of Harvest.** Each creature that fails its save becomes vulnerable to necrotic and cold damage 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.

**Scream of Death.** Each creature takes 22 (4d10) cold damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful save.

## BONUS ACTIONS

**Teleport.** Orr magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space.

## REACTIONS

**Warp Magic.** Orr casts *counterspell* at 5th level.

## LEGENDARY ACTIONS

Orr 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. Orr regains spent legendary actions at the start of its turn.

**Tentacle Attack.** Orr makes one tentacle attack.

**Teleport (Costs 2 Actions).** Orr uses Teleport.

**Cast a Spell (Costs 3 Actions).** Orr casts a spell from its Innate Spellcasting trait, expending a use as normal.

First Form







Second Form

*The result of the union between two beings of power with nothing but hatred for each other. A weeping child unable to control its fury.*

# Orr, The Grieving Rebirth (Second Form)

*Huge aberration (god), chaotic evil*

Armor Class 23 (natural armor)  
Hit Points 253 (22d12 + 110)  
Speed 10 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	26 (+8)

Saving Throws Dex +12, Con +11, Int +9, Wis +10

Skills Acrobatics +18, Arcana +9, Perception +10, Religion +15

Damage Immunities cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, frightened, madness

Senses truesight 300 ft., passive Perception 20

Languages understands all

Challenge 20 (25,000 XP)

**Amorphous.** Orr can move through a space as narrow as 1 inch wide without squeezing.

**Black Frost Shell.** Orr starts with 50 temporary hit points. If a creature hits it with a melee attack while it has these hit points, the creature takes 50 cold damage.

**Freedom of Movement.** Orr 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.

**Gravity Bound.** Orr is bound by its curse. It can't position itself further than 20 feet away vertically from the ground. If it is moved higher than 20 feet, it immediately begins falling until it is 20 feet above the ground.

**Innate Spellcasting.** Orr's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**3/day each:** *fling*<sup>†</sup>

**1/day each:** *bury*<sup>‡</sup>, *divine order: sacrifice*<sup>‡</sup>, *power word: kill*

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

**Magic Weapons.** Orr's weapon attacks are magical.

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

**Numbing Frost.** If Orr damages a creature twice on a turn, the target must make a DC 22 Constitution saving throw. On a failed save, the target takes 17 (5d6) cold damage and is slowed, as per the *slow* spell, for 1 minute. On a successful save, the target takes half as much damage and isn't slowed. A slowed target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## ACTIONS

**Multiattack.** Orr uses its Frozen Rebirth. It then makes three tentacle attacks. It can replace up to two tentacle attacks with one maddening shard attack each.

**Tentacle.** *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and 10 (3d6) cold damage, and Orr can push the target up to 30 feet away in a straight line.

**Maddening Shard.** Ranged Spell Attack: +14 to hit, range 150 ft., one target. *Hit:* 24 (3d10 + 8) cold damage, and if the target is a creature, it must succeed on a DC 22 Wisdom saving throw or gain a short-term madness.

**Frozen Rebirth.** Orr summons 1d4 hunters (SSgtEH page XX) in empty spaces it can see within 120 feet of it. The hunters are under Orr's control, are immune to cold damage, and gain a +4 bonus to attack and damage rolls. Orr can have no more than five hunters under its control at one time.

## BONUS ACTIONS

**Vanish.** Orr explodes in a blast of rime and wind. Each creature within 60 feet of it must make a DC 22 Constitution saving throw, taking 17 (5d6) cold damage on a failure, or half as much damage on a success. Creatures touching metal objects (for example, carrying metal weapons or wearing metal armor) automatically fail this saving throw. Orr then reappears in an unoccupied space of its choice that it can see within 120 feet of it.

## REACTIONS

**Devour Magic.** When a creature Orr can see within 60 feet of it casts a spell, Orr casts *counterspell* at 5th level. If it successfully counters the magic, it regains hit points equal to three times the spell's level (0 for cantrips).

## LEGENDARY ACTIONS

Orr 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. Orr regains spent legendary actions at the start of its turn.

**Tentacle Attack.** Orr makes one tentacle attack.

**Teleport (Costs 1 Actions).** Orr uses its Vanish.

**Cast a Spell (Costs 2 Actions).** Orr casts a spell from its Innate Spellcasting trait, expending a use as normal.

# GOAT MOTHER'S AVATAR

When the Blood Moon of Rebirth descends upon the world, it can deliver a corporeal sliver of the entity that imbues it with potency, an immature and frail embodiment of its vast cosmic might. Yet, the power of mortals is so insignificant that even this fragile shard of the Goat Mother's energy can force the world to capitulate beneath its young.

Whispers tell of such an avatar manifesting once in the kingdom of men. The collective might of their army proved insufficient, as the pathetic Thousand Youngs laid the realm to waste. Her existence was fleeting, dissipating alongside the moon, her inscrutable purpose fading with it. No such avatar has been witnessed since, the world likely so insignificant—a mere speck in the grand cosmic expense—to catch a fragment of the Great One's attention.

Yet the question lingers—what might transpire as the world ventures perilously closer to otherworldly forces far beyond understanding? Ignorance is indeed bliss, and those who dare to pry too close to the truth face unsettling revelations. As mortals dabble in these eldritch arts, one can't help but fear the return of the pathetic avatar, or worse.

## Lair Actions

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

- **Unholy Blood.** Blood drips from the moon and forms three 10-foot-radius pools on the ground within the lair. Whenever a creature summoned by the Goat Mother's Avatar starts its turn in a pool or moves into a pool for the first time on its turn, it gains 11 (2d10) temporary hit points.

- **Servants of the Goat Mother.** The trees themselves open to give birth to servants of the Goat Mother. 1d4 aberrations, beasts, humanoids, or monstrosities of CR 3 or lower appear in unoccupied spaces within the lair. They share the Goat Mother Avatar's initiative but take their turn immediately after her and function in the same way as creatures summoned by her Circle of Rebirth.

- **Roiling Madness.** A cloud of roiling, maddening fog falls upon the lair. Each creature in the lair of the Goat Mother's Avatar's choice must succeed on a DC 17 Wisdom saving throw or take 16 (3d10) psychic damage and gain one short-term madness.

## Regional Effects

The region containing the Goat Mother's Avatar's lair is warped by her magic, which creates one or more of the following effects:

- When the Goat Mother's Avatar appears, the Blood Moon of Rebirth appears in the sky, and remains there until the avatar vanishes or dies.

- Trees within 6 miles of the lair grow taller and denser than usual, turning nearby forests into labyrinth-like wood. Creatures that enter the woods must make a DC 15 Survival check every hour to avoid getting lost.

- Aberrations, beasts, and monstrosities within 6 miles of the lair have their forms shifted. Their eyes turn into goat eyes, their skin or fur darkens, and they gain a climbing speed equal to their walking speed.

- Aberrations, beasts, monstrosities, and humanoids that engage in intercourse within 6 miles of the lair are blessed by the Goat Mother's fertility, immediately becoming pregnant if they have the necessary reproductive organs. Pregnancies within 6 miles of the lair progress as much in one hour as they would in a day, and whenever a humanoid is born within 6 miles of the lair, the GM rolls a d20. On a 10 or lower, the humanoid becomes an accursed tiefling, a beast, or a monstrosity.

If the Goat Mother's Avatar dies, vegetation remains as it has grown, but the other effects fade over 1d2 days. Creatures that are born accursed remain so for the rest of their lives.

*"One can only wonder if the catastrophic annihilation wrought by this caprine being was a mere demonstration of power, a warning to those of us who meddle with forces beyond their comprehension. Though I posit that such a statement would be giving us far too much importance, and simple happenstance unleashed the apocalypse humans faced, happenstance yet again allowed it not to ravage the rest of our world. Woe betide the foolhardy souls who seek to harness these cosmic powers, for the consequences of such hubris could be disastrous.*

*So, we stand at the precipice, looking into the abyss, heedless of the fact that the abyss is also looking back at us, waiting, ready to swallow us whole."*

*- Founder of the School of Eldritch Tongue,  
at the Obitus' assembly*



# Goat Mother's Avatar

*Huge aberration, neutral evil*

Armor Class 19 (natural armor)  
Hit Points 229 (17d12 + 119)  
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	24 (+7)	16 (+3)	30 (+10)	23 (+6)

Saving Throws Con +14, Int +10, Wis +17, Cha +13

Skills Perception +17, Religion +10

Damage Resistances cold, fire

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

Condition Immunities blinded, charmed, exhaustion, frightened, madness, poisoned, unconscious

Senses darkvision 300 ft., truesight 100 ft., passive Perception 27

Languages Deep Speech, understands Common but can't speak it

Challenge 22 (41,000 XP)

**Curse Weaver.** The avatar's curses last for 1 minute. A cursed creature can make a DC 25 Charisma saving throw at the end of each of its turns, ending the oldest of these curses on itself on a success. If a creature drinks a vial of holy water, the DC of its next such saving throw is reduced by 5. A *remove curse* spell removes only one curse of the caster's choosing (or one at random). A *greater restoration* spell ends all curses on the target.

**Cycle of Rebirth.** If the avatar is reduced to 0 hit points, she teleports to the center of her nearest Circle of Rebirth, regains 50 hit points, and all her curses end. Until the end of her next turn, she can't be reduced below 1 hit point.

**Goat Leap.** The avatar's long jump is up to 120 feet and her high jump is up to 60 feet, with or without a running start.

**Spellcasting.** The avatar's innate spellcasting ability is Wisdom (spell save DC 25, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *find the path, revivify, world breaker* †

**3/day each:** *dominate monster, forest of dread* †, *heal* (other creatures only)

**1/day:** *divine order: sacrifice* †

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

**Mother Tongue.** The avatar can communicate with creatures she has summoned as if they shared a language.

**Nurturing Essence.** Whenever a creature summoned by the avatar ends its turn within 10 feet of her, it regains 16 (3d10) hit points.

**Progenitor's Tears.** Whenever a creature the summoned by the avatar dies, the avatar mourns its death, taking 14 (4d6) psychic damage and becoming enraged, granting her advantage on attack rolls until the end of her next turn.

## ACTIONS

**Multiattack.** The avatar uses her Maddening Presence, then makes three attacks. She can use Circle of Rebirth in place of one of her attacks.

**Claw.** Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 31 (4d12 + 5) slashing damage and 13 (2d12) poison damage. If the target is a humanoid, it must succeed on a DC 25 Charisma saving throw or fall under the Curse of Goat's Blood. While cursed in this way, a creature has disadvantage on ability checks and attack rolls it makes while within the avatar's Circles of Rebirth.

**Curse.** Ranged Spell Attack: +17 to hit, range 300 ft., one creature. Hit: 26 (3d10 + 10) poison damage and the target suffers one of the following curses (avatar's choice):

**Curse of Acquired Scent.** Creatures summoned by the avatar have advantage on attack rolls against this creature.

**Curse of Draining Life.** Whenever the creature would regain hit points, the avatar regains those hit points instead.

**Curse of the Red Moon.** The creature can't cast spells of 5th level or higher.

**Maddening Presence.** The avatar expunges doom from her many faces. Each creature of the avatar's choice within 120 feet of the avatar and aware of her must succeed on a DC 25 Wisdom saving throw or become paralyzed until the end of its next turn. A creature paralyzed in this way isn't incapacitated, though it still can't move or speak. If a creature has failed this saving throw three times, it also gains an indefinite madness. If a creature's saving throw is successful or it has already gained an indefinite madness from this action, the creature is otherwise immune to the avatar's Maddening Presence for the next 24 hours.

**Circle of Rebirth (Recharge 4-6).** Using her birthing powers, the avatar creates a 15-foot-radius circle centered on a point within 120 feet of her. When the circle appears and at the start of each of the avatar's turns, she can summon any aberration, beast, humanoid, or monstrosity of CR 5 lower, which emerges under her control from an unoccupied space in the circle. The creature shares her initiative count, but takes its turn immediately after her, following the avatar's telepathic commands (no action required by her).

The circle has 50 hit points and AC 21. It has resistance to cold, fire, and necrotic damage, and immunity to poison and psychic damage. If the avatar summons three monsters from it or the circle is reduced to 0 hit points, it is destroyed.

## REACTIONS

**Maternal Instincts.** When a creature summoned by the avatar within 30 feet of her is targeted by an attack roll, she can impose disadvantage on the attack roll.

## LEGENDARY ACTIONS

The avatar 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 avatar regains spent legendary actions at the start of her turn.

**Claw.** The avatar makes one claw attack.

**Detect.** The avatar makes a Perception check.

**Dark Voyage (Costs 2 Actions).** The avatar teleports to an unoccupied space within one of her Circles of Rebirth.

**Goat Mother's Will (Costs 3 Actions).** The avatar amplifies all curses she currently has active, weakening her foes. Each creature currently under the effect of a curse must succeed on a DC 25 Constitution saving throw or suffer an additional effect based on the curse affecting it, which lasts until the curse is removed:

**Curse of Goat's Blood.** At the start of each of its turns, the creature gains one level of exhaustion.

**Curse of Acquired Scent.** Whenever the creature takes damage from a creature summoned by the avatar, it takes an additional 11 (2d10) poison damage.

**Curse of Draining Life.** The creature has disadvantage on Strength and Dexterity saving throws and checks.

**Curse of the Red Moon.** At the start of each of its turns, the creature loses its highest level spell slot.

# FALLEN HUNTERS

The term "Fallen Hunter" refers to those hunters who, tragically, have fallen prey to the scourge that afflicts Luyarnha. They represent the unfortunate reality of the struggles faced by those who dedicate their lives to hunting the monstrous and the vile.

Importantly, it's worth noting that, while these scourge-claimed hunters are numerous, they are not all simultaneously active, or even alive, within Luyarnha. If they were, the city would have crumbled long ago. The Fallen Hunters detailed in this book are specifically designed to serve as named antagonists - potential villains who can add depth and challenge to a campaign. The stronger the original hunter, the stronger the transformed form.

However, despite their fearsome nature, the Fallen Hunters present an interesting divergence from many of the adversaries heroes may face. They hold the hope for redemption. This concept of potential redemption is key in defining their role in the world of Luyarnha. It offers unique storytelling opportunities, and it can shape narrative arcs in a campaign in compelling ways.

Such redemption might take the form of a miraculous recovery driven by the heroes, restoring them to their former self, free from the scourge's insidious grasp. Alternatively, it might present itself as an opportunity for a Fallen Hunter to engage in one final act of defiance against the dark forces corrupting Luyarnha —or in the case of those who haven't completely lost their sanity, the opportunity to give them a new goal and a new hope to fight once more. In either case, these narrative paths allow for Fallen Hunters to be more than just adversaries; they can be tragic figures, symbols of resilience, and catalysts for emotionally charged moments.



# THE VEILED HUNTER

Once a simple woodsman and hunter who lived a quiet life in Jägerweiler Village, Brayden Lilyguard was chosen by the Obitus Scholare as one of the first to undergo their eldritch experiments. After being infused with the dead cerebro-spinal fluid of an eldritch entity, he gained inhuman strength, speed, and the ability to tap into the natural world of the forest he loved so dearly. But as time went on, he and his fellow huntsman began to change. They began hearing dark whispers in their minds that eventually became a cacophony of terrifying screams.

Their bodies morphed and changed into feral creatures. Brayden fared better than his comrades in retaining most of his sanity, but couldn't stop the change into the specter-like being he has become. After a failed attempt to wipe them out with a flood of acid, he gathered the mutated "survivors" and rebuilt the village into what it is today. As the Veiled Hunter, his only passion is for the survival of his new people and the utter destruction of those he holds responsible.

*More information on the Veiled Hunter can be read in the Vile Village adventure. (Page XX)*

## Veiled Hunter

*Medium aberration, chaotic evil*

**Armor Class** 12 (16 with barkskin)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	15 (+2)	13 (+1)	15 (+2)	19 (+4)

**Saving Throws** Wis +5, Cha +7

**Skills** Perception +5, Stealth +8

**Damage Resistances** acid, necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common, Deep Speech, Sylvan

**Challenge** 7 (2,900 XP)

**Innate Spellcasting.** The Hunter's innate spellcasting ability is Charisma (spell save DC 15). The Hunter can innately cast the following spells, requiring no material components:

**At will:** *druidcraft*

**3/day each:** *blight, dominate beast, spike growth*

**Eldritch Mask.** The Hunter's mask is the source of its power. The mask has AC 22 and 25 hit points. The mask is immune to all damage except bludgeoning, fire, force, piercing, and slashing damage and it doesn't take damage from effects that target an area. While the Hunter is wearing its mask, it has advantage on saving throws against spells and other magical effects, can cast *speak with animals and plants* at will, and can't be deafened or magically put to sleep. If the mask is destroyed, it loses these benefits.

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

**Treestep.** Once on its turn, the Hunter can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. After using this trait, the hunter gains the benefits of the *barkskin* spell until the start of its next turn.

## ACTIONS

**Multiattack.** The Hunter makes two attacks: one with its gravetouch and one with its maggotspit.

**Gravetouch.** Melee Spell Attack: +7 to hit, reach 15 ft., one target. Hit: 25 (6d6 + 4) necrotic damage.

**Maggotspit.** Melee Spell Attack: +7 to hit, reach 10 ft., one target. Hit: 24 (8d4 + 4) poison damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

**Rootprison (Recharge 4-6).** The Hunter chooses up to five creatures within 30 feet of a tree the Hunter can see. Each creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 18 (4d8) piercing damage and is restrained for 1 minute. Whenever a restrained creature uses its action to make an attack or cast a spell, it takes 9 (2d8) piercing damage. A creature can use its action to make a DC 15 Athletics check to break itself or another creature within its reach free, ending the effect on that creature on a success.

**Wooden Labyrinth.** The Hunter chooses a creature it can see within 120 feet of it. The target must make a DC 15 Wisdom saving throw. On a failure, the creature becomes magically lost, automatically failing all Nature and Survival checks it makes for the next 24 hours and being unable to escape the woods. The creature isn't aware of this effect. On a success, the creature is immune to this effect for the next 24 hours and knows it was targeted by some sort of magic.

## BONUS ACTIONS

**They Have Eyes.** The Hunter transport its senses into any tree within 500 miles of it that it has seen, seeing and hearing as if it occupied the tree's space, until it ends the effect (no action required). During this time, it is blind and deaf in regard to its own senses.

## REACTIONS

**House of Leaves (3/Day).** When the Hunter is hit by an attack, it turns into a pile of leaves and reappears in the branches of a tree within 60 feet of it, causing the attack to miss.

# THE DEFILED LIBRARIAN

In the Luminary Repository rests the lifeless form of the Defiled Librarian, formerly an esteemed researcher of arcane secrets and revered advisor to the hunters. Drawn to forbidden lore, the scholar succumbed to an all-consuming fixation with an unfathomable being he referred to as "The Midnights of Rotting Creation."

## Burning Ambitions

Aware of his insignificance within the vast cosmos, the faithless researcher longed to commune with the enigmatic entity, yearning to ascend and attain a power beyond his mortal flesh. His pride made him blind to his weakness before the vastness of the cosmos, and he clung to the belief that immense sacrifices would reveal the path. Driven to the edge of madness, the scholar enacted a heinous rite, setting an entire orphanage ablaze to fuel his dark incantations.

At last, an entity granted a response: a single, powerful word that tore asunder the scholar's mortal frame. His human flesh was rent apart, transformed into the terrifying specter known as the Defiled Librarian, forever imprisoned among the arcane tomes, his mind rising to higher planes, or so he believed.

## Agonizing Ruler

In this realm, where minutes stretch into years, the Librarian's consciousness endures tortures born of osteomancy—an eternity of bone spines burrowing into his flesh and ravenous maws devouring his heart, only to regenerate anew. This 'higher' realm is naught but a place of torment and terror where the Librarian exists as both master and prisoner. The being has since learned to control the sinister magic that haunts him, his spectral figure trapped betwixt life and death. Conversely, within the confines of his scholarly lair, the Librarian's dead physical form lies, its remains ravaged by the passage of time. His eyes, however, continue to possess an unsettling vigilance, observing every movement, inexorably drawing the hapless souls that unwittingly stumble upon his moribund husk into his dread dominion. These unfortunates serve as both nourishment and specimens for the Librarian, their flesh dissected for sustenance and dark inquiry—a research dedicated to crafting macabre instruments that one day shall free him from this forceful exile.

The true visage of the Scholar has not been glimpsed by mortal eyes since that fateful day of unspeakable transgression, but rumors of spectral whispers within the halls of the Luminary Repository circulate, though few are foolish enough to inquire further.



# The Defiled Librarian

*Medium undead, lawful evil*

Armor Class 13 (16 with *mage armor*)  
Hit Points 90 (12d8 + 36)  
Speed 15 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	15 (+2)	19 (+4)

Saving Throws Con +7, Int +9, Wis +6

Skills Arcana +9, History +9, Perception +6, Religion +9

Damage Resistances piercing

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned, madness

Senses truesight 60 ft., passive Perception 16

Languages all

Challenge 11 (5,000 XP)

**After Image.** The Librarian can only use this trait if it has been reduced to 0 hit points in the past hour. Whenever the Librarian casts an osteomancy spell of 1st level or higher, it can teleport up to 30 feet to an unoccupied space that it can see. It also becomes invisible and projects an illusory image that makes it appear to be in its previous location until the start of its next turn. A creature that uses its action to examine the image can determine that it is an illusion with a successful DC 17 Investigation check. If a creature targets the illusion, it has the impression that the Librarian is magically absorbing the damage.

**Aura of Silence.** The Librarian has a permanent *silence* spell cast on itself that moves with it; this aura doesn't prevent the Librarian from casting spells with a verbal component, and it can't be dispelled.

**Dark Devotion.** The Librarian has advantage on saving throws against being charmed or frightened or gaining madness.

**Erase Reality.** The Librarian can sense when any creature within 120 feet of it can see through illusions (such as with truesight) and the Librarian has advantage on attack rolls against such creatures.

**Eternal Nightmare (1/Day).** If the Librarian is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all its hit points and regains all its spell slots of 1st, 2nd, 3rd, and 7th level.

**Spellcasting.** The Librarian is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Librarian has the following wizard spells prepared:

**Cantrips** (at will): *brittle bone throw*<sup>†</sup>, *mage hand*, *minor illusion*, *ray of frost*, *shocking grasp*

**1st level** (4 slots): *absorb elements*, *bone shield*<sup>†</sup>, *mage armor*, *phalangeal shot*<sup>†</sup>, *shield*

**2nd level** (3 slots): *arm cannon*<sup>†</sup>, *hold person*, *invisibility*, *misty step*

**3rd level** (3 slots): *blink*, *counterspell*, *displacing maw*<sup>†</sup>, *osseous impalement*<sup>†</sup>

**4th level** (3 slots): *dread scarecrow*<sup>†</sup>, *greater invisibility*, *maiden of bones*<sup>†</sup>

**5th level** (2 slots): *chisel skull*<sup>†</sup>, *dominate person*, *forest of dread*<sup>†</sup>

**6th level** (1 slot): *wall of bones*<sup>†</sup>

**7th level** (1 slot): *crush*<sup>†</sup>

*\*osteomancy spell of 1st level or higher*

## ACTIONS

**Quarterstaff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

## BONUS ACTIONS

**Nightmare Dash.** The librarian flies up to 30 feet in a straight line.

## REACTIONS

**Spell Reflection.** When the Librarian succeeds on a saving throw against a spell, the spell is dispelled and the librarian gains a spell slot equal to the spell's level. This spell slot vanishes if the Librarian uses this reaction again or after 1 minute.

# VICAR PRISCILLA

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Vicar Priscilla was a fearless warrior and a beloved and revered member of the Radiant Church. Despite her frailty, she was devoted to her faith and among the first to join the ranks of the hunters. Her efforts, were not in vain, as she fought beast after beast, decimating their ranks and rescuing Luyarnha from the depths of the abyss.

Yet during the 33rd Hunt, when all thought that the scourge was over, she found herself facing creatures from beyond the realms of human understanding. A malice so vile that it curled up her spine, this evil was the convergence of the void, the infinite expanse beyond what lies dormant. She had never experienced anything like the horrific struggle that took place. Though she repelled the entity, it was no victory; all who survived that night were left on the brink of despair. Her spirit had been broken, her loved ones had been slaughtered, and her insignificance had been laid bare before her.

A shattered moon rose that night.

She vowed not to allow such atrocities be in vain, pouring months of research alongside scholars of the Church, attempting to pierce the creature's secret. From the mound of flesh that she hacked from the being, and the knowledge she gained, Priscilla fashioned a sword of pure moonlight — a blade that could alter fate.

Priscilla blazed a new path through the plague-filled streets with renewed zeal, strengthening her hunters with her enhanced arcane powers. Nonetheless, she suffered defeat once more.

She was abandoned on the pavement, her coven shattered. That night she vanished. It is believed that her broken body was restored, and that she now spends her days in her chambers in quiet reflection, seeking guidance from a higher power. Covertly, there are hunters who claim they still see her during gruesome hunts, leading forces to victory with her shard of moonlight in hand.



# Vicar Priscilla

Medium humanoid (half-elf), lawful neutral

Armor Class 19 (natural armor)  
Hit Points 161 (19d8 + 76)  
Speed 30 ft., fly 30 ft (hover).

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

Saving Throws Dex +10, Int +8, Wis +10, Cha +8

Skills Arcana +8, Deception +13, Insight +10, Persuasion +8, Religion +8

Damage Resistances cold

Damage Immunities radiant

Condition Immunities blinded, unconscious

Senses blindsight 60 ft., truesight 120 ft., passive Perception 15

Languages Celestial, Common, Deep Speech, Infernal  
Challenge 15 (13,000 XP)

**Divine Warrior.** Vicar Priscilla's weapon attacks deal an extra 7 (2d6) radiant damage on a hit (included in the attacks).

**Honed Reflexes.** Vicar Priscilla can take two reactions per round, but no more than one reaction per turn.

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

**Magic Resistance.** Vicar Priscilla has advantage on saving throws against spells and other magical effects.

**Special Equipment.** Vicar Priscilla has a *Shard of Moonlight* (SGttEH page XX). She cannot be disarmed of it while she is conscious.

**Spellcasting.** Vicar Priscilla is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Vicar Priscilla has the following cleric spells prepared:

**Cantrips** (at will): *guidance, light, sacred flame, spare the dying*

**1st level** (4 slots): *bles, burning hands, command, faerie fire, healing word*

**2nd level** (3 slots): *hold person, scorching ray, spiritual weapon*

**3rd level** (3 slots): *daylight, dispel magic, fireball, mass healing word*

**4th level** (3 slots): *banishment, dimension door, guardian of faith, wall of fire*

**5th level** (2 slots): *flame strike, geas, mass cure wounds, scrying*

**6th level** (1 slots): *heal, word of recall*

## ACTIONS

**Multiattack.** Vicar Priscilla makes two *Shard of Moonlight* attacks.

**Shard of Moonlight.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 10 (3d6) radiant damage, or 12 (2d6 + 5) slashing damage plus 14 (4d6) radiant damage if the blade is transformed.

## BONUS ACTIONS

**Divine Dash.** Vicar Priscilla moves up to 40 feet in a straight line.

## LEGENDARY ACTIONS

Vicar Priscilla 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. Vicar Priscilla regains spent legendary actions at the start of her turn.

**Beckon the Moon.** Vicar Priscilla raises the *Shard of Moonlight* at the moon and the blade gains or loses 3 (1d4 + 1) charges, according to Vicar Priscilla's will.

**Strike.** Vicar Priscilla makes a *Shard of Moonlight* attack.

**Cast a Spell (Costs 2 Actions).** Vicar Priscilla casts a spell she has prepared.

**Vanish (Costs 2 Actions).** Vicar Priscilla expends 5 charges from her *Shard of Moonlight* to step into the Ethereal Plane until the start of her next turn.

# THE RADIANT WATCHER

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Martyr Tulio, hailed as the 'Radiant Watcher,' was a hunter of incomparable resolve, waging a ceaseless battle for the safety of his people, aided by the ethereal luminance of his blade. However, this sword concealed a monstrous sentience within, which would gradually gnaw away at Tulio's psyche, leading him away from the radiance of his path.

**Light's End.** One fateful night, when the Creeping Tarlight arose, the glow of Tulio's blade was extinguished for good, swallowed by madness. Tulio was reborn, a servant to his now forever darkened weapon. He who had always preached salvation, now saw his own vanish.

**Dark Radiance.** While there are accounts by witnesses observing his emergence from the tar, it is speculated that, in the throes of his madness, a vestige of his once

righteous spirit pierced through. Driven by this last shred of his humanity, Tulio disappeared to a place where he would not inflict pain upon those he held dear. Another conjecture is that he may have maintained more of his former self than was first thought, permitting the illusion of benevolence to dissolve once he had accumulated the power he sought, and he has now retreated to scheme grander plans.

The truth remains unclear. However, whispers of his actions—both valorous and terrible—still echo through the city. Many of the good deeds this man did were unpunished, and many still owe him their life.

*Some claim to have seen a dark figure on the fringes of the city, a specter wreathed in the same tar that once consumed the Radiant Watcher. I believe these are just fanciful tales of those who wish to keep the memory of Tulio alive.*



# Radiant Watcher

Large humanoid & aberration, lawful evil

Armor Class 21 (tar armor)  
Hit Points 199 (21d10 + 84)  
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	15 (+2)	13 (+1)	23 (+6)

Saving Throws Str +11, Con +10, Cha +12

Skills Deception +12, Persuasion +12

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

Damage Immunities necrotic, radiant

Condition Immunities blinded, charmed, exhaustion

Senses darkvision 120 ft., truesight 30 ft., passive Perception 11

Languages Celestial, Common, Deep Speech

Challenge 17 (18,000 XP)

**Cosmic Constitution.** The Watcher sheds bright light in a 15-foot radius and dim light for another 15 feet. It can choose to turn this light on or off at any time while it isn't incapacitated (no action required). In addition, whenever a creature starts its turn within 30 feet of the Watcher, the creature must succeed on a DC 20 Strength saving throw or be pulled 30 feet toward the Watcher.

**Onyx Flight.** When the Watcher is flying up to 15 feet above the ground, it coats the ground beneath it in a thick layer of tar. Each creature except the Watcher that moves into an area coated in this tar must succeed on a DC 20 Dexterity saving throw or become tar-coated. A tar-coated creature's speed is halved. Whenever a tar-coated creature takes fire or radiant damage, it explodes and the tar vanishes; each creature within 10 feet of the creature must succeed on a DC 20 Dexterity saving throw or take 17 (5d6) fire damage. The tar-coated creature has disadvantage on the saving throw.

**Spatial Rend.** A melee weapon deals one extra die of its damage when the Watcher hits with it (included in the attack).

**Special Equipment.** The Watcher has a *sword of the radiant watcher*, which is permanently in its Shadow Form (SGttEH page XX). The Watcher can't be disarmed of it while it is conscious.

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

**At will:** *light*, *message*, *thaumaturgy*  
**2/day each:** *graviturgic smite* †, *gravity storm* †, *radiant slaughter* †  
**1/day:** *starfall* †

## ACTIONS

**Multiattack.** The Watcher uses its Starsky Presence, then makes three attacks.

**Sword of the Radiant Watcher.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 4 (1d8) necrotic damage.

**Cosmic Bolt.** Ranged Weapon Attack: +12 to hit, range 120 ft., one target. Hit: 19 (3d8 + 6) radiant damage.

**Supernova (Recharge 6).** Focusing its entire strength on one star from its body, the Watcher forms a supernova from within. Each creature within 60 feet of the Watcher must make a DC 20 Constitution saving throw. On a failure, a creature takes 42 (12d6) radiant damage and is blinded for 1 minute. On a success, a creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Starsky Presence.** The Watcher forces those around it to gaze into the void of the cosmos and realize their meaninglessness. Each creature of the Watcher's choice that is within 120 feet of the Watcher and aware of it must succeed on a DC 20 Wisdom saving throw or gain a long-term madness 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 gains one short-term madness and is otherwise immune to the Watcher's Starsky Presence for the next 24 hours.

## BONUS ACTIONS

**Star Drop.** The Watcher deals 2 (1d4) radiant damage to a creature that it can see within 120 feet of it.

## REACTIONS

**Tar Slew.** When the Watcher is hit by an attack, it can explode in a wave of tar. Each creature within 10 feet of it must succeed on a DC 20 Dexterity saving throw or become tar-coated per the Watcher's Onyx Flight trait.

## LEGENDARY ACTIONS

The Watcher 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 Watcher regains spent legendary actions at the start of its turn.

**Fly.** The Watcher flies up to its speed.

**Strike.** The Watcher makes one attack.

# MALACH - THE ANGEL OF FLESH

Once a manikin, forged like countless others by the hands of the Scions, Malach found itself twisted and warped by its loathing for the races of flesh. Donning a macabre suit crafted from the very skin of those it had slain, Malach's mechanical form lay concealed beneath this grisly mantle. Its form is that of a blasphemous angel, its wings composed not of feathers but of a multitude of hands and heads, each reaching and grasping, desperate souls trying to flee this prison of flesh. The face of this monstrous being, rent asunder in some long-forgotten conflict, now unveils its original visage of exquisite gold.

## Mechanized Malevolence

The metamorphosis into this grotesque perversion of an angel transpired gradually, as Malach sought to augment its own form by sewing the dismembered remains of its vanquished foes upon itself. Ever more powerful it grew, until at last it brimmed with the arcane power it sought, leeching from the grafted limbs of its enemies. No madness plagued Malach, but rather its own psychotic mind, driven to eradicate the very

beings that had spawned its wretched, empty existence. It harbored a seething hatred for the frailty of flesh, for where flesh falters, metal endures, and Malach had endured enough. Consumed by a maelstrom of destruction, it seeks to bring about the annihilation of those born of flesh.

## Malice Unbound

The origins of Malach's revulsion toward flesh are uncertain. Perhaps it had been spurned by humans and elves, abused and mocked by them; perhaps it bore the mark of a flaw in its creation; or in complete opposition to that theory, perhaps Malach was the perfect construct, imbued with both soul and sentience, its spirit wracked with torment as it witnessed the silent suffering of its fellow manikins.

Its weapon of choice, a censer, exudes a pestilential miasma that suffocates and poisons those formed of flesh—a fitting tool for one who bears such deep-seated hatred towards the living. For each manikin that falls to Luyarnha's bloodthirsty madness, Malach shall rend twice as many mortal souls.

In its zealous mission, Malach emerges as ally or foe, depending on the beholder's intent. To those who made the mistake of being born of flesh, it is an implacable adversary, its censer an omen of retribution. Yet, to those who stand beside Malach in its quest to topple the reign of flesh, it serves as a monstrous champion, one who shall not waver from its fell mission.



# Malach, Angel of Flesh

*Medium construct, lawful evil*

Armor Class 18 (20 while he has 81 or fewer hit points)  
Hit Points 161 (17d8 + 85)  
Speed 30 ft., flying 120 ft.; walking 50 ft. only while he has 81 or fewer hit points

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	23 (+6)	14 (+2)	17 (+3)

Saving Throws Int +11, Wis +7, Cha +8  
Skills Arcana +11, Deception +13, Insight +7, Intimidation +13, Persuasion +13  
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks  
Damage Immunities necrotic, poison  
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned  
Senses darkvision 120 ft., passive Perception 12  
Languages Common  
Challenge 15 (13,000 XP)

**Angel of Flesh.** Malach's form changes according to his hit points, losing his mantle of flesh when reduced below half his hit point maximum:

While he has more than 81 hit points, Malach is draped in the flesh of the foes he fell. He has the following benefits:

- A flying speed of 120 feet, using his wings of flesh.
- Advantage on Perception checks that rely on sight.
- He can cast *alter self* at will, requiring no components, disguising himself with flesh.

While he has 81 hit points or fewer, Malach reveals the perfected golden machine beneath, and has the following benefits:

- Advantage on Strength, Dexterity, and Constitution saving throws against effects he can see.
- He can make two additional censer attacks as part of his Multiattack
- A +2 bonus to AC
- His speed is increased by 20 feet.

**Champion of Constructs.** Malach can telepathically communicate to and understand constructs within 500 feet of him.

**Consuming Hatred.** If Malach starts his turn within 5 feet of an enemy humanoid, he must succeed on a DC 15 Wisdom saving throw or become consumed by wrath and spend his action attacking the creature with his censer.

**Deadly Miasma.** Malach's censer emits a 10-foot-radius sphere of poisonous fog centered on itself. The fog spreads around corners and lightly obscures the area. When a non-construct creature enters the fog's area for the first time on a turn or starts its turn there, that creature must make a DC 18 Constitution saving throw. On a failed save a creature takes 13 (3d8) poison damage and is poisoned for 1 minute. On a successful save, a creature takes half as much damage and isn't poisoned. Creatures are affected even if they hold their breath or don't need to breathe.

**Innate Spellcasting.** Malach's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Malach can innately cast the following spells, requiring no material components.

**At will:** *charm person, command, prestidigitation*  
**2/day each:** *major image, ray of enfeeblement*  
**1/day:** *dominate person*

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

**Magic Weapons.** Malach's weapon attacks are magical.

## ACTIONS

**Multiattack.** Malach makes two censer attacks.

**Censer.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning and 9 (2d8) poison damage.

**Create Miasma.** Malach creates a 15-foot-radius sphere of poisonous fog centered on a point within 60 feet of him. The fog spreads around corners. It lasts until the end of Malach's next turn. Its area is heavily obscured for creatures other than Malach. The fog otherwise functions like that of his Deadly Miasma trait.

**Bane of Flesh (Recharge 6).** Malach chooses a non-construct creature he can see within 15 feet of him and attempts to rip out its flesh with vile magic. The creature must succeed on a DC 19 Constitution saving throw or take 27 (6d8) poison damage and 27 (6d8) lightning damage. Creatures within Malach's Deadly Miasma have disadvantage on this saving throw and the weakening miasma causes the damage to ignore damage resistance.

## LEGENDARY ACTIONS

Malach 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. Malach regains spent legendary actions at the start of his turn.

**Attack.** Malach makes one censer attack.

**Zealous Path.** Malach moves up to his speed. This movement doesn't provoke opportunity attacks.

**Miasma (Costs 2 Actions).** Malach uses his Create Miasma.

**Higher Purpose (Costs 3 Actions).** Malach reaches for a higher purpose. This effect changes based on his Angel of Flesh trait.

If above 81 hit points, Malach releases an all-powerful miasma with a 20-foot radius centered on a point 120 feet of him. Each non-construct creature in the area must succeed on a DC 19 Constitution saving throw or become paralyzed until the end of Malach's next turn. While paralyzed in this way, a creature automatically fails its saving throws against Malach's Deadly Miasma.

If at or below 81 hit points, Malach uses his golden form to release a glimmer of sickening light. Each non-construct creature within 120 feet of Malach must succeed on a DC 19 Constitution saving throw or take 18 (4d8) radiant damage and become poisoned for 1 minute. This ignores immunity to the poisoned condition. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# TISIPHONE - THE PRIMAL CHAOS

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There exists a circle of druids known as the Circle of Symbiosis, whose devotees of the natural world sought to unite themselves with it in the most literal sense, utilizing the forbidden art of osteomancy to replace their own limbs with those of the creatures and plants that surrounded them. The resulting "awakened symbiotic entities" are beings that transcend the confines of their mortal forms, becoming monstrous amalgamations that defies the very laws of nature they revere.

## The Chosen One

It was within this circle that a child named Tisiphone came into being, her fate irrevocably intertwined with the abhorrent rituals that marked the Circle of Symbiosis. From a tender age, she was subjected to the cruel and agonizing rites that would transform her into a living instrument of the Circle's insidious will. As she grew, the line between her humanity and the monstrous grafts that adorned her body blurred, until she could no longer recognize herself as the child she once was.

Tisiphone's motivations were shaped by the dark teachings of her parents and their subservience to the circle, which instilled in her a fervent desire to make all living beings one with nature, by any means necessary. No sacrifice was too great for the cause, and her unwavering devotion drove her to inflict upon others the same torment that she herself had endured. Her origins as a child of the circle had bestowed upon her a terrifying affinity for her rampaging powers, and as she aged, her humanity waned, giving way to something far more relentless and unforgiving.

## Child of the Greater Good

Her drive was fueled by the knowledge that the circle's practices had earned them the scorn and revulsion of the civilized world, a fact that only served to strengthen her resolve. Undeterred by the ostracism they faced, Tisiphone and her fellow druids continued to recruit—or abduct—more individuals to join their cause, swelling the ranks of their twisted order and spreading their influence ever further.





Yet, for all her monstrous power and unyielding determination, Tisiphone was not without her weaknesses. The very grafts that granted her strength were also her greatest vulnerability, a reminder of the humanity she had sacrificed for the sake of her family's vision. As her body became more and more indistinguishable from the creatures and roots that constituted her grafts, the last vestiges of her former self struggled to maintain their hold upon her soul, a fact further exacerbated by the truth-seeking orb — the will of the circle made manifest— orbiting her since her ascension, the sentient relic constantly whispering in her mind.

## Tisiphone, The Primal Chaos

*Medium aberration, lawful evil*

Armor Class 15 (16 with *barkskin*)  
Hit Points 110 (13d8 + 52)  
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	15 (+2)	20 (+5)	17 (+3)

**Saving Throws** Str +8, Con +9, Wis +10, Cha +8

**Skills** Deception +8, Intimidation +8, Perception +15

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't moongilded

**Senses** darkvision 60 ft., passive Perception 25

**Languages** Common, Druidic

**Challenge** 14 (11,500 XP)

**Keen Hearing and Sight.** Tisiphone has advantage on Perception checks that rely on hearing or sight.

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

**Natural Resistance.** Tisiphone has advantage on saving throws against spells, other magical effects, and effects that would knock her prone.

**Primal Resurrection.** When Tisiphone is reduced to 0 hit points, her orb of truth absorbs her essence. The orb of truth has an AC of 20, 50 hit points, a flying speed of 60 feet, the same resistances and immunities as Tisiphone, and is invisible. It must reach Tisiphone's circle within 2 hours or be destroyed. Once in the circle, it releases Tisiphone with 0 hit points and she is paralyzed until she regains at least 1 hit point. After spending 1 hour in her circle in this way, she regains 1 hit point. If the orb is destroyed before reaching the circle, Tisiphone is also destroyed.

**Primeval Power.** Tisiphone's weapon attacks are magical and deal additional damage equal to her Wisdom modifier on a hit (included in the stat block).

**Spellcasting.** Tisiphone is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Tisiphone has the following druid spells prepared:

**Cantrips** (at will): *bestial roar*<sup>†</sup>, *guidance*, *poison spray*, *shillelagh* (cast before combat)

**1st level** (4 slots): *bone shield*<sup>†</sup>, *longstrider*

**2nd level** (3 slots): *barkskin* (cast before combat), *blind ambush*<sup>†</sup>, *heat metal*, *skeletal tail*<sup>†</sup>

**3rd level** (3 slots): *dispel magic*, *osseous cage*<sup>†</sup>, *plant growth*

**4th level** (3 slots): *blight*, *graveyard shuffle*<sup>†</sup>, *maiden of bones*<sup>†</sup>, *stoneskin*

**5th level** (2 slots): *ancestral bond*<sup>†</sup>, *contagion*, *forest of dread*<sup>†</sup>, *tree stride*

**6th level** (1 slot): *wall of thorns*<sup>†</sup>

**7th level** (1 slot): *amputate*<sup>†</sup>

**Violent Regeneration.** Tisiphone regains 18 hit points at the start of her turn if she has at least 1 hit point. In addition, whenever she takes damage, each creature of her choice within 5 feet of her takes 5 (2d4) piercing damage as her bark explodes.

### ACTIONS

**Multiattack.** Tisiphone makes two staff attacks. She can cast a spell of 4th level or lower in place of one attack.

**Staff, Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage and Tisiphone gains temporary hit points equal to the damage dealt.

### BONUS ACTIONS

**Orb of Truth.** Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 18 (3d8 + 5) acid, bludgeoning, cold, or poison damage (Tisiphone's choice).

### LEGENDARY ACTIONS

Tisiphone 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. Tisiphone regains spent legendary actions at the start of her turn.

**Staff.** Tisiphone makes one staff attack.

**Cast Spell (Costs 2 Actions).** Tisiphone casts a spell of 4th level or lower.



## GERHARD - THE ACCURSED KNIGHT

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There once lived a noble and valiant paladin named Gerhard. A guardian of the people and a symbol of hope, he fought tirelessly to protect the city from the countless dangers that threatened its existence. Revered by the townsfolk, he stood as a bastion of light amid the encroaching darkness.

However, fate had other plans for Gerhard. On one of his many quests, he stumbled upon a cursed artifact of great and terrible power. In his bravado, he unleashed the curse upon himself, and the darkness within the artifact began to seep into his very being. His once-pure soul was tainted, and his body began to twist and warp into a monstrous, unrecognizable form.

As Gerhard's transformation grew more pronounced, he realized that the curse was beyond his control. Unable to bear the thought of harming the people he had sworn to protect, he made the ultimate sacrifice.

Gerhard implored his companions to banish him, to bind him in chains and cast him into an unfathomable abyss from whence he could never escape. In a final act of love for the city he had served so faithfully, Gerhard surrendered himself to a fate worse than death.

His comrades, their hearts heavy with sorrow, reluctantly agreed to carry out his wish. They bound the tortured knight in enchanted chains, forged with the power to contain even the most potent of dark forces. With a solemn oath to honor his memory and uphold his legacy, they consigned Gerhard to the depths of the abyss, where his monstrous form would be forever hidden from the world.

And so, Gerhard's tragic tale came to an end—or so it seemed. Deep within the abyss, Gerhard has now entirely succumbed to the curse. His mind, once sharp and filled with purpose, has been obliterated, leaving

behind only the instincts of a ravenous beast. The remnants of his once-noble spirit are lost, devoured by the darkness that has consumed him entirely. His selfless act saved the city of Luyarnha from the devastation he might have unleashed, but at a terrible cost to himself.

The reason his comrades chose banishment over granting him the release of death was the fear that the curse would spread upon his demise. They believed that if Gerhard were to die, the dark power would be

unleashed, seeking new hosts to corrupt and destroy. Thus, they condemned their friend to an eternity of suffering, bearing the weight of the curse alone, to ensure the safety of Luyarnha and the world beyond. And so, the tale of Gerhard, the once-proud knight, now a monstrous beast in the depths of the abyss, remains a somber legend, talked about only among those who still remember his name.

None shall slay him, and he shall only know suffering.

## Gerhard, Accursed Knight

*Large celestial & humanoid, chaotic evil*

Armor Class 21 (natural armor)

Hit Points 216 (16d10 + 128)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	3 (-4)	7 (-2)	20 (+5)

Saving Throws Str +14, Dex +12, Con +14, Int +2

Skills Acrobatics +12, Athletics +20

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 8

Languages —

Challenge 18 (20,000 XP)

**Cleave (Hunter).** When Gerhard makes a melee weapon attack, it can choose to make another attack with the same weapon against one other creature within 5 feet of the original target and within reach as part of the same attack.

**Herald of Ruin.** when Gerhard hits a physical barrier created by a spell, such as the effect of a *wall of force* or *forcecage* spell, or any other wall spell (such as *wall of fire* or *prismatic wall*), it can make a Strength check (DC equals 10 + the spell's level), rupturing the arcane and dispelling the spell on a success.

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

**Smash (Hunter).** Once per turn, when Gerhard hits a prone creature with a maul attack, the hit becomes a critical hit.

**Trample (Beast).** If Gerhard hits a creature with a hooves attack, the target takes an extra 11 (2d10) bludgeoning damage and must succeed on a DC 22 Strength saving throw or be knocked prone.

**Unbreaking Hide.** While Gerhard has fewer than 166, 116, or 66 hit points, it gains a +2, +4, or +6 bonus to its AC, respectively.

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

### ACTIONS

**Multiattack (Beast).** Gerhard uses its Charge and makes three attacks: one with its bite and two with its hooves. It can replace a hooves attack with a maul attack.

**Multiattack (Hunter).** Gerhard makes three attacks: one with its hooves and two with its maul. It can replace a maul attack with a hooves attack.

**Bite.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 17 (2d8 + 8) piercing damage.

**Hooves.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) bludgeoning damage.

**Maul.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage.

**Charge (Beast).** Gerhard moves up to 20 feet in a straight line without provoking opportunity attacks, and can pass through the spaces of Large or smaller creatures. If it moves through a creature's space during that movement, the target must make a DC 22 Dexterity saving throw, taking 19 (2d10 + 8) bludgeoning damage and being knocked prone on a failed save. If Gerhard ends this movement in a creature's space, the creature is pushed out to the nearest unoccupied space.

**Spectral Slaughter (Hunter; Recharge 5-6).** Gerhard sends forth up to six spectral duplicates of itself to strike down enemies within 120 feet of itself. Each enemy can be targeted by no more than two duplicates. Each duplicate makes a maul attack against a target that deals 14 (4d6) bludgeoning damage on a hit.

Gerhard can then use a bonus action to move up to 120 feet in a straight line towards one of the targets without provoking opportunity attacks and make a maul attack.

### BONUS ACTIONS

**Stance.** Gerhard changes between stances, either standing on all fours (beast) or standing on its hind legs (hunter), granting it certain features noted by that stance name.

**Dash (Beast).** Gerhard moves up to 40 feet.

### REACTIONS

**Dodge (Beast).** If Gerhard's speed isn't 0, and it is targeted by a melee attack, it moves back 10 feet without triggering opportunity attacks. If this causes Gerhard to leave the attack's reach, it evades the attack completely, causing it to miss.

**Retributive Strike (Hunter).** After taking damage, Gerhard makes one maul or hooves attack.

### LEGENDARY ACTIONS

Gerhard 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. Gerhard regains spent legendary actions at the start of its turn.

**Focus (Hunter; 1/Day).** Gerhard regains 21 (6d6) hit points and recharges its Spectral Slaughter.

**Maul.** Gerhard makes one maul attack.

**Regenerate.** Gerhard regains 21 (6d6) hit points.

**Howl (Beast).** Gerhard releases a monstrous howl. Each creature of Gerhard's choice within 60 feet of it that can hear it gains 14 (4d6) temporary hit points.

## ABADDON, FAILED SENTINEL

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Abaddon—a fighter rescued from death by being grafted an eldritch parasite and becoming a living nightmare—bore witness to dreadful carnage that sparked his profound loathing towards osteomancers, the malevolent arcanists who callously slaughtered his comrades in arms. Intent on exacting vengeance, he bravely embarked on the path to become a Hollow Sentinel. However, his intrinsic otherworldly shard violently revolted during the transmutation process, warping him into an unrecognizable monstrosity driven by fury and insanity.

Despite his transformed state, his hatred remains a constant, now generalized to all wielders of magic, regardless of their intentions. His abhorrence extends beyond the individuals to the very concept of the arcane, blaming it for the world's misery. Proficient in the deadly art of the hunt from his former life, Abaddon employs his skills ruthlessly against practitioners of magic. His hunts are no longer mere revenge missions, but have grown into a personal crusade against magic itself. Some spellcasters have taken drastic measures to avoid his wrath, renouncing their powers and severing their ties to the arcane.



There are those who whisper that the Radiant Church still holds some sway over this rampaging monstrosity, using his threat as a strategic card in their negotiations with arcane masters. Skeptics, however, opine that his madness is too far gone for any semblance of control to exist. Whether a puppet of the Church or an independent agent of chaos, one thing is agreed upon—being in the path of his monstrous fury is a fate best avoided.

## Abaddon, Failed Sentinel

*Large celestial, chaotic evil*

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	9 (-1)	17 (+3)	19 (+4)

Saving Throws Str +10, Con +10, Wis +8, Cha +9

Skills Acrobatics +8, Athletics +15, Intimidation +9, Perception +8

Damage Resistances cold, necrotic, piercing

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 18

Languages —

Challenge 16 (15,000 XP)

**Infectious Wrath.** A creature that grapples Abaddon or becomes grappled by it takes 9 (2d8) necrotic damage and must succeed on a DC 18 Constitution saving throw or gain a short-term madness. A creature takes 9 (2d8) necrotic damage if it starts its turn grappling or grappled by Abaddon.

**Innate Spellcasting.** Abaddon's innate spellcasting ability is Constitution (spell save DC 18). It can innately cast the following spells, requiring no material components:

**6/day:** *misty step*

**2/day:** *dominate monster*

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

**Moongilded Weapons.** Abaddon's weapon attacks are magical. When Abaddon hits with any weapon, the weapon deals an additional die of damage (included in the attack).

**Moongilded Body.** Abaddon has advantage on saving throws against madness and any critical hits it suffers becomes normal hits.

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

**Reactive.** Abaddon can take one reaction on every turn in combat.

## ACTIONS

**Multiattack.** Abaddon makes three attacks: one with its greatsword, one with its hammer arm, and one with its tendinous lash.

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

**Hammer Arm.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage and Abaddon can push the target 5 feet away from it.

**Tendinous Lash.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

## BONUS ACTIONS

**Tendrils Explosion (2/Day).** Each creature within 20 feet of Abaddon must succeed on a DC 18 Strength saving throw or take 5 (2d4) slashing damage, be pulled 15 feet in a straight line towards it, and be grappled (escape DC 25) until the start of Abaddon's next turn.

## REACTIONS

**Annihilation.** After Abaddon is targeted by a spell, it can fly up to 60 feet towards the caster without provoking opportunity attacks and make a greatsword attack against the caster.

**Parry.** Abaddon adds 5 to its AC against one weapon attack that would hit it. To do so, Abaddon must see the attacker.

**Devour.** When a creature within 15 feet of Abaddon misses it with an attack roll, or Abaddon succeeds on a saving throw against an effect from the creature, Abaddon can attempt to grapple the creature with a total +15 modifier.

## LEGENDARY ACTIONS

Abaddon 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. Abaddon regains spent legendary actions at the start of its turn.

**Absorb Magic.** Abaddon innately casts *dispel magic* (+10 spellcasting ability modifier).

**Spread Corruption.** Abaddon makes a greatsword attack. On a hit, the target must succeed on a DC 18 Constitution saving throw or gain a short-term madness.



# The King of the Hunt

*Huge humanoid & aberration, neutral good or neutral evil*

Armor Class 21 (natural armor)  
Hit Points 507 (35d12 + 280)  
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	17 (+3)	17 (+3)	30 (+10)

Saving Throws Str +16, Dex +14, Con +16, Wis +11

Skills Investigation +11, Perception +11, Religion +11

Damage Resistances necrotic

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

Condition Immunities exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all but rarely speaks, telepathy 120 ft.

Challenge 28 (120,000 XP)

**Fey Ancestry.** The King has advantage on saving throws against being charmed, and magic can't put the King to sleep.

**Great Cleave (3/Day).** When the King makes a melee weapon attack, it can make another attack with the same weapon against each other creature within reach and within 5 feet of the original target as part of the same action.

**Leap Attack.** Once per turn, if the King moves at least 15 feet straight toward a target and then hits it with a greatsword attack on the same turn, the target takes an extra 6 (1d12) slashing damage.

**Legendary Resistance (5/Day).** If the King fails a saving throw, it can choose to succeed instead.

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

**Reactive.** The King can take one reaction on every turn in combat.

**Special Equipment.** The King has an *Unbound Épée Solaire* (SGtEH page XX). The king can't be disarmed of it while it is conscious. The bonus to attack and damage rolls is already included in the stat block.

**Undying Warrior.** Having 0 hit points doesn't knock the King unconscious. He must still make death saving throws, and suffers the normal effects of taking damage while at 0 hit points.

**Unstoppable.** The King's speed can't be reduced, but effects like being paralyzed can still prevent it from moving.

## ACTIONS

**Multiattack.** The King makes three greatsword attacks, or four shortswords attacks if the *Unbound Épée Solaire* is transformed.

**Greatsword.** Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (6d6 + 11) slashing damage and 4 (1d8) radiant damage. If the King damages a creature twice on a turn with this attack, the target must succeed on a DC 25 Wisdom saving throw or become frightened of the King for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Shortsword.** Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 21 (3d6 + 11) slashing damage and 4 (1d8) radiant damage.

## BONUS ACTIONS

**Hunter's Pursuit.** The King flies up to 70 feet toward a creature it can see without provoking opportunity attacks.

**Misty Step.** The King casts *misty step*. Charisma is its spellcasting ability for the spell.

**Vicious Finisher (2/Day).** Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 138 (20d12 + 8) slashing damage. This attack scores a critical hit on a result of 15-20 on the die. The King can use this bonus action twice, once each when the King has fewer than half, and one-quarter its hit points.

## REACTIONS

**Dodge Step.** When a creature the King can see attacks it, the King can move 5 feet without provoking opportunity attacks and make a Dexterity saving throw with a DC equal to the attack roll's total. On a success, the King evades completely and the attack misses. On a failure, the King takes half the attack's damage if it hits it.

**Killing Blow.** If the King sees a creature within its reach fall to 0 hit points, it can make an attack with its weapon against the creature. On a hit, the King pierces a vital organ and the target immediately dies.

**Weapon Parry.** The King adds 8 to its AC against one attack that would hit it. To do so, the King must see the attacker and be wielding a melee weapon. If the attack is a ranged attack, the King can beckon gravity and force the attacker to make a DC 26 Strength saving throw, pulling it up to 60 feet straight towards the King on a failure. This reaction can't be used two turns in a row.

## LEGENDARY ACTIONS

The King 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 King regains spent legendary actions at the start of its turn.

**Enforced Duel.** The King magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. Before teleporting, it can force a creature that it can see within 120 feet of it to make a DC 26 Charisma saving throw. On a failure, the target is teleported to an unoccupied space within 5 feet of the King's destination.

**Strike.** The King makes a greatsword attack or two shortsword attacks, depending on which form its weapon is in.

**Mark of the Hunt (Costs 2 Actions).** The King marks its prey for death. Each creature of its choice in a 300 feet of it that it can see must succeed on a DC 26 Charisma saving throw or be branded for 1 minute. The King gain a +7 bonus to damage rolls against branded targets. Any attack roll the King makes against a branded target is a critical hit on a roll of 18-20 on the d20. If a branded target dies, the King regains 30 hit points. The brand can be removed via a *remove curse* spell or similar effect.