Imagined Medusa

**Imagined Medusa**

*Medium monstrosity, lawful evil*

* **Armor Class**15 (Natural Armor)
* **Hit Points** 90-ish (17d8+51)
* **Speed**30 ft.

**STR**

10 (+0)

**DEX**

15 (+2)

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**CON**

16 (+3)

**INT**

12 (+1)

**WIS**

13 (+1)

**CHA**

15 (+2)

* **Skills**Deception +2, Insight +2, Perception +2, Stealth +3
* **Senses**Darkvision 60 Ft., passive Perception 12
* **Languages**Common
* **Challenge**3
* ***Petrifying Gaze***. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 11 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.  
  Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.  
  If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

* ***Multiattack.*** The medusa makes either three melee attacks — one with its snake hair and two with its shortsword — or two ranged attacks with its longbow.
* ***Snake Hair.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:*(1d4 + 2) piercing damage plus (2d6) poison damage.
* ***Shortsword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:*(1d6 + 2) piercing damage.
* ***Longbow.*** *Ranged Weapon Attack:* +3 to hit, reach 150/600 ft., one target. *Hit:*(1d8 + 2) piercing damage plus (1d6) poison damage.

**Cult Fanatic**

*Medium humanoid (any race), any non-good alignment*

* **Armor Class**13 (Leather Armor)
* **Hit Points**33 (6d8+6)
* **Speed**30 ft.

**STR**

11 (+0)

**DEX**

14 (+2)

**CON**

12 (+1)

**INT**

10 (+0)

**WIS**

13 (+1)

**CHA**

14 (+2)

* **Skills**Deception +4, Persuasion +4, Religion +2
* **Senses**passive Perception 11
* **Languages**Any One Language (Usually Common)
* **Challenge**2 (450 XP)
* ***Dark Devotion***. The fanatic has advantage on saving throws against being charmed or frightened.
* ***Spellcasting***. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric/warlock spells prepared:   
    
  Cantrips (at will): light, eldritch blast, thaumaturgy  
  • 1st level (4 slots): eldritch pull (d8 dmg and DC 14 strength to maintain balance or be moved for 20 ft), inflict wounds, shield of faith  
  • 2nd level (3 slots): hold person, crown of madness

Actions

* ***Multiattack.*** The fanatic makes two melee attacks.
* ***Dagger.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:*(1d4 + 2) piercing damage.
* ***Dagger.*** *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one creature. *Hit:*(1d4 + 2) piercing damage.

**Infested Psycho**

Hp: 15

AC: 12

Immune to charm

Actions:

* ***Multiattack.*** The psycho makes two melee attacks.
* ***Claw:*** +8 to hit 2d10 dmg + 1d6 bleed for 3 turns (stacks)
* ***Bite:*** +6 to hit 3d10 dmg + 1d6 poison for 2 turns
* ***Ball of insects:*** psycho throws a part of his body at target +4 to hit, 1d6 hit dmg + 2d4 insect bite dmg in 5 ft radius in sphere for every non-infested creature ending its turn in sphere
* ***Last dying breath:*** psycho at his last seconds work as a bomb exploding with insects and making 10 ft radius sphere 2d4 dmg

**Ogre Magi**

Hp: 100

AC: 17

Immune to charm

Actions: 10 spell slots

***Multiattack.*** The ogre makes 1 melee and 1 magic attacks.

* Melee +6 to hit 1d10 + 4 dmg
* ***Fireblast:*** 2d10 stun for next turn
* ***Ignite:*** set burning 1d10 for 4 turns
* ***Blood lust:*** additional melee attack
* ***Multicast:*** multi cast 60% for x2
  + ***20% for x3***
  + ***10% for x4***

Living Iron Statue  
Large construct, unaligned   
Armor Class 19 (natural armor)   
Hit Points 42 (4d10 + 20)   
Speed 30 ft.   
STR DEX CON INT WIS CHA   
18 (+4) 9 (−1) 20 (+5) 3 (−4) 11 (+0) 1 (−5)   
Damage Immunities poison, psychic;   
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, and poisoned   
Special Defenses: bludgeoning, piercing, and slashing from nonmagical weapons do normal damage. If the living iron statue is struck with a nonmagical metal weapon the attacker must make a DC 15 STR save or the weapon becomes stuck in the body of the living iron statue. The weapon is retrievable when the statue is killed.   
Senses dark vision 120 ft., passive Perception 10   
Languages understands the languages of its creator but can’t speak   
Challenge 3 (700 XP)  
  
Actions   
***Multiattack.***The living iron statue makes two slam attacks.   
***Slam.****Melee Weapon Attack:*+6 to hit, reach 5 ft., one target. *Hit:*(1d8 + 4) bludgeoning damage.

**Ooze abomination (aka mega-ooze)**

Hp: 310

AC: 12

spd: 20

Immune to charm, magic attacks (except lightning attacks), non-magical weapon

Vulnerabilities: at least 20 lightning dmg will scare this creature making it flee to its lair, 50 dmg will destroy it instantly.

Actions:

* ***Ram – if ooze moved 30 ft in a straight line (for at least 2 turns) it can charge and move towards uncontrollably DC 18 agility to evade or take 4d12 bludgeoning dmg and make DC 18 strength check or be thrown for 15 ft if there is a wall take 1d4 dmg for every 5 ft remaining***
* ***Slam – makes an attack in 5ft range from every part of its body DC 15 dexterity to evade or take 4d6 dmg + 4***
* ***Acidic aura – every 3 turns all of nearby units loose 1 AC from armor breakage***
* ***Last blobing sound – upon death ooze abomination will create acid explosion in 5 ft radius (DC 15 dexterity or take 8d6 acid dmg )***
* [**Assassin**](https://www.dndbeyond.com/monsters/assassin) **(low level)**
* *Medium humanoid (any race), any non-good alignment*
* **Armor Class** 15 (Studded Leather)
* **Hit Points** 35 (12d8 + 24)
* **Speed** 30 ft.
* **STR**
* 11 (+0)
* **DEX**
* 16 (+3)
* **CON**
* 14 (+2)
* **INT**
* 13 (+1)
* **WIS**
* 11 (+0)
* **CHA**
* 10 (+0)
* **Saving Throws** DEX +6, INT +4
* **Skills** [Acrobatics](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Acrobatics) +6, [Deception](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Deception) +3, [Perception](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Perception) +3, [Stealth](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Stealth) +6
* **Damage Resistances** Poison
* **Senses** Passive Perception 13
* **Languages** Thieves' cant plus any two languages
* **Challenge** 4 (3,900 XP)
* ***Assassinate.*** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.
* ***Evasion.*** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.
* ***Sneak Attack.*** Once per turn, the assassin deals an extra (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't [incapacitated](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Incapacitated) and the assassin doesn't have disadvantage on the attack roll.
* Actions
* ***Multiattack.*** The assassin makes two shortsword attacks.
* ***Shortsword.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking (3d6 + 1d4) poison damage on a failed save, or half as much damage on a successful one.
* ***Light Crossbow.*** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking (3d6 + 1d4) poison damage on a failed save, or half as much damage on a successful one.