**Kir Garod**

Black Elephants

Urgan the red eye

HP: 30

AC: 13

Str Dex Con Int Wis Cha

10 12(+1) 18(+4) 10 18(+4) 10

Actions:

Bloodlust - +2/+2 to hit and dmg for 3 turns to 4 units

Healing ward(1/day): place a totem to heal all allied units for 2d6+6 at the end of the casters turn in 15 ft sphere

Dazzling light (3 uses)– 1d4+4 healing chain lightning

Eldrich grab – +7 to hit 1d8+4, pull 10ft and grapple character

Blink: 60 ft teleport

Reaction:

Reincarnate: DC15 Wis check to resurrect unit right after its death, resurrected unit has 50% hp and can not be reincarnated anymore

Passive: each hit on the party summons 1 orc and casts bloodlust on it

Villain actions:

50% Armor crack: 120ft range, 60ft sphere. Buff/debuff on every unit in the sphere. Add/reduce 5 AC at the end of shamans turn for 5 rounds

10% Hadar’s Shallow grave**:** the target heals for each dmg taken (Abbadon ulti)

Shat the eyelid

HP: 45

AC: 18

Str Dex Con Int Wis Cha

18 12 18 10 10 10

Actions:

Protect the shaman: every hit/targeted spell etc. aimed at shaman is taken by Shat for 3 turns

Axe: +6 to hit 2d8+5 slashing dmg

Spear x 5 : +4 to hit 1d6+4 piercing dmg

Shamob the eyelash

HP: 30

AC: 15

Str Dex Con Int Wis Cha

12 18 14 10 14 10

Multiattack:

Long bow: +6 to hit 2d8+4 piercing + 2d4 poison dmg (DC15 to resist half of dmg)

Cutlass: +6 to hit 1d6+4 slashing + 2d4 poison dmg(DC15 to resist half of dmg)

Vrogak the stomp

HP: 140

AC: 12

Str Dex Con Int Wis Cha

20 12 18 10 10 10

Passives:

Counter Helix 20% chance to proc after each hit dealing 1d8 dmg to everyone around

Reckless advance (2/day): doubles it’s move speed if moves towards the enemy

Reaction Deflect the arrow: 1d8+3 to reduce arrows dmg, if the dmg is nullified, the arrow can be redirected at any target at 30ft range

Actions:

Axe: +8 to hit 1d12+5 + 1d6 fire dmg

Great weapon mastery: +3 to hit 1d12+15 + 1d6 fire dmg

Cull the weak: if targeted creature has less than 25% hp Zguk can instantly knock it unconscious DC 20 Const check

Villain actions:

Mothh dead: +4 to dmg

50% Hadar’s frenzy: 1 more attack per turn

25% psychic scream: DC15 Int or take 2d10 psychic dmg and disadvantage to every attack against Zguk to everyone in 60 ft range

Trilug the finger

HP: 20

AC: 12

Str Dex Con Int Wis Cha

12 18 10 10 10 18

Actions:

Long bow: +6 to hit 1d8+4 piercing

Counterspell – x 2

Virug the tusk

HP: 45

AC: 13

Str Dex Con Int Wis Cha

12 18 10 10 18 10

Passives:

Kalista jump for 20ft for every attack

Undead aura: 1d4 dmg to everyone in 60ft radius

Actions (multi attack: 2 attacks):

Skewer: 15ft radius circle DC18 Dex or take 3d8+4 necrotic dmg + 1d4 poison

Spectral spear (ranged): +7 to hit 3d8+4 necrotic

Spectral spear (melee): +4 to hit 3d8+4 necrotic

Villain actions:

66% spectral form: all physical attacks deal half dmg

33% get up boys: raise sir impact

Mothh the tooth

HP: 45

AC: 18

Str Dex Con Int Wis Cha

18 12 10 10 10 10

Actions:

Axe: +5 to hit 3d8+4 slashing + 1d4 necrotic

Protect the shade: until mothh is killed

Throwing axe: +4 to hit, 1d6+4 slashing

Ting the tongue:

HP: 20

AC: 12

Str Dex Con Int Wis Cha

10 10 12 18 16 10

passives:

Invisible

Astral form: can be harmed only by magic dmg but can’t physically attack

Haste aura: +15ft move speed to allies in 60ft radius

Undead armor aura: +2 AC to every ally in 60ft radius

Actions:

Slow: half the move speed of chosen target for 3 rounds DC18 const