

NERZUGAL'S EXTENDED BESTIARY 2



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ADORABLE FLUFFLET / DEVIOUS GREMLIN

The adorable flufflet is a charming little creature similar in size to a rabbit. It has large eyes that provide it with excellent darkvision and a set of large ears that can hear predators approaching from great distances. It is also almost irresistibly cute. Flufflets are typically friendly creature and are aware that most intelligent creatures think they are too adorable to harm. The flufflets will exploit this - willingly becoming pets to obtain food, shelter, and safety.

A Sinister Transformation. Unfortunately it is not all fun and games when it comes to flufflets. Long ago their species was cursed and when the conditions are right they transform into awful, devious little gremlins. These conditions being when the flufflet is touched by another creature's blood or when it is exposed to the light of a blood moon. The flufflets know to avoid these things and will do what they can to keep from transforming into these little devils, but many owners are irresponsible or oblivious to this curse.

A Terrible Nuisance. When the flufflet has completed the transformation to a devious gremlin, there is no way to revert them to their previous form. The flufflet and all of its mannerisms and memories are replaced, and a creature with much crueler intentions is left behind. The gremlins do not typically harm individuals directly, but will make their lives miserable in subtle ways. They will steal undergarments from one house and leave them in a neighbor's bedroom, leave tacks pointing face up in the middle of a floor, or sometimes simply set loose a few rats into a home.



DEVIOUS GREMLIN

Tiny fiend (devil), chaotic evil

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

Skills Animal Handling +2, Deception +2, Stealth +5

Damage Resistances cold; bludgeoning, piercing, slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 10

Languages Infernal, Common

Challenge 1/2 (100 XP)

Devil's Sight. Magical darkness doesn't impede the gremlin's vision.

Extradimensional Pouch. The gremlin has a pouch that acts as a personal extradimensional space. This pouch can hold up to 8 cubic feet of items weighing a total of up to 300 pounds. When the gremlin dies, the contents of its pouch explode out of its body in a violent eruption.

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

Mutable Form. The gremlin can move through a space as narrow as one inch wide while squeezing.

Tamer of Beasts. The gremlin has advantage on Wisdom (Animal Handling) checks and Charisma (Persuasion) checks when interacting with Small or smaller beasts. Through sounds and gestures, it can also communicate with Small or smaller beasts.

Actions

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) slashing damage plus 2 (1d4) poison damage.

AETHERSPAWN

Aetherspawn are highly intelligent creatures that were crafted into reality rather than born. No one is quite sure who created the first aetherspawn or when the creatures discovered how to craft additional aetherspawn to continue their society, but they have been around for thousands of years. Their bodies consist of hundreds of small stones that are each engraved with precise magic runes that infuse them with elemental energies. These runes are crafted in an incredibly complex and delicate order and when fully assembled the stones bind together and form a new aetherspawn.

These entities are without sex, without age, and without need for food, water, or air. They typically take on a humanoid form but some have been seen in the form of wolves or even great birds. The schematics to create such an entity have long been lost and the ones that exist have been around for centuries or millennia. The aetherspawn are bound to one of four elements – arcane, lightning, fire, or ice – and it is these primordial magics that give them life.

Attuned with the Elements. The aetherspawn do not die of old age, but must be recharged with powerful elemental energies periodically or they will eventually crumble to a simple pile of stones. This usually requires travel to other planes, but many aetherspawn are drawn to the material plane due to experiments performed by powerful wizards. Their connection to the elements allow them to feel great surges in power and they are drawn to this with an almost insatiable lust. Once a new source of power is found, the aetherspawn will first recharge their own life force, then immediately begin construction of additional aetherspawn. They will continue assembling until the power source is drained, often times increasing their numbers by as many as a hundred in doing so. Once an aetherspawn has been charged, it can survive for as long as fifty years, during which time they will build up small civilizations and temples that will eventually be abandoned when it comes time to recharge again.

Self-Preservation Above All Else. The aetherspawn have a simple goal – survive. They are not explicitly evil nor good, they simply do what must be done to ensure that their race is not left to crumble and be forgotten. They will sometimes aid other races if it is to their benefits, but if a race is protecting a powerful source of elemental magic they will not hesitate to wipe them out and claim the source for themselves. Because of their lack of morality, most consider them quite dangerous and only the bravest of adventurers will approach their settlements. That being said, it is often of great benefit to befriend these creatures for they are quite intelligent and their deep connection to the elements allows them to craft immensely powerful magical items.

SPELLBLADES

Spellblades are the standard warriors among aetherspawn, transforming the stone near their hands into sharpened blades infused with elemental energy on command. These aetherspawn have deadly speed and can use these energy blades to deflect projectiles from striking them and then return fire with sharpened shards of their own. When these spellblades strikes foes, they are temporarily infused with a small bit of energy, and if the aetherspawn manages to hit that same spot again, it detonates in a powerful blast.

RIFT WALKERS

Rift Walkers are an elite tier of aetherspawn warriors. They have learned to teleport short distances in a quick flash of light, striking their enemies with precise elemental infused attacks upon arrival. Their elemental infusions are more powerful than the lower tiers of aetherspawn, but they give up their spellcasting abilities to achieve this strength. In addition, these rift walkers have learned to harness latent energies in the air, and will explode upon death. These rift walkers can be identified by a chasm in their chest that spirals with a whirlpool of energy.

PARAGONS

Paragons are the most powerful of the aetherspawn, typically a result of being infused with a tremendous amount of energy from a rare source of power. They are accelerated to levels that are unobtainable by their kin. They can cast powerful magics, and even upon death, simply fracture into a new set of aetherspawn that can go on to continue fighting. Paragons are a bit larger than the other aetherspawn as the spaces between the rune-etched stones that hold them together wider to accommodate the increased energy these powerful beings command.

AETHERSPAWN

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	15 (+2)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 1 (200 XP)

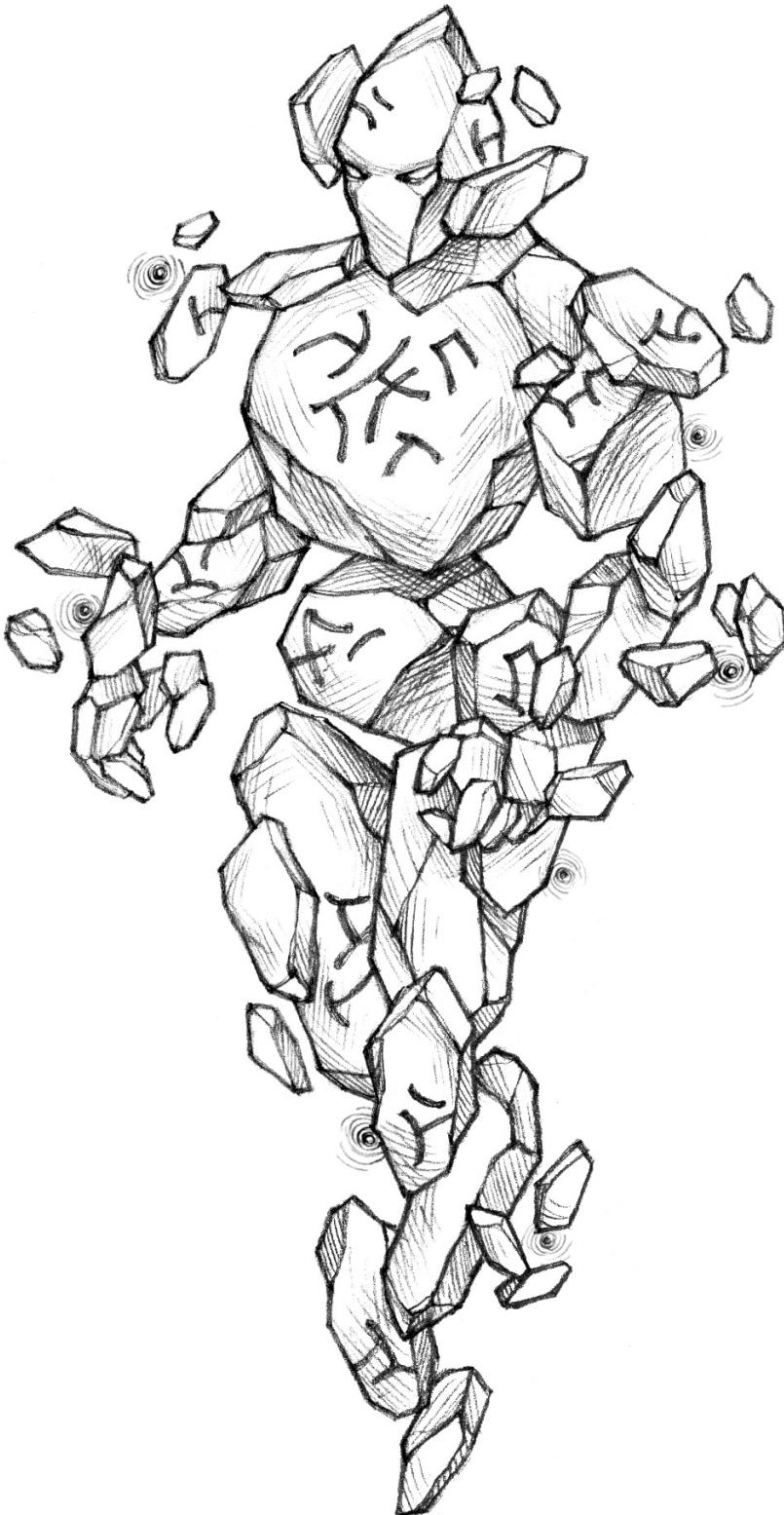
Elemental Attunement. The guardian is infused with either arcane, ice, fire, or lightning energy. The guardian's attacks deal extra damage based upon this element (included in the attack), it has resistances to the corresponding element, and can cast a corresponding elemental spell once per day requiring no material components. The guardian's spellcasting ability is Intelligence (spell save DC 12, +4 bonus to hit).

- Arcane – bonus force damage and resistance to force damage; can cast *magic missile*
- Ice - bonus cold damage and resistance to cold damage; can cast *ice knife*
- Fire – bonus fire damage and resistance to fire damage; can cast *burning hands*
- Lightning – bonus lightning damage and resistance to lightning damage; can cast *witch bolt*

Actions

Aether Blades. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) damage of the type corresponding to the guardian's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) damage of the type corresponding to the guardian's Elemental Attunement.



AETHERSPAWN SPELLBLADE

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	16 (+3)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 2 (450 XP)

Elemental Attunement. The spellblade is infused with either arcane, ice, fire, or lightning energy. The spellblade's attacks deal extra damage based upon this element (included in the attack), it has resistances to the corresponding element, and can cast a corresponding elemental spell twice per day requiring no material components. The spellblade's spellcasting ability is Intelligence (spell save DC 13, +5 bonus to hit).

- Arcane – bonus force damage and resistance to force damage; can cast *magic missile*
- Ice - bonus cold damage and resistance to cold damage; can cast *ice knife*
- Fire – bonus fire damage and resistance to fire damage; can cast *burning hands*
- Lightning – bonus lightning damage and resistance to lightning damage; can cast *witch bolt*

Overcharging Strikes. If the spellblade hits the same target with both of its aether blade attacks in a single turn, the target detonates with elemental energy. That creature takes an additional 7 (2d6) damage of a type corresponding to the guardian's Elemental Attunement.

Actions

Multiaction. The spellblade makes two melee attacks.

Aether Blades. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type corresponding to the spellblade's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) damage of the type corresponding to the spellblade's Elemental Attunement.

Reactions

Deflecting Blades. The spellblade raises its aether blades in an attempt to deflect a single target ranged spell or weapon attack that would hit it. The spellblade adds 2 to its AC against that attack. To do so, the spellblade must be able to see the attack.

AETHERSPAWN RIFT WALKER

Medium elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	17 (+3)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons; see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 3 (700 XP)

Aether Eruption. When the rift walker dies, it explodes in a burst of elemental energy. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) damage of the type corresponding to the rift walker's Elemental Attunement on a failed save, or half as much damage on a successful one.

Elemental Attunement. The rift walker is infused with either arcane, ice, fire, or lightning energy. The rift walker's attacks deal extra damage based upon this element (included in the attack) and it has resistances to the corresponding element. In addition, each attack with a specific element causes an additional effect.

- Arcane – bonus force damage and target must succeed on a DC 13 Wisdom saving throw or be silenced until the rift walker's next turn; resistance to force damage
- Ice - bonus cold damage and target's speed halved until the rift walker's next turn; resistance to cold damage
- Fire – bonus fire damage and if the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns; resistance to fire damage
- Lightning – bonus lightning damage and target can't take reactions until the rift walker's next turn; resistance to lightning damage

Actions

Multiattack. The rift walker makes two melee attacks.

Aether Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 7 (2d6) damage of the type corresponding to the rift walker's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) damage of the type corresponding to the rift walker's Elemental Attunement.

Aether Step (Recharge 4-6). The rift walker teleports up to 60 feet to an unoccupied space it can see. It then makes two aether strike attacks, the first of which is made with advantage.

AETHERSPAWN PARAGON

Medium elemental, unaligned

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Dex +7, Int +7

Skills Arcana +7

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical weapons

Damage Immunities see Elemental Attunement

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 12

Languages Primordial

Challenge 5 (1,800 XP)

Elemental Attunement. The paragon is infused with either arcane, ice, fire, or lightning energy. The paragon's attacks deal extra damage based upon this element (included in the attack), it has immunity to the corresponding element, and can cast a corresponding elemental spell twice per day requiring no material components. The paragon's spellcasting ability is Intelligence (spell save DC 15, +7 bonus to hit).

- Arcane – bonus force damage and immunity to force damage; can cast *slow*
- Ice - bonus cold damage and immunity to cold damage; can cast *sleet storm*
- Fire – bonus fire damage and immunity to fire damage; can cast *fireball*
- Lightning – bonus lightning damage and immunity to lightning damage; can cast *lightning bolt*

Elemental Mastery. As a bonus action, the paragon can shift its Elemental Attunement to another element. Once the paragon has shifted to this element, it can't do so again until the next dawn. This does not refresh the paragon's two spells per day limit, but does change the spell available to be cast.

Fracturing Death. When the paragon dies, it explodes in a blast of chromatic energies that attempt to reform in four unoccupied spaces within 50 feet. At each of these spaces a glowing orb of pure elemental energy and runic stone glows and shifts – one orb for each of the four possible elements of an aetherspawn. These orbs have 15 hit points and AC 13. Roll for initiative with no bonus for each of these orbs and add them to the initiative order. Whenever it is the orb's turn, it transforms into a aetherspawn guardian of the corresponding element.

Actions

Multiattack. The paragon makes two melee attacks.

Aether Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) damage of the type corresponding to the paragon's Elemental Attunement.

Elemental Shards. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 7 (2d6) damage of the type corresponding to the paragon's Elemental Attunement.

Living Meteor (Recharge 5-6). The paragon transforms into a sphere of pure elemental energy and launches itself in a straight line to an unoccupied space up to 90 feet away. Each creature in the line must make a DC 15 Dexterity saving throw, taking 22 (5d8) damage of the type corresponding the paragon's Elemental Attunement on a failed save, or half as much damage on a successful one. Creatures within 5 feet of the paragon's final location make the save with disadvantage as the meteor erupts before the paragon returns to its ordinary form.

ANCIENT TRIBAL WARRIORS

Tribal warriors value honor and tradition above all else. They have been secluded from society for hundreds of years and they are incredibly untrusting of outsiders. They will often attack them on sight, which is why they've maintain secrecy for so long. Their civilizations are often out in deep wilderness, far from the politics and war of modern society, and they prefer it that way. That being said, they have a deep knowledge of the jungles and forests in which they reside and know all of the secrets that it holds, preserving them with a deep respect.

Members of these tribes are raised to be warriors from birth. The weak are cast out and forgotten, usually left to die by the deadly beasts that lurk beyond their borders and serve as a secondary guard to their home from unwanted visitors. Even those that are deemed strong enough from birth have a grueling set of tasks ahead of them. The children are expected to fend for themselves and are given dozens of trials to prove their worthiness amongst the tribe. Fewer than thirty percent of the children survive, and those who do not are not mourned - they are seen as weakness cast out from the tribe. This may seem brutal and savage to civilized folk, but to these tribesmen that is just the way of the world.

On rare occasions, the tribe will allow honorary members into their ranks. This happens every hundred years or so and is a rite granted only to those who have proven themselves worthy of the tribe's respect through a great feat – such as slaying a powerful beast or defeating the members of a rival tribe.

The tribal warriors are in charge of safeguarding multiple sacred temple scattered throughout their lands. Often unfortunate adventurers looking for glory will stumble upon these ruins and find that they are outclassed by these guardians and never return from their endeavors. Usually they are killed on sight, but on occasion they will be taken as slaves back to their villages until they die of exhaustion or old age.

These societies are matriarchal and always have a woman as their leader. The queen only takes over the role when she has grown too old to adequately defend her people in combat, and so the princess is the head of the tribe's defenses. She receives the highest quality training and passes that along to the other soldiers to ensure that they are ready for any challenge that comes their way.

TACTICIAN

Every member of society for these tribal clans are soldiers. They are put through rigorous tests, and some are found to excel above the others in physical strength, agility, reflexes, and insight. Tacticians are those warriors that can look at a battle and know exactly what needs to happen to turn it into a victory. They can analyze an enemy's movements and strengths in mere moments and use techniques to disable these advantages. They lead hunting groups and expeditions into foreign lands, commanding soldiers often more powerful physically, but that fall staggeringly short when it comes to strategy and combat tactics.

PRIMORDIAL ARCHER

Some members of the tribe have a deeper connection with the land than others - a spark present in a small few at birth. These skills are honed through brutally challenging trials and training regiments, until finally these individuals can call on the powers of the elements at will. These warriors almost always go on to be archers, to strike from the back line and cause confusion among enemies as arrows shatter into a spray of ice or blast of lightning on impact. These archers almost exclusively attack from the trees, wearing armor that has been painted to allow them to blend in with their surroundings with ease.

SPIRIT WEAVER

The spark of a primordial archer is present at birth, but the supernatural abilities of a spirit weaver do not manifest until far later in life - typically well into adulthood. These individuals form a deep connection with the tribal ancestors and are used as top advisors to the tribe's queen. These spirit weavers wear clothes decorated with bone and painted with elaborate and intricate design and their bodies are a canvas for dozens of tattoos. Once their skills have been honed, a spirit walker can step into the realm of spirits at will, making them a deadly adversary in combat and nearly impossible to kill.

WARRIOR PRINCESS

The life of a princess is not easy. She is expected to be an elite warrior, superior in ability to even the most strongest and combat hardened men of the tribe. To do this she must rely on her superior mind and her unmatched reflexes and dexterity, constantly pushing to become faster to the point that it is supernatural. On top of this constant need to improve in combat, she must also be trained in politics, in history, and in the details of the tribe's many traditions. In combat, she is a savage combatant, bashing in the skulls of her foes with her shield or slicing them to ribbons with her blade. She knows that her skills are unmatched and will absolutely never back down from a challenge.

TRIBAL SOLDIER

Medium humanoid (any race), neutral evil

Armor Class 14 (studded leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +4, Athletics +4

Senses passive Perception 11

Languages any two languages

Challenge 1 (200 XP)

Natural Resilience. A life away from the pleasures of society has made the soldier tougher than an ordinary individual. It has advantage on Constitution and Strength saving throws.

Actions

Multiattack. The soldier makes two glaive attacks.

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

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

Reactions

Readied Strike. Whenever a creature enters the reach of the soldier's glaive, the soldier can immediately make a glaive attack against that creature at disadvantage.

VARIANT: TRIBAL HUNTER

Some soldiers transitioned into the role after being a hunter for many years. These soldiers know the ways of the wild and extract poisons from snakes and frogs to enhance the deadliness of their precision weapons.

The soldier loses its Readied Strike reaction. Its javelin attacks deal an additional 5 (2d4) poison damage on hit. Replace the soldier's glaive attack with the following:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) poison damage.

VARIANT: TRIBAL SOLDIER VETERAN

When a soldier has been on the battlefield for long enough, they eventually move into a leadership role. These soldiers may not be as esteemed as the tacticians or spirit weavers, but they can great increase the strength of a group simply by being on the battlefield.

A soldier veteran has a challenge rating of 2 (450 XP). It has the same statistics as a tribal soldier, except it has an AC of 15, has an additional 25 hit points, and gains the following ability:

Inspirational Presence. Allies within 60 feet of the elder that can see it gain a +1 bonus to all attack and damage rolls. (*This bonus cannot exceed +1, even if multiple veterans are present.*)

TRIBAL TACTICIAN

Medium humanoid (any race), neutral evil

Armor Class 14 (hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Saving Throws Str +5, Con +5
Skills Athletics +5, Survival +3
Senses passive Perception 11
Languages any two languages
Challenge 3 (700 XP)

Combat Maneuvers (3/Short Rest). Tacticians have trained all their life to excel in combat and as a result have mastered special combat maneuvers that they can use in combat. Whenever the tactician makes a melee weapon attack, it can choose to execute one of these maneuvers to add additional effects to the attack. In addition to these other effects, all maneuvers cause the attacks to deal an additional 1d8 damage. Each tactician has two random maneuvers from the list below available for use:

- **Crippling Strike** – The target's speed is 0 on its next turn.
- **Dizzying Strike** – Concentration saving throws made as a result of this attack's damage are made at disadvantage.
- **Precise Strike** – This attack is made with advantage.
- **Weakening Strike** – The next weapon attack made by the target deals half damage (rounded down).

Actions

Multiattack. The tactician makes two attacks with its battleaxe and one with its unarmed strike..

Battleaxe. *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.

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

Handaxe. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

PRIMORDIAL ARCHER

Medium humanoid (any race), neutral evil

Armor Class 15 (leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +6, Str +2
Skills Nature +3, Perception +5, Stealth +8, Survival +5
Senses passive Perception 15
Languages any two languages
Challenge 4 (1,100 XP)

Elemental Arrows. Whenever the archer draws an arrow from its quiver, the archer can imbue it with elemental magics, imbuing the arrow with special properties depending on the element chosen:

- **Fire** – The arrow deals an additional 7 (2d6) fire damage.
- **Ice** – Any creature hit by this arrow takes an additional 3 (1d6) cold damage and has its movement speed reduced by 10 feet on its next turn.
- **Poison** – Any creature hit by this arrow must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.
- **Lightning** – Any creature hit by this arrow takes an additional 3 (1d6) lightning damage and can't use reactions until its next turn.

Actions

Multiattack. The archer uses its overcharged shot if able, then makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Overcharged Shot (Recharge 5-6). The next arrow the archer fires this turn gains the effects of two elemental arrows instead of one.

SPIRIT WEAVER

Medium humanoid (any race), neutral evil

Armor Class 16 (spiritual armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Int +4, Wis +7

Skills Arcana +4, Insight +7, Nature +7

Senses passive Perception 14

Languages any three languages

Challenge 5 (1,800 XP)

Spiritual Armor. While the spirit weaver is not wearing armor, its AC includes its Wisdom modifier.

Phase Walking. The spirit weaver has such a strong connection to the Ethereal Plane that it can shift between it and the Material Plane at will for short bursts. Whenever the spirit weaver moves, it can choose to step into the Ethereal Plane. While on the Ethereal Plane, it can only affect and be affected by creatures also on that plane. Creatures not on the Ethereal Plane cannot perceive the spirit weaver and cannot interact with it unless a special ability or magic has given them the ability to do so.

Stable Mind. The spirit weaver has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Spirit Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) force damage and the spirit weaver gains temporary hit points equal to the damage dealt.

Withering Burst. Target creature within 90 feet must succeed on a DC 15 Constitution saving throw or take 22 (5d8) force damage. If the creature fails this saving throw by 5 or more, on its next turn it can either move or take an action, but not both, as its body is drained of strength.

Spirit Lash (1/Day). The spirit weaver calls on its ancestral spirits and unleashes them upon all nearby enemies. Each hostile creature within 30 feet of the spirit weaver must make a DC 15 Wisdom saving throw, taking 28 (8d6) force damage and become grappled by invisible spirits on a failed save or half as much damage and not grappled on a successful one. Creatures that failed this save by 5 or more are restrained instead of grappled. At the end of each turn, a grappled or restrained creature can repeat this saving throw, ending the effect on a success.

**WARRIOR
PRINCESS**



WARRIOR PRINCESS

Medium humanoid (any race), neutral evil

Armor Class 18 (breastplate, shield)

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	15 (+2)	14 (+2)	14 (+2)

Saving Throws Str +7, Dex +7, Con +5

Skills Athletics +10, Acrobatics +7, Perception +5, Persuasion +5

Senses passive Perception 15

Languages any two languages

Challenge 7 (2,900 XP)

Enchanted Armaments. The princess's weapons and shield are magical.

Supernatural Athletics. The princess's long jump is 30 feet and her jump height is 15 feet, with or without a running start. If the princess leaps at least 20 feet in a straight line towards a target and hits it with a shield bash attack on the same turn, that target must succeed on a DC 15 Constitution saving throw or become stunned until the start of its next turn.

Actions

Multiattack. The princess makes three attacks: two with her longsword and one with her shield bash or three with her javelins.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) poison damage, or 9 (1d10 + 4) slashing damage plus 7 (2d6) poison damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the princess and knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Shield Toss (Recharge 5-6). The princess launches her shield with expert precision and force towards a target she can see within 30 feet. The shield then leaps to up to three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can only be struck by the shield one time. Each creature targeted by this ability must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) bludgeoning damage. At the end of the toss, the shield returns to the princess and she immediately readies it for combat.

Reactions

Deflect Projectile. The princess uses her expertise with a shield to block a projectile attack that would otherwise hit. If the princess is holding her shield, she can gain a +3 bonus to AC against a projectile attack that she can see that targets only her.

ANGELS, CORRUPTED

Angels are creatures of divine origin, but lesser angels do not contain the purity required to resist the influence of evil should a powerful entity seek to cause them to fall from grace. When this happens, the angels become corrupted. They maintain most of their divine abilities, but their innate healing become a weapon to use to destroy and their holy weapons become blackened and blighted, dealing necrotic damage as opposed to radiant when they strike foes.

Often these angels do not have free volition and are forced to obey the commands of a dominant force. The source of this corruption is typically an ancient, powerful artifact that has fallen into the hands of evil. Simply holding an item of such wickedness is enough to destroy the mind of any creature that possesses even a shred of empathy, leaving only the most twisted of entities able to carry it with them. The type of entity that would seek to bring darkness to these noble angels.

Corruption of these angels spreads like a plague, infecting a single archangel as a point of origin and then rapidly expanding to other lesser angels that serve it. By the time the other angels are aware of what is going on, dozens or even hundreds of them may have fallen to the corruption and they must turn to mortals to cleanse their companions, for if they tried to intervene they would suffer a similar fate.

DISGRACED SENTINEL

Sentinels function as the first line of defense for angels. Their excellent sight and unparalleled skill with a bow allows them to destroy most would-be invaders before they come close to causing any damage. Even when an enemy does come close, with a powerful flap of their wings they can retreat another barrage of arrows. Now their once beautiful white and gold longbows have blackened. The arrows they fire do not stream radiant energies, but instead leave clouds of poisonous spores in their wake. The first line of defense has now become the back line for assaults.

CORRUPTED GUARDIAN

Often fighting alongside the sentinels, guardians would use their massive tower shields to hold enemies at bay while they were pelted with arrows. They wield massive flails capable of crushing plate mail and swinging around the shields of enemies, but not these flails are infused with necrotic energies. An enemy struck by a corrupted guardian's flail will have the muscles near that location go numb, preventing them from fighting back as the guardian crushes them to the ground with their shield - no longer showing mercy.

BLOODWING SERAPH

The seraph has an immense set of wings for their size and these wings are one of their most powerful tools in combat. The seraphs feathers are as strong as steel and the angel can launch a barrage of razor sharp feathers at enemies at will, as they feather regrow nearly instantly as long as the seraph lives. Now this divine creature's once glorious feathers are stained red with the blood of innocents. With a single touch of its corrupted palm, it can infect a creature with its vile charm and cause it to lose all volition. That creature sprouts a black halo and will strike down its own allies, the bloodwing seraph smiling gleefully all the while as it impales the righteous with its immense glaive.

BRINGER OF SIN

Ordinarily these angels are Punishers of Sin, a high rank of angel that would track down and destroy demons that were inflicting a bit too much chaos into the world. Now they are the ones who bring this chaos. Wielding a deadly glaive, these angels can pinpoint the weaknesses of good aligned creatures and flood them with necrotic energy. It also punishes sinners by soaking up damage and delivering it back viciously to attackers. These angels radiate a black aura around themselves and have black bandages wrapping their arms and chest.

HALOED REAPER

The second most vicious of the corrupted angels is the reaper. It wields a massive scythe that is uses to collect the souls of any creature that might stand in its way. This angel wears tattered robes and a hood that casts its face in darkness. The reaper has a black halo around its head and with a swing of its scythe can summon additional rings that can bind enemies, holding them in place while the reaper goes to work collecting.

VENGEFUL ARCHANGEL

An archangel in its uncorrupted form has a set of beautiful wings that fills those who gazed upon it with awe and inspiration. It wields a pair of glorious silvered longswords, constantly aglow with divine energy that is used to slice down evil when it arises. In its corrupted form, the archangel's once beautiful feathers have fallen away and leave nothing but a pair of blackened skeletal wings that invoke nothing but fear and horror in those who witness them. Most who see these dreadful wings do not live to tell the story, for they are cut down by the angel's blades that have turned bloodied and blackened from the evil darkness that has corrupted its soul beyond redemption.

DISGRACED SENTINEL

Medium celestial, chaotic evil

Armor Class 16 (natural armor)

Hit Points 111 (13d8 + 52)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	17 (+3)	18 (+4)	16 (+3)

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

Skills Insight +6, Perception +7

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Corrupted Angelic Weapons. The sentinel's weapons are magical. When the sentinel hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

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

Actions

Multiattack The sentinel makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) necrotic damage.

Retreating Shot (Recharge 4-6). The sentinel leaps back 50 feet without provoking attacks of opportunity, then makes two shots against a single target with its longbow. The first of these attacks is made with advantage.

Decaying Touch (3/Day). *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (6d8 + 3) necrotic damage.

Crash of Arrows (1/Day). The sentinel creates a 30 foot diameter runic circle centered on a location it can see within 120 feet. Whenever a creature enters this area for the first time on a turn or ends its turn in this area, conjured arrows rain down upon them. That creature must make a DC 15 Dexterity saving throw, taking 32 (7d8) piercing damage on a failed save or half as much damage on a successful one.

CORRUPTED GUARDIAN

Medium celestial, chaotic evil

Armor Class 19 (natural armor, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft., fly 90 ft.

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

Saving Throws Wis +9, Cha +7

Skills Athletics +8, Perception +9

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 9 (5,000 XP)

Disabling Strikes. The guardian's weapons are magical. When the guardian hits with any weapon, the weapon deals an extra 2d8 necrotic damage and the target must succeed on a DC 15 Constitution saving throw or the next weapon or spell attack it makes is made at disadvantage (included in the attack).

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

Actions

Multiattack The guardian makes three melee attacks: two with its flail and one with its shield crush.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage and the target must succeed on a DC 15 Constitution saving throw or the next weapon or spell attack it makes is made at disadvantage.

Shield Crush. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet and knocked prone.

Rapid Assault (Recharge 5-6). The guardian makes four flail attacks against a single target with disadvantage.

Reactions

Shield Wall (2/Day). The guardian raises its shield and projects an ethereal barrier of energy against a ranged spell or weapon attack that it can see. That attack deals no damage. This ability does not work on spells of 5th level or higher.

**BLOODWING
SERAPH**



BLOODWING SERAPH

Medium celestial, chaotic evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	16 (+3)	19 (+4)	20 (+5)

Saving Throws Wis +8, Cha +9

Skills Acrobatics +9, Insight +7

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 11 (7,200 XP)

Corrupted Angelic Weapons. The seraph's weapons are magical. When the seraph hits with any weapon, the weapon deals an extra 2d8 necrotic damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn (included in the attack).

Innate Spellcasting. The seraph's spellcasting ability is Charisma (spell save DC 17). The seraph can innately cast the following spells, requiring only verbal components.

At will: *animate dead, bane*

2/day each: *blight, confusion*

1/day each: *destructive wave (necrotic only)*

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

Actions

Multiattack The seraph makes two melee attacks, only one of which can be a decaying touch.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned until the end of its next turn.

Barrage of Feathers. *Ranged Weapon Attack:* +9 to hit, reach 30/90 ft., one target. *Hit:* 18 (4d8) piercing damage and 18 (4d8) necrotic damage.

Decaying Touch (3/Day). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 40 (8d8 + 4) necrotic damage.

Corrupting Palm (1/Day). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target must succeed on a DC 17 Wisdom saving throw or become magically charmed.

While the target is charmed in this way, a blackened halo appears over its head and causes its eyes to glow with frenzied hatred. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature within range that the seraph chooses mentally. At the end of the charmed creature's turns, or whenever that creature takes damage, it may repeat this saving throw. On a success, this effect ends.

BRINGER OF SIN

Medium celestial, chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 30 ft., fly 90 ft.

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

Saving Throws Con +9, Wis +7, Cha +8

Skills Acrobatics +9, Athletics +10, Perception +7

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Aura of Pain. A creature that deals damage to the bringer while within 30 feet of it takes 5 (1d10) necrotic damage.

Light Seeker. The bringer knows the exact location of any good creature within 1000 feet.

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

Actions

Multiattack. The bringer makes two melee attacks, one of which may be a punishing strike.

Glaive. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 22 (5d8) necrotic damage if the creature is good.

Punishing Strike (3/Day). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus half of the total damage that creature dealt to the bringer with its last attack as bonus necrotic damage.

Wave of Necrosis (Recharge 5-6). The bringer lets loose a blast of necrotic energy in a 60 foot cone. Each creature allied with the bringer regains 50 hit points and each enemy must make a DC 17 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

HALOED REAPER

Large celestial, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	21 (+5)	19 (+4)	20 (+5)	19 (+4)

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

Skills Acrobatics +9, Perception +10

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 13 (10,000 XP)

Blinding Blades. The reaper's weapon attacks are magical. When the reaper hits with any weapon, the weapon deals an extra 3d8 necrotic damage and if the target is a creature it must succeed on a DC 15 Constitution saving throw or become blinded until the reaper's next turn (included in the attack).

Innate Spellcasting. The reaper's spellcasting ability is Charisma (spell save DC 16). The seraph can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good, hunter's mark (at 5th level), invisibility (self only)*

2/day each: *destructive wave (necrotic only), dimension door*

1/day each: *disintegrate, flesh to stone*

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

Actions

Multiaction. The reaper makes two melee attacks, only one of which can be a decaying touch.

Grand Scythe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 7) slashing damage plus 13 (3d8) necrotic damage and if the target is a creature it must succeed on a DC 18 Constitution saving throw or become blinded until the reaper's next turn

Cleaving Swipe. The reaper spins its scythe in an arcing slash. Make an attack against each enemy within reach of the reaper's grand scythe, making a separate attack roll against each target.

Reap. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 40 necrotic damage. If the target is a creature that has fewer than 20 hit points after this attack, it must succeed on a DC 15 Constitution saving throw or immediately die. If the creature dies as a result of this attack, the reaper regains 40 hit points.

Decaying Touch (3/Day). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 49 (10d8 + 4) necrotic damage.

Binding Halo (Recharge 5-6). The reaper extends its scythe and launches a black halo at two creatures it can see within 120 feet. These creatures must succeed on a DC 18 Dexterity saving throw or become restrained. A restrained creature takes 18 (4d8) necrotic damage at the start of its turn and can make a DC 18 Strength saving throw at the end of each of its turns, ending the effect on itself on a success.

**VENGEFUL
ARCHANGEL**



VENGEFUL ARCHANGEL

Large celestial, chaotic evil

Armor Class 20 (natural armor)
Hit Points 250 (20d10 + 140)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	24 (+7)	18 (+4)	24 (+7)	22 (+6)

Saving Throws Str +13, Con +13, Wis +13

Skills Athletics +13, Perception +13

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

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Corrupted Blades. The archangel's weapon attacks are magical. When the archangel hits with any weapon, the weapon deals an extra 2d8 necrotic damage and any creature hit can't regain hit points until the start of the archangel's next turn (included in the attack).

Innate Spellcasting. The archangel's spellcasting ability is Charisma (spell save DC 20). The seraph can innately cast the following spells, requiring only verbal components.

At will: *detect evil and good, invisibility (self only)*

2/day each: *circle of death, harm*

1/day each: *finger of death, forcecage, power word stun*

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

Actions

Multiattack. The bringer makes four longsword attacks.

Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 9 (2d8) necrotic damage and that creature can't regain hit points until the start of the archangel's next turn.

Storm of Swords (Recharge 5-6). The archangel clashes its blades together and instantly creates hundreds of ethereal weapons that rapidly spiral into the air around it. Each creature within 20 feet of the archangel must make a DC 20 Dexterity saving throw, taking 28 (5d10) slashing damage and 28 (5d10) force damage on a failed saving throw, or half as much damage on a successful one.

Falling Star (1/Day). The angel teleports high into the air, then comes crashing down with tremendous force at a point within 120 feet of its starting location. Each creature within 30 feet of that point must make a DC 20 Constitution saving throw. On a failed save, the creature takes 55 (10d10) thunder damage and is pushed 15 feet away from the archangel and knocked prone. On a successful save, the creature takes half as much damage and not pushed or knocked prone. This area becomes difficult terrain until repaired of the damage caused by this attack. In addition, unsecured objects that are completely within the area of effect of this attack are automatically pushed 15 feet away and a thunderous boom rings out that is audible up to 1000 feet.

Legendary Actions

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

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

Condemnation (Costs 2 Actions). The archangel extends a hand and condemns a creature for its actions. Target creature within 90 feet that can hear the archangel must succeed on DC 20 Wisdom saving throw or become frightened of the archangel for 1 minute. While frightened by this effect, the creature must use its action to drop to its knees and confess its sins. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success and becoming immune to the archangel's Condemnation for the next 24 hours.

Wall of Denial (Costs 3 Actions). The archangel summons a barrier at a location it can see within 120 feet. This wall is 20 feet tall and 90 feet long and must fill unoccupied spaces. It is created of translucent, luminescent glass with AC 15 and 40 hit points per 10-foot section. A creature that breaks a portion of this wall must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn.

ASPECTS OF EMOTION

These carefully crafted statues represent various powerful emotions and are imbued with special characteristics that manifest these emotions in those that fight against them. These statues are sculpted to look completely lifelike, marble silk hanging off of marble flesh with unbelievable levels of realism. It is often believed that these statues were the result of a creature being petrified and not something that was carved with hammer and chisel, for it is not easy to accept that such perfection is possible.

It takes a powerful wizard to bring these statues to life, and the requirements to imbue them with their special characteristics are gruesome and vile. It often involved the sacrifice of multiple individuals that suffer from the emotions that these aspects represent, their blood being a key component in the ritual to animate these deadly guardians.

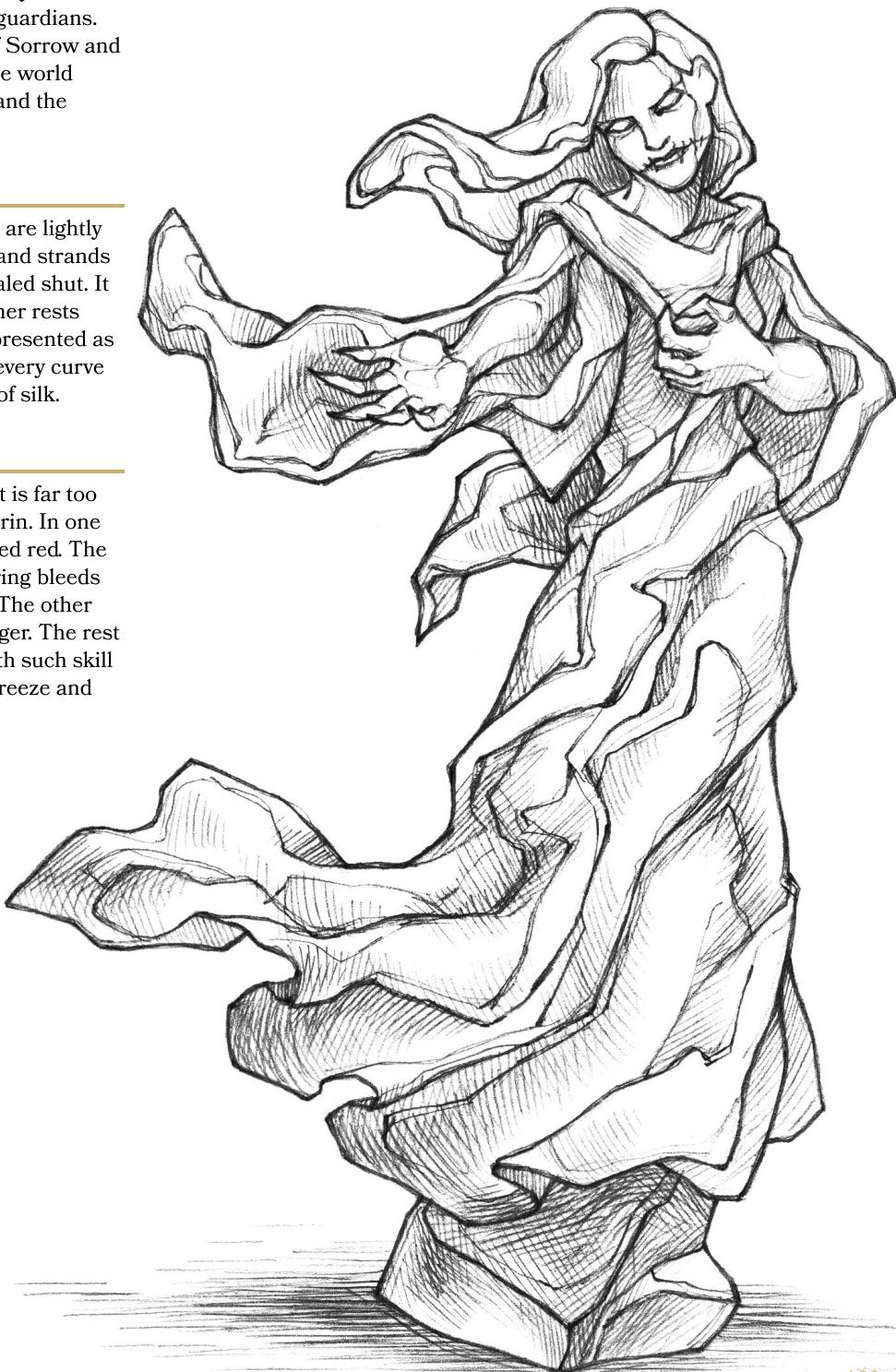
These two stat blocks represent the Aspects of Sorrow and Hatred, but other statues are known to exist in the world including the Aspect of Spite, Aspect of Avarice, and the Aspect of Betrayal.

THE ASPECT OF SORROW

The statue representing this aspect has eyes that are lightly closed. The mouth has been viciously sewn shut and strands of thread pierce through the marble to keep it sealed shut. It holds out one clawed, pointing hand while the other rests delicately on its chest. This aspect is typically represented as female, clothing carved onto the statue that hug every curve the same way you would expect of a dress made of silk.

THE ASPECT OF HATRED

The statue has no eyes, no nose, but a mouth that is far too wide filled with razor sharp teeth twisted into a grin. In one of its clawed hands is a heart that has been painted red. The claws pierce into the heart and the crimson coloring bleeds ever so slightly up onto the marble of the statue. The other hand is raised up and pointing a long, slender finger. The rest of its body is covered in robes that are crafted with such skill they appear as if they were once blowing in the breeze and had been instantly petrified.



ASPECT OF SORROW

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Aura of Silence. Living creatures within 30 feet of the aspect are under the effects of the silence spell. This effect ends when the aspect is reduced to 0 hit points.

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

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

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

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.

Wave of Dread (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 13 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ASPECT OF HATRED

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 4 (1,100 XP)

Aura of Rage. Living creatures within 30 feet of the aspect are filled with a blinding rage. The first weapon attack each turn made by a creature within this aura is made with disadvantage. This effect ends when the aspect is reduced to 0 hit points.

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

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

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

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

Wave of Rage (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 13 Wisdom saving throw or become filled with an insatiable bloodlust for one minute. Any creature that failed the save must take the attack action on each of its turns and cannot use its bonus action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER ASPECT OF SORROW

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Aura of Silence. Living creatures within 30 feet of the aspect are under the effects of the silence spell. This effect ends when the aspect is reduced to 0 hit points.

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

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

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

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or become frightened until the end of its next turn.

Wave of Dread (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 14 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER ASPECT OF HATRED

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 120ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Aura of Rage. Living creatures within 30 feet of the aspect are filled with a blinding rage. The first weapon attack each turn made by a creature within this aura is made with disadvantage. This effect ends when the aspect is reduced to 0 hit points.

Brutal Strikes. If the Aspect hits a creature with both of its slam attacks in a single turn, that creature takes an additional 10 (3d6) bludgeoning damage and is knocked prone.

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

Magic Resistance. The aspect has advantage on saving throws against spell and other magical effects.

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

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

Wave of Rage (1/Day). Each hostile creature within 30 feet of the aspect must succeed on a DC 14 Wisdom saving throw or become filled with an insatiable bloodlust for one minute. Any creature that failed the save must take the attack action on each of its turns and cannot use its bonus action. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CONFLUX ELEMENTAL

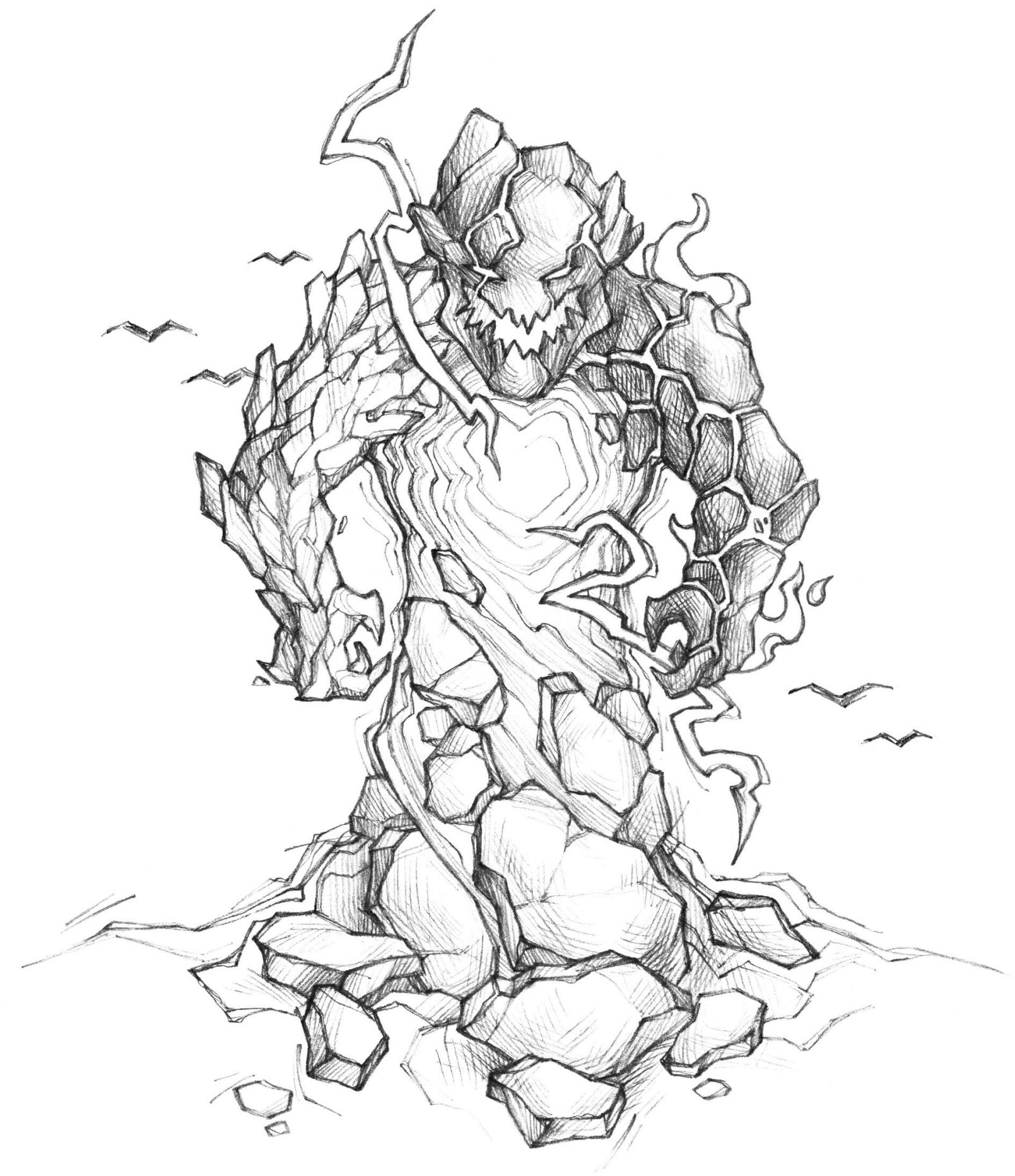
On rare occasions, a swarm of arcane wyrms grows particularly large and become brave enough as a collective to explore the elemental planes. The wyrms will travel and feed, slowly transforming their arcane makeup to incorporate these new elements. As they do so, the cluster grows stronger and form powerful bonds - eventually developing a hivemind. If this swarm survives for long enough, the wyrms will begin to fuse together, changing color and growing larger.

Eventually, when enough energy has been gathered, the entire swarm will merge in a powerful explosion that is known as an Elemental Confluence, destroying everything within three hundred feet of the origin point. The result is a single entity of devastating power - a Conflux Elemental.

Unstable Form. Despite the elemental's massive size, it changes in shape and form constantly. Sometimes it will take a humanoid form, walking on two legs with anywhere from two to eight arms. Other times it will take on the appearance of a wolf and run along on all fours or shapeshift into a bird and soar through the skies, creating a dazzling display of colors from the raw energy that it leaves in its wake. But no matter the form, the elemental can shift to whatever is most necessary for the situation, even turning into a cloud of energy if needed, making it nearly impossible to capture or contain.

Insatiable Hunger. This elemental is a creature that is formed from the residual energies of the Elemental Confluence, a being that has all of the primary elements as part of its core makeup and can utilize them at will. Similar to the arcane wyrms, the conflux elemental is drawn to sources of great power, but is a far more formidable foe than a few small wyrms and its need to be near fonts of power is far greater. These elementals are rare, but the artifacts and areas that reach through the planes and call to them are far rarer.

Eternal Existence. The conflux elemental only dies if something manages to kill it, but it grows stronger all the while. As it continues to feed, the elemental grows larger and its abilities are enhanced to those that surpass all but the most terrifying of creatures on the elemental planes. Even ancient dragons look upon these entities with hesitation. When one of these elementals is destroyed, it leaves behind a conflux core - a deeply powerful magical sphere that can be used to create legendary artifacts.



CONFLUX ELEMENTAL

Huge elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +6, Con +8, Wis +6

Damage Immunities poison

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Primordial, Aquan, Auran, Ignan, Terran

Challenge 11 (7,200 XP)

Illumination. The elemental sheds bright light in a 50-foot radius and dim light for an additional 50 feet.

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

Mutable Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Tempest Barrier. A creature that touches the elemental or hits it with a melee or ranged attack while within 15 feet of it takes 5 (1d10) lightning damage.

Actions

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Boulder Barrage (Recharge 5-6). The elemental launches a barrage of boulders at a point it can see within 60 feet. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 27 (5d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 10 or more is also knocked prone.

Icy Pulse (Recharge 5-6). The elemental sends out a pulse of ice around its body. Each creature within 20 feet of the elemental must make a DC 15 Constitution saving throw, taking 27 (6d8) cold damage and having its speed reduced by 10 feet on its next turn on a failed save, or half as much damage and not slowed on a successful one. A creature that fails this save by 10 or more has a speed of 0 on its next turn instead.

Flame Blades (Recharge 5-6). The elemental unleashes 3 blades of fire in separate 5-foot wide, 90-foot long lines. Each creature within one of these lines must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Summon Elemental Obelisks (1/Day). The elemental summons 3 immobile obelisks in unoccupied spaces within 60 feet. These obelisks are medium objects with AC 15 and 20 hit points. Each of these have a small orb floating above them charged with elemental power – one cold, one fire, and one lightning. Until they are destroyed or the elemental killed, on initiative count 20 (losing initiative ties), these orbs perform a ranged spell attack against a creature within 60 feet with a +7 bonus to hit. On a hit, that creature takes 10 (3d6) damage of the corresponding element type.

Legendary Actions

The elemental can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The elemental regains spent legendary actions at the start of its turn.

Touch. The elemental makes a touch attack.

Elemental Onslaught (2 actions). The elemental uses its boulder barrage, icy pulse, or flame blades.

ELDER CONFLUX

ELEMENTAL

Gargantuan elemental, unaligned

Armor Class 19 (natural armor)

Hit Points 313 (19d20 + 114)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Dex +9, Con +12, Wis +9

Damage Immunities poison

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

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

Senses darkvision 60 ft., passive Perception 13

Languages Primordial, Aquan, Auran, Ignan, Terran

Challenge 20 (25,000 XP)

Illumination. The elemental sheds bright light in a 50-foot radius and dim light for an additional 50 feet.

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

Mutable Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Tempest Barrier. A creature that touches the elemental or hits it with a melee or ranged attack while within 15 feet of it takes 11 (2d10) lightning damage.

Actions

Multiattack The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 7) bludgeoning damage plus 3 (1d6) cold damage, 3 (1d6) fire damage, and 3 (1d6) lightning damage.

Boulder Barrage (Recharge 5-6). The elemental launches a barrage of boulders at a point it can see within 60 feet. Each creature within 15 feet of that point must make a DC 19 Dexterity saving throw, taking 38 (7d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 10 or more is also knocked prone.

Icy Pulse (Recharge 5-6). The elemental sends out a pulse of ice around its body. Each creature within 30 feet of the elemental must make a DC 19 Constitution saving throw, taking 40 (9d8) cold damage and having its speed halved on its next turn on a failed save, or half as much damage and not slowed on a successful one. A creature that fails this save by 10 or more has a speed of 0 on its next turn instead.

Flame Blades (Recharge 5-6). The elemental unleashes 3 blades of fire in separate 5-foot wide, 90-foot long lines. Each creature within one of these lines must make a DC 19 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Summon Elemental Obelisks (1/Day). The elemental summons 3 immobile obelisks in unoccupied spaces within 60 feet. These obelisks are medium objects with AC 17 and 40 hit points. Each of these have a small orb floating above them charged with elemental power – one cold, one fire, and one lightning. Until they are destroyed or the elemental killed, on initiative count 20 (losing initiative ties), these orbs perform a ranged spell attack against a creature within 60 feet with a +10 bonus to hit. On a hit, that creature takes 17 (5d6) damage of the corresponding element type.

Legendary Actions

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

Touch. The elemental makes a touch attack.

Elemental Onslaught (2 actions). The elemental uses its boulder barrage, icy pulse, or flame blades.

CORLAPIS

Corlapis are cousins to the azer, but are native to the Elemental Plane of Earth rather than Fire. They resemble elves in their shape – tall, slender, and with a certain grace about them, but despite this appearance they are not particularly agile due to the materials used to craft them. They are assembled from clay, stone, iron, or more powerful materials that are then gifted with the spark of life. Similar to their azer cousins, the corlapis are also master craftsman, though they typically create pottery and works of art as opposed to the weapons are armor of their cousins.

Sculpted to Perfection. The corlapis are meticulous when crafting a new member of their society. Each corlapis is only permitted to craft a single being and this is considered to be their masterpiece, each trying to create the ideal entity. If a new corlapis is damaged or cracked at any point during assembly, the entire frame is scrapped and a new is started from scratch. The crafter must imbue their creation with a portion of its inner spark, limiting the growth of the corlapis population. These masterpieces often take over twenty years to complete. Each new corlapis is crafted already wearing armor that will stay with them permanently, keeping them safe if the need for combat does arise.

Underground Dwellers. The corlapis spend most of their time beneath the surface, seeking out high quality raw materials for their crafts. Almost all of the corlapis lie in the Elemental Plane of Earth, but some have been known to wander to other planes in search of rare materials – a way to give their creations something that no other can replicate. Finding a group of corlapis away from the Plane of Earth means there is certainly some sort of rare, valuable ore nearby.

Territorial The corlapis are generally peaceful entities. They do not seek war or confrontation and simply go about their lives constantly crafting and striving for perfection. But while they do not actively seek violence, if an unwanted creature wanders into their lands and threatens to take their precious ores, it will be dealt with swiftly and with brutal precision. There is no exception to this rule, and a creature that hopes to obtain what the corlapis are harvesting must be prepared to kill off the entire tribe. Though with how valuable the ores are that the corlapis seek out, assault from other creatures is a frequent occurrence.

Better with Age. The longer a corlapis survives, the stronger it becomes, its spark growing more and more potent with each passing year. The longer a corlapis waits to imbue its masterpiece with power, the stronger the creation, but this requires the corlapis to hedge their bets. If any damage falls to the creation in the meantime, or if the creator dies, then all of the work was for nothing. Corlapis that have been around for centuries can bend stone at will and even use it repair damaged allies in the heat of combat.

Living Earth. A corlapis doesn't require food, drink, or sleep.

EARTH SHAKERS

Though they are the weakest of the elder corlapis, the earth shakers are still quite capable. Until ascending to this level, corlapis are masters of carving stone but can't shape it except through tools. An earth shaker can cause the ground to shake, carve stone willingly, and even disappear into the stone itself. These are distinguishable from an ordinary corlapis by the small spherical stones that orbit their bodies at all times.

ARCHITECTS

Architects are corlapis that have lived for a few hundred years. They have developed a mastery over stone and can create intricate objects, even using this ability in the midst of combat to imprison their foes in a cage of stone. These architects are revered and are often the leaders of the corlapis groups that seek out additional rare ores in the world. They are distinguishable from the others by dozens of perfect pyramids of stone that levitate around their head.

If a corlapis manages to wait to imbue its spark into its masterpiece until it reaches this age, it is possible that it creates a corlapis capable of becoming an overlord in a few hundred years.

OVERLORDS

Corlapis overlords are incredibly rare and are regarded by the others of their species with the same respect as a deity. A corlapis that manages to craft an entity that goes on to become an overlord is memorialized by the tribe in the form of a grand statue that takes years to construct. Overlords see stone not as an obstruction, but as a canvas on which they can create great works of art. They can move vast quantities of stone from great distances, molding it and shaping it in a moment's notice and with next to no effort. These entities often live for several hundred years.

These corlapis are without flaw and exude power as they move. Each step they take smooths the stone beneath their feet. They wear immaculate armor and chains of stone wrap up and down their bodies. An overlord's eyes are especially notable as they glimmer with arcane energy at all times.

CORLAPIS

Medium elemental, lawful neutral

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	13 (+1)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

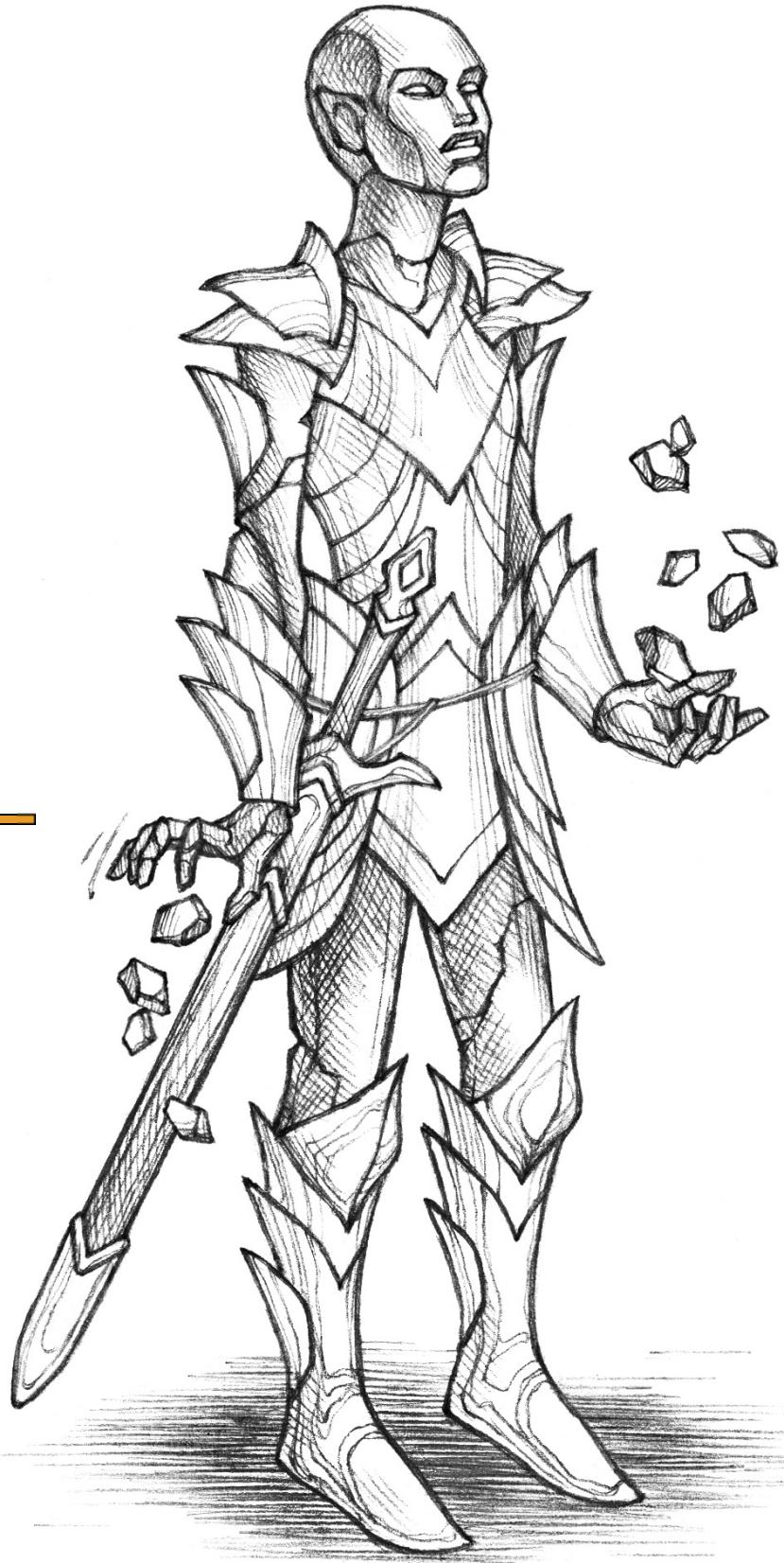
Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

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



CORLAPIS EARTH SHAKER

Medium elemental, lawful neutral

Armor Class 18 (natural armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The corlapis's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, earth tremor, mold earth*

1/day each: *erupting earth, heat metal, meld into stone*

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

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

CORLAPIS ARCHITECT

Medium elemental, lawful neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	16 (+3)	10 (+0)	10 (+0)

Saving Throws Con +5

Skills Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 4 (1,100 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the corlapis takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The corlapis's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, shape stone, stoneskin (self only)*

Stone Camouflage. The corlapis has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The corlapis has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

Multiaction. The corlapis makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

Hurl Boulder. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Stonework Prison (1/Day). The corlapis summons a 10-foot diameter cage of stone at a point it can see within 90 feet. Each side of the cage has 15 hit points and AC 15. Any creature in the cage's area must make a DC 13 Dexterity saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside of it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is trapped within the bars of the cage. The bars are wide enough to allow projectiles to pass through it, but not melee weapons. The cage can hold a maximum of four Medium or smaller creatures or one Large creature.

CORLAPIS OVERLORD

Medium elemental, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	18 (+4)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +7, Cha +4

Skills Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 90ft., tremorsense 30 ft., passive

Perception 10

Languages Terran

Challenge 7 (2,700 XP)

Hardened Exterior. Bludgeoning, piercing, and slashing damage the overlord takes from non-magical weapons is reduced by 3 to a minimum of 1.

Innate Spellcasting. The overlord's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *light, shape stone*

3/day each: *transmute rock, wall of stone*

1/day each: *bones of the earth*

Stone Camouflage. The overlord has advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Sturdy. The overlord has advantage on saving throws against effects that would cause it to move or be knocked prone.

Actions

Multiaction The overlord makes two attacks with its stone gauntlet or with its stone spike.

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

Stone Spike. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Rupturing Wave (Recharge 5-6). The overlord slams its gauntleted fist to the ground and causes a 10-foot wide, 60-foot long line of jagged stone erupts from the ground. Each creature in the line must make a DC 14 Dexterity saving throw, taking 22 (4d8) bludgeoning damage and 22 (4d8) piercing damage on a failed save, or half as much damage on a successful one. The area in this line is considered difficult terrain until the rubble is cleared.

From the Rubble (1/Day). The overlord uses spare stone and rubble in the area to restore health to its allies. Up to four other corlapis the overlord can see regain 22 (4d8 + 4) hit points.

Legendary Actions

The overlord can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The overlord regains spent legendary actions at the start of its turn.

Punch. The overlord makes a stone gauntlet attack.

Stone Cover. The overlord summons a 5-foot wide, 5-foot tall, 3-inch thick wall of stone in an unoccupied space within 10 feet. This wall has AC 15 and 30 hit points and persists until it is destroyed.

Giant Boulder (3 actions). The overlord summons a 15-foot diameter boulder 30 feet in the air at a point it can see within 120 feet. The boulder immediately falls to the ground and any creature in the area of impact must succeed on a DC 14 Dexterity saving throw or take 36 (8d8) bludgeoning damage and become restrained, pinned beneath the boulder. The restrained creature can use an action to make a DC 14 Strength or Dexterity saving throw (creature's choice). On a success, the creature is no longer restrained. A creature that passed the initial saving throw moves to a location adjacent to the boulder and takes no damage.

DIRE WOLF, ARMORED

While dire wolves are always formidable foes and are intimidating creatures by nature, they become even more terrifying when intelligent races train them to be used as combat mounts. War horses are fierce and powerful due to their size and stamina, but a dire wolf can attack alongside its rider, using the distractions its rider provides to deliver fierce strikes of its own. These wolves are decorated in thick metal splint armor that provides ample protection, but costs a great deal more than armor for a humanoid. It costs nearly as much as a set of plate mail to make armor for a wolf, so it is often saved for the elite guard. Enemies know that when an armored wolf is charging into combat, they need to fear its rider even more than the mount, despite the wolf's ferocity.

DIRE WOLF, ARMORED

Large beast, unaligned

Armor Class 17 (splint mail)

Hit Points 52 (7d10 + 14)

Speed 50 ft.

STR DEX CON INT WIS CHA

18 (+4) 15 (+2) 15 (+2) 3 (-4) 12 (+1) 7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60ft., passive Perception 13

Languages ---

Challenge 2 (450 XP)

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

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

Vicious Attacks. The wolf deals 1d6 additional damage to creatures with less than half of their maximum hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.



FLORAL CREATURES

Floral creatures are normal critters that have adapted to their environments in unique ways - by adapting the characteristics of plants! These adaptations makes them more dangerous than their ordinary counterparts and also much more difficult to spot in the wild. These creatures are incredibly rare, in part because of the superiority of their camouflage and in part because of how infrequently these characteristics present themselves in offspring. When a floral creature breeds with an ordinary creature of the same species, there is less than a ten percent chance that the features will manifest in its children.

Alchemist's Allure. The second reason these creatures are so rare is that they are often hunted for the plants that grow upon their bodies. They each provide unique properties that are desired by alchemists to create potent potions. The flowers of a sundrop squirrel or a blooming badger can be used as a replacement for exotic herbs that often costing hundreds of gold for even a single root or stem, so hunting the floral creatures is quite a lucrative industry where these creatures do exist.

Not Just Decorative. As the creatures were hunted and their numbers pushed to the edge of extinction, the floral creatures began to develop defenses to ward off hunters. Some of them are quite effective. The sundrop squirrel unleashes a burst of pollen from its back that can stagger a potential hunter for long enough that it can sprint away to safety and the mushroom moose has developed a poisonous coating to discourage anyone from getting too close. Still, many hunters will take the risk but many have also lost their lives as a result.

Faithful Companions. Many of these creatures have also learned to identify the good humanoids from the bad and will seek out druids or rangers and attempt to befriend them. This is typically a mutually beneficial relationship – the floral critters get the protection of a stronger creature and the druids gain a loyal friend that can warn them of dangers that they may not be aware of in the forests.

SUNDROP SQUIRRELS

The sundrop squirrel is the smallest and most adorable of the floral creatures. It has beautiful flowers that bloom all down its back and when it lays down to sleep it is indistinguishable from its surroundings. The potent pollen this flower produces prevents predators from tracking it via its scent. These squirrels are quite amiable, by far the most likely to join a group of adventures as a traveling companion.

BLOOMING BADGERS

The blooming badger typically has one grand flower on its back and a slightly smaller one on its head. These perfectly mimic the appearance of other local flowers. The blooming badger cannot unleash pollen like the sundrop squirrel, but it can release a torrent of razor sharp petals at any creature that comes too close. Once a badger has done so, it is vulnerable until its petals can grow back over the next twenty-four hours.

VINE VIPERS

Vine vipers have scales with a rough quality that perfectly mimics that of the bark of a tree. When at rest, it will wrap around a branch and it is impossible to tell the difference between a vine viper and an ordinary vine except for a tongue that still flicks out of its mouth on occasion. The viper's venom petrifies creatures, temporarily turning them to wood that the vine viper can then feed upon. The end of the vine viper's tail is hard as stone and can be impaled into a tree or petrified creature to absorb its nutrients.

MUSHROOM MOOSE

The body of the mushroom moose is coated almost entirely in highly poisonous mushrooms. Even being near these mushrooms can cause rashes and swelling and direct contact usually results in death. Because of the potency of these mushrooms, the moose is often hunted for use in deadly poisons. The fungal nature of the moose also gives it unnatural regeneration capabilities, even regrowing lost limbs given sufficient time.

MOSS MAMMOTH

The moss mammoth is the second deadliest of the floral creatures. While the mammoth is laying down, it is impossible to tell it apart from an ordinary boulder covered in moss. Its body has even adapted to not shift when it breathes. Its tusks are infected with tiny parasitic spores that infest a target impaled by them (assuming they survive the attack). Without aid, this moss will grow and eventually consume the infected creature. This alone makes the mammoth incredibly deadly, not even factoring its ability to crush foes to death with its powerful trunk or beneath its gargantuan feet.

FUNGAL TITANS

While most of these adaptation are endearing, cute even, there is one entity that is far from adorable - The Fungal Titan. This creature has undergone such extreme floral adaptation that it is impossible to tell what these creatures began as, but it is by far the most dangerous. This creature looms in damp, dark areas - swamps or within caverns far beneath the surface. The mushrooms that grow upon the fungal titan are hundreds of gold, but few are foolish enough to seek them out.

SUNDROP SQUIRREL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	8 (-1)	3 (-4)	10 (+0)	5 (-3)

Senses darkvision 30ft., passive Perception 10

Languages ---

Challenge 1/8 (25 XP)

Floral Camouflage. While the squirrel remains motionless, it is indistinguishable from an ordinary cluster of sunflowers.

Actions

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

Disorienting Pollen (1/Day). The squirrel unleashes a burst of pollen from the flowers that cover its body. Each non-floral creature within 10 feet of the squirrel must make a DC 10 Constitution saving throw.

On a failed saving throw, the creature takes 2 (1d4) poison damage and must roll a d8 at the start of its next turn to determine what it does during that turn. On a 1 to 2, the creature sneezes uncontrollably and can move but can't take an action or a bonus action. On a 3-4, the creature's eyes water uncontrollably and it is considered blinded this turn. On a 5-8, the creature fights the additional effects of the pollen and can act normally.



BLOOMING BADGER

Tiny beast, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 20 ft., burrow 5 ft.

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

Senses darkvision 30ft., passive Perception 1

Languages ---

Challenge 1/4 (50 XP)

Floral Camouflage. While the badger remains motionless, it is indistinguishable from a very large flower.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

Petal Burst (1/Day). The badger arches its body and fires a burst of razor sharp petals at a creature within 20 feet. That creature must make a DC 10 Dexterity saving throw, taking 10 (4d4) slashing damage on a failed save, or half as much damage on a successful one.

VINE VIPER

Tiny beast, unaligned

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 10ft., passive Perception 11

Languages ---

Challenge 1/2 (100 XP)

Floral Camouflage. While the viper remains motionless, it is indistinguishable from an ordinary tree vine.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to wood and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for the next 8 hours.

Nutrient Absorption. The viper drives its tail into a tree or petrified creature within 5 feet, draining resources from the target to heal itself. The target takes 5 (2d4) necrotic damage and the snake restores hit points equal to the amount of necrotic damage dealt.

MUSHROOM MOOSE

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	15 (+2)	7 (-2)

Senses passive Perception 12

Damage Resistances poison

Condition Immunities poisoned

Languages ---

Challenge 2 (450 XP)

Floral Camouflage. While the moose remains motionless and is lying down, it is indistinguishable from a large log covered in mushrooms.

Poisonous Exterior. The mushrooms that coat the moose's body are poisonous and deadly to most other creatures. A creature that touches the moose or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

Rapid Regrowth. The mushroom moose has unnatural regenerative capabilities. At the beginning of each of the moose's turns, as long as it is in direct sunlight and it has at least 1 hit point, it regains 4 (1d8) hit points.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) poison damage.

MOSS MAMMOTH

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	6 (-2)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages ---

Challenge 8 (3,900 XP)

Floral Camouflage. While the mammoth remains motionless and is lying down, it is indistinguishable from a large moss-covered boulder.

Sticky Moss Exterior. When a creature hits the mammoth with a melee weapon attack, there is a chance it becomes entangled in the sticky moss that coats the mammoth. The attacker must succeed on a DC 13 Strength saving throw, or the weapon becomes stuck to the mammoth's moss. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 13 Strength check and succeeding.

Actions

Multiaction. The mammoth makes two attacks: one with its trunk slam and one with either its gore or stomp.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or become infected with vicious parasitic spores.

The effects of these spores go unnoticed until three days have passed, after which the creature will begin to grow moss around the source of the wound. On each day following, the moss continues to spread and reduces the maximum hit points of that creature by 5. When the creature hits 0 maximum hit points they die and are consumed by the moss.

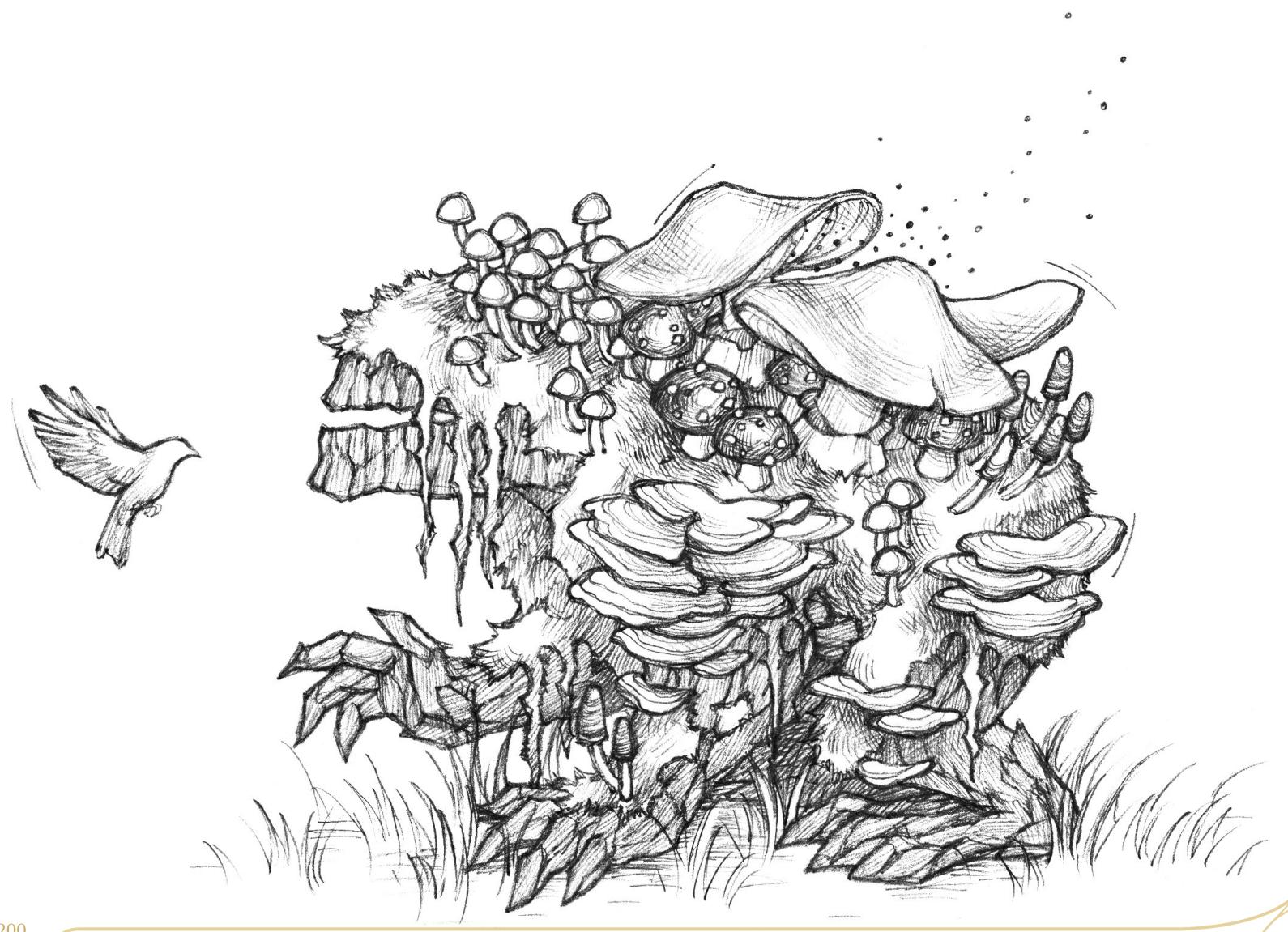
This moss can be destroyed via greater restoration or by exposing the infected creature to continuous powerful heat for 24 hours which causes the moss to dry up and die off.

If an infected creature is ever within the range of a Plant Growth spell, the moss spreads explosively and consumes the creature instantly.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Trunk Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) bludgeoning damage, and if the creature is of size Medium or smaller the mammoth can choose to either throw the target or slam it to the ground. If the mammoth throws the target, it lands in a space of the mammoth's choosing within 30 feet and must succeed on a DC 18 Dexterity saving throw or fall prone. If the mammoth slams the target, it takes an additional 7 (2d6) bludgeoning damage and is knocked prone at the mammoth's feet.

FUNGAL TITAN



FUNGAL TITAN

Huge plant, unaligned

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	6 (-2)	12 (+1)	3 (-4)

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

Senses passive Perception 11

Languages ---

Challenge 10 (5,900 XP)

Fungal Defenses. Every 25 hit points lost by the titan causes a mushroom to fall from its body and explode on the ground. Each creature within 5 feet of the titan when it happens must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn.

Actions

Multattack The titan makes two slam attacks.

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

Hurl Noxious Shroom. The titan pulls a massive mushroom from its back and launches it at a point within 90 feet. On impact, the mushroom explodes into a cloud of toxic spores. Each creature within 10 feet of the point of impact must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cloud is opaque and blocks all vision within the area for 1 minute.

Scatter Spores (Recharge 5-6). The titan shakes its back and scatters a storm of spores across the battlefield, six of which will spawn into mushrooms. These locations must be within 60 feet of the titan and are unknown to the players until they sprout. On initiative count 20 (losing initiative ties), these spores sprout into mushrooms. Roll a d4 to determine which type of mushroom spawns from each of these spores. These mushrooms are tiny plants with 10 hit points and AC 12. The fungal titan is immune to all effects from these mushrooms.

- 1 – Noxious Mushroom – This light green mushroom constantly disperses deadly spores into the air. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.
- 2 – Blinding Mushroom – This white mushroom shines brightly, spinning back and forth and blasting the area with light. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) radiant damage and become blinded until the end of the turn.
- 3 – Entrancing Mushroom – This dark pink mushroom produces spores that are alluring to most living creatures. When a non-floral creature comes within 10 feet of the mushroom for the first time on a turn or starts its turn there, it must succeed on a DC 15 Wisdom saving throw or become captivated by this mushroom. That creature must use its action this turn to praise and worship the mushroom's beauty.
- 4 – Explosive Mushroom – This mushroom glows bright orange and is incredibly volatile. The first time a non-floral creature moves while within 10 feet of the mushroom, it detonates in a blast of fire. Each creature within 10 feet of the mushroom make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw, or half as much damage on a successful one.

**FORTRESS
RHINO**



FORTRESS RHINO

The horn of a fortress rhino cresting the horizon is as terrifying a sight for a city under siege as an entire battalion of ground troops. Its skin is as tough as worked steel and it has the strength to topple an eighteen inch thick stone wall as if it were made of rotted wood. Add to the fact that it carried multiple archers upon its back that can pick off any would-be ground attackers, a fortress rhino is a siege weapon without equal.

Uncontrollable Rage. The rhino is a powerful tool in the arsenal of any empire wealthy enough to obtain one, but at the end of the day they are still creatures. Once a rhino has entered combat, often the only thing that will stop it is death or complete physical exhaustion, both of which take quite a while. Once injured, the rhino will charge without mercy at the nearest object, impaling and trampling any soul unfortunate enough to be in its path of destruction. Fortunately for the assaulting forces, this often means the destruction of their enemy's city and morale of its soldiers.

Seller's Market. These rhinos are amongst the rarest creatures in any world and are often under the protection of stone or hill giants who use them as beasts of burden. Even if a lucky (*lucky is subjective in this case*) group of trappers do manage to find one of these beasts in the wild, there is still the daunting task of capturing the rhino without killing it. More often than not, one side does not walk away from the fight alive. Because of these risks and the fact that every kingdom wants one of these beasts in their arsenal, a live rhino is worth upwards of 50,000 gold.

FORTRESS RHINO

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	19 (+4)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages ---

Challenge 12 (8,400 XP)

Mobile Fortress. The rhino can hold up to four medium creatures within the outpost on its back.

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

Stampeding Charge. If the rhino moves at least 30 feet straight towards a target and hits it with a gore attack on the same turn, the target takes an additional 18 (4d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. In addition, any Medium or smaller creatures in the rhino's path while performing this charge must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone as it is trampled underfoot.

Actions

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage and if the target is a Large creature or smaller it must succeed on a DC 18 Dexterity saving throw or become impaled by the rhino's horn. A creature that is impaled in this way is grappled and takes 18 (4d8) piercing damage at the start of each of the rhino's turns. While a creature is impaled, the rhino cannot use its gore attack on another creature.

An impaled creature can use its action to pull itself free from the horn, but continues to take 4 (1d8) piercing damage at the beginning of each of its turns until it is magically healed or a creature uses its action and succeeds on a DC 15 Wisdom (Medicine) check to patch up the wound.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage and the target is a creature it must succeed on a DC 18 Strength saving throw or be knocked prone.

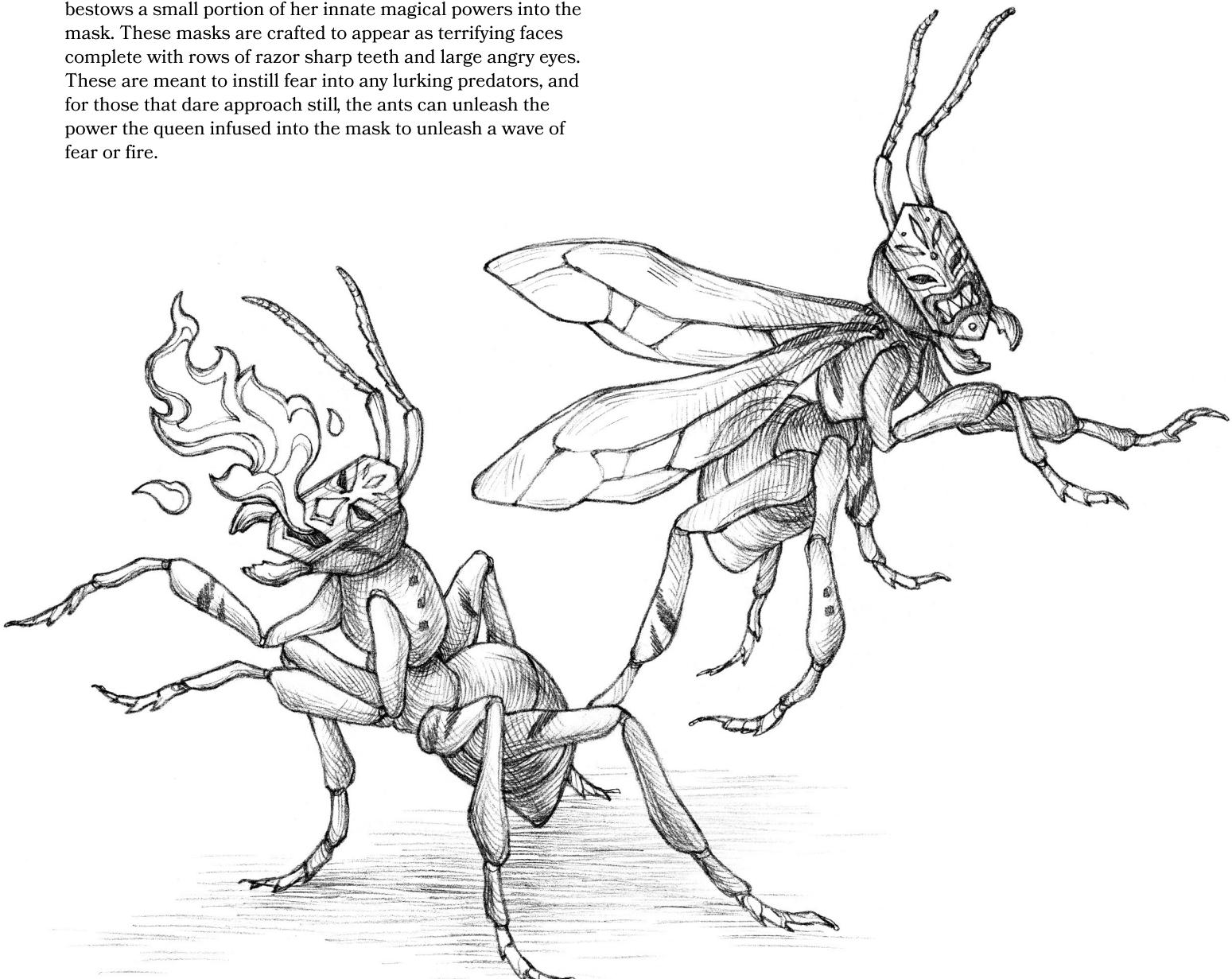
Giant Tiki Ant

It is a well-known fact that ants are incredibly intelligent creatures that can perform feats seeming impossible for creatures of their size – constructing sprawling empires just beneath the surface that can house hundreds of thousands. Giant tiki ants are another story entirely as they are not restricted by size. These ants are anywhere from twenty-four to forty inches long when they reach maturity, standing roughly eighteen inches tall. These ants still live in colonies but their numbers are much smaller, typically a few dozen in total. Colonies containing multiple hundreds of ants have been rumored however.

Masked Powers. In each colony, there are a few ants dedicated to crafting masks for the others to wear. These masks are made of wood and sculpted with specialized mandibles of carver ants. Afterwards, the masks are painted with vibrant colors and given to the queen of the colony who bestows a small portion of her innate magical powers into the mask. These masks are crafted to appear as terrifying faces complete with rows of razor sharp teeth and large angry eyes. These are meant to instill fear into any lurking predators, and for those that dare approach still, the ants can unleash the power the queen infused into the mask to unleash a wave of fear or fire.

It Takes a Village. There are many varieties of ants and a few different kinds of masks they can wear. The soldier ants come equipped with an armored exoskeleton that makes them difficult to hit with weapons, while their scouts are born with large wings that allow them to soar through the skies and spot enemies from the treetops. These ants are aware of their role and will die to protect the colony from invaders without hesitation.

A Sprawling Society. The giant tiki ants still prefer to live underground and create impressive tunnels that can span up to a mile depending on the size of the colony. These tunnels are too small for most of the ant's natural predators and any creature foolish enough to try and crawl down into these tunnels will be swiftly met by an army of soldier ants that can sense the rumbling of dirt in their tunnels from over a hundred yards away.



GIANT TIKI ANT

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	7 (-2)	14 (+2)	8 (-1)

Senses passive Perception 12

Languages ---

Challenge 1 (200 XP)

Strength Beyond Size. The ant is considered to be a Large animal for the purposes of determining its carrying capacity.

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

Actions

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

Tiki Glare (1/Day). The ant's mask unleashes a burst of spiritual energy in a 15-foot cone. Each non-ant creature in this area must succeed on a DC 12 Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this effect, a creature must take the Dash action and move away from the ant by the safest route available on each of its turns unless there is nowhere to move. A creature can repeat the saving throw at the end of each of its turn, ending the effect on a success.

VARIANT: FIRE-BREATHING ANTS

Some ants can produce a blast of flame from their mask rather than inflicting terror on enemies.

A tiki ant armed with this fire-breathing capability loses the Tiki Glare ability and gains the following attack option:

Tiki Flame Burst (1/Day). The ant unleashes a burst of flame from its mask in a 15-foot cone. Each creature in this area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

VARIANT: ARMORED TIKI ANT

Some ants have an extremely thick exoskeleton that is nearly impossible for weapons to penetrate. In addition, these ants produce an acidic saliva, causing their mandibles to eat through both armor and flesh of enemies.

An armored tiki ant has a challenge rating of 2 (450 XP). It has the same statistics as a giant tiki ant except it has an AC of 18 and its mandibles attack becomes the following:

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (1d10) acid damage.

ENHANCEMENT: FLIGHT

Some ants have wings on their back that gives them limited flight capabilities. This benefit can apply to any of the other tiki ant variants.

A tiki ant with wings has a fly speed of 20 ft.

GOBLINS

This section expands upon the goblin creature found on Page 165 of the official Monster Manual. For more information about goblin behaviors, intelligence, and their culture please consult the Monster Manual. The following stat blocks provide two new variants to these iconic creatures, one weaker than the traditional goblin and the other even more powerful than a goblin boss, allowing you to use goblins for a larger span of parties.

Pitiful goblins are not much different than their ordinary goblinkin, but have a fear instilled in them and will run away from combat at the first sign of things going poorly, sometimes even passing out from the panic. Goblin brutes are bestowed with unnatural fury. It will charge foes even if they are much larger in size and will not let up their attacks until the opponent is unrecognizable. These goblins are quite rare and even though they are stronger than a goblin boss, they do not have the wits and tactics required for such a role and are used primarily as weapons in the goblin arsenal.

PITIFUL GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +4

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 1/8 (25 XP)

Cowardly. Whenever an ally dies within 60 feet of the goblin that the goblin can see, it must succeed on a DC 10 Wisdom saving throw or use its reaction to run its movement speed away from the creature that dealt the lethal blow. On a result of 5 or lower, the goblin passes out from the fear for 1d4 minutes.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

GOBLIN BRUTE

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Skills Athletics +5

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Slamming Charge. If the goblin moves at least 15 feet straight toward a creature and then hits it with a battleaxe attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless Bloodlust. As long as the goblin has 20 hit points or fewer, it makes its first attack on each turn with advantage and has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Actions

Multiattack. The goblin makes two attacks with its battleaxe.

Battleaxe. *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.

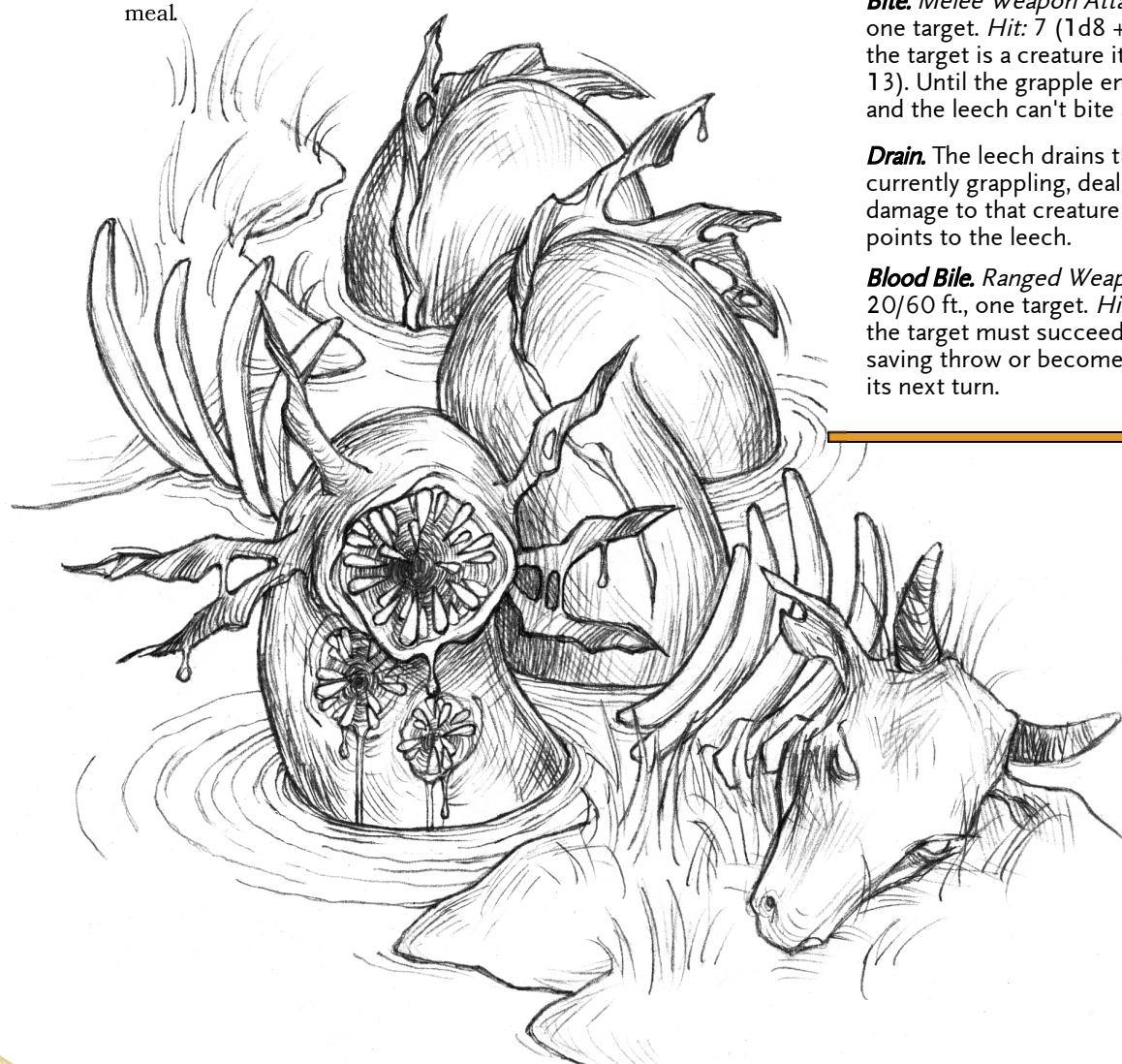
Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

GROTESQUE LEECH

These putrid leeches lurk in the still waters of swamps, waiting for anything large enough to be considered a meal to wade through before striking. It feasts on creatures as large as horses, constricting them with its slimy, foul-smelling body and sinking its large teeth into its prey. Most creatures are helpless once the leech is attached. It holds fast, unleashing a powerful anticoagulant and draining their bodies of all of its blood in a matter of minutes.

Wretched Aroma. One of the leech's primary defensive mechanisms is the potent aroma that is produced from the slime that coats its body. Fortunately for the leech, the slime only takes on this property when exposed to air, so when it is lurking in the water for its prey they are unaware of its presence. Once it emerges, however, most creatures are overwhelmed by just how powerful the odor is and have fits of gagging and often vomit on the spot. The leech uses this opening to bind its prey and start to drain it.

Solitary Predators. The leeches have a grand appetite and need to consume at least two gallons of blood a week to survive. Because of this need, there is fierce competition amongst the leeches for food. They hunt strictly alone, but many leeches may still occupy the same area. This close proximity allows them to take advantage of the misfortune or demise of their kin. If a leech is killed when it tries to attack its prey or if the prey manages to escape, another leech will be quick to swoop in and finish the job, snagging an easy meal.



GROTESQUE LEECH

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Athletics +5

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Repulsive Slime. A creature that ends its turn within 5 feet of the leech must make a DC 13 Constitution saving throw. On a failed save, that creature spends its action on its next turn retching and reeling from the putrid aroma produced by the leech. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and if the target is a creature it is grappled (escape DC 13). Until the grapple ends, the target is restrained and the leech can't bite another target.

Drain. The leech drains the blood of a creature it is currently grappling, dealing 10 (3d6) necrotic damage to that creature and restoring that many hit points to the leech.

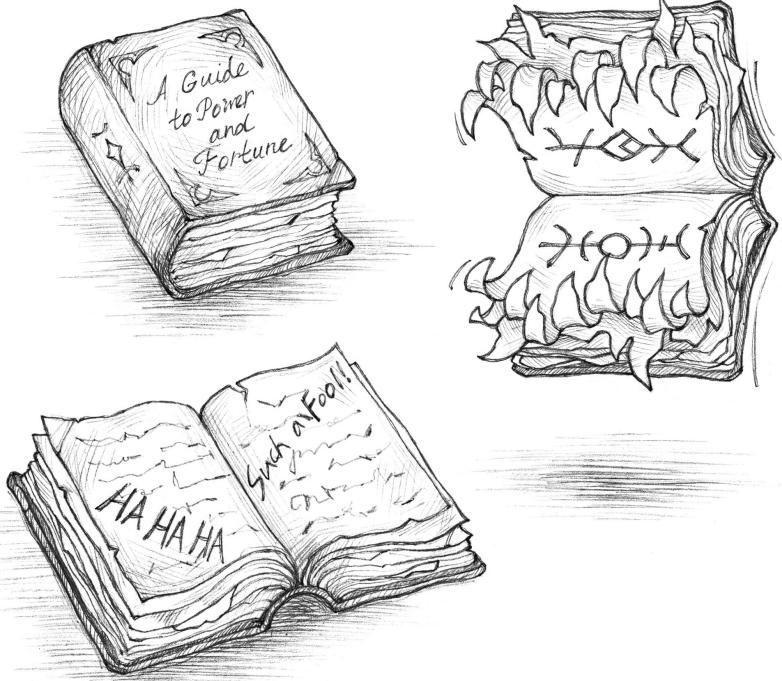
Blood Bile. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned until the end of its next turn.

HAUNTED TOME

Haunted tomes are the result of demons having fun some fun with the lives of mortals. They will create these books specifically with the purpose to lure a curious sentient being into scribbling its name down on the pages in hopes of something grand happening for them. Examining the book reveals that it is clearly magical as runes glow lightly on the surface. If a creature attempts to use magic to discern the magic stored within the book, it must make a DC 13 Intelligence (Arcana) check. On a success, they see through the demon magic and realize it is evil in nature... but on a failure they are convinced this book is a benevolent book of glorious power.

Please Sign Here. The books contents change depending on the demon that created, but the premise is always the same. The book provides enticing words that encourage the writing of one's full name within its pages, promising good fortune and riches to come their way. Perhaps it assures them that true love will find its way to them or that they will find a powerful magical weapon. It matters not, for the book speaks only lies.

Any creature that *does* scribble down its name is cursed. They are not aware of this curse, but it manifests itself at the worst possible times. Perhaps the creature is attempting to leap across a chasm... well the rocks at the edge of the cliff are probably going to give way at the last moment. Perhaps the creature is trying to convince a person of power to provide them with assistance, they might accidentally trip and knock over a priceless vase or tear a valuable painting.



HAUNTED TOME

Tiny construct, chaotic evil

Armor Class 11
Hit Points 5 (2d4)
Speed 0 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	14 (+2)	7 (-2)	4 (-3)

Senses blindsight 30ft., passive Perception 8

Languages ---

Challenge 1/4 (50 XP)

Cursed Contents. Any creature that writes its name within this tome becomes affected by a streak of terrible luck. When any of those creatures are making a critical skill check (DM's discretion), that creature makes the roll with disadvantage as some random misfortune befalls them. These misfortunes automatically become documented within the pages of the tome along with humorous and degrading remarks regarding the outcome. When the tome is destroyed or someone else writes their name in the book, the curse is lifted.

False Appearance. While the tome remains motionless, it is indistinguishable from a normal book. It will always brandish a name such as *Power and Wealth* or *Rags to Riches* and will appear in pristine condition. The contents of the book encourage a reader to write its name within the pages with promises of power.

Actions

Bite Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 2) piercing damage.

Documented Misfortune. The book documents all of the misfortunes that occur as a result of this curse, often with its own commentary added into the margins. The book mocks its victims and revels in their woe. This is typically what causes the victim to realize the source of their troubles, assuming they took the book with them, otherwise they may be forced to seek out a cleric to remove the curse that has afflicted them or to tell them the method they can use to remove the curse – which is to get another to add their name to the book or to destroy the book. If the book detects a cursed creature coming to destroy it, it will come to life with teeth of paper and bite at its attackers.

HORRORS

Horrors are creatures that are descendants or followers of the Great Old Ones. Their characteristics include wildly disfigured physical features such as a tentacle for an arm, extra eyes scattered across their body, or extra sets of teeth in their hands. Due to these traits, they are often found in robes and masks, which often makes them the target of suspicion.

Devoted Cultists. These horrors are aligned to an ancient entity, some of which are so powerful it can drive one mad to simply hear its full name spoken. These entities worship this power, feed on it, and provide their god with whatever it is they request – often tributes in the form of flesh and blood from unwilling victims. These cultists cannot be reasoned with for their minds are often far past the point of reason, and some of the more powerful horrors are beyond such thought.

HORROR TYPES

These horrors are broken down into a few distinctive types, the weakest of which are formed from humanoids that have fallen to the allure of the cult. The strongest are typically creations of the cult, gifts granted by their god in exchange for the sacrifices of its followers. A sample leader for one of these cults is listed below – the original founder of the cult. This entity started as a humanoid, but through its dedicated service has transformed into something far more sinister.

FACELESS ZEALOT

The zealot is the weakest of the horrors, but is far from a pushover. These zealots are humanoids that have fallen prey to the allure of the cult and have given themselves to the cause entirely. Part of the initiation rights for these disciples is to prove their loyalty by carving up their face with a ritual dagger until nothing of the former individual remains. They become an anonymous follower, casting out the ties of their former life as they cast out their own eyes and teeth as they are ripped one by one from their mouth. Few of these zealots survive this gruesome process, but those who do are rewarded with the ability to inflict madness on non-believers.

DISFIGURED DISCIPLE

When a zealot has proven its abilities to the cult, it is gifted the opportunity to ascend to something greater. This process occurs rarely and requires the sacrifice of at least ten non-believers (half of which must be children) in what the cult calls the Ceremony of Ascendance. The disciple is submerged in the blood of these heretics and left for twenty-four hours. If they are deemed worthy in the eyes of the gods, they will emerge from the blood reborn. Each disciple gains a unique set of characteristics that provide it with strengths it can use to serve its master.

WRITHING ABOMINATION

The writhing abomination is created from the bodies of sacrificed individuals leftover from a Ceremony of Ascendance. These are thrown into a pit and over the next month regular sacrifices are made by the members of the cult in the form of blood and appendages. Ceremonies are frequently performed around this pit, but none are permitted to gaze within or illuminate the darkness to see what dwells below. When the time comes, a writhing abomination will crawl from the depths and obey the commands of the leader of the cult.

ORACLE OF DISTORTION

An oracle is the second highest rank of the cult. These beings speak directly to the gods, a feat that requires a powerful mind, one that is numb to all but the voice of the great one they serve. One type of oracle is an oracle of distortion, a being that twists reality around it at will. Their strength is so vast that no voices can pierce the aura that surrounds them and no creature can look upon their mind, for it is simply a vessel for a greater power. These creatures have no volition of their own, blindly obeying orders of an imperceptible whisper in the back of their mind, unleashing powerful magics that they have been gifted to defeat those who would oppose the cult.

THE DREAD BRINGER

While the leader of an individual cult varies depending on the being it worships, there is always one who initiated the following and is granted power above all others. These beings, no matter what they started as, are completely unrecognizable as anything but a monstrosity.

The dread bringer has a humanoid shape and wears a skull on its face, but the space beyond this mask is simply a void. It wears crimson robes which are shredded and tattered, but conceal the entity's body completely. From the base of the robes erupt a legion of tentacles that the dread bringer uses to move as if gliding. One of its arms is a large writhing tentacle that can extend in length at will, while the other is humanoid arm but with all but the bone removed. The fingers at the end of this hand are filed down to savage points and despite a lack of muscle, this arm contains immense strength and agility. Around the dread bringer's neck are multiple talismans with mysterious runes inscribed upon them, their true meaning only known to the entity itself and the god it worships.

FACELESS ZEALOT

Medium aberration, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	16 (+3)	6 (-2)	7 (-2)

Senses blindsight 30ft., passive Perception 8

Languages telepathy 120 ft.

Challenge 1/2 (100 XP)

Actions

Multiattack. The zealot makes a dagger attack and then attempts to grapple a target.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mental Assault (1/Day). The zealot attempts to overwhelm the mind of a creature that it has grappled. That creature must succeed on a DC 13 Intelligence saving throw or take 5 (1d10) psychic damage and come under the effects of one of the following madness effects for one hour:

- Blinding Agony – The creature closes their eyes and is convinced they have been sealed shut permanently. The creature is blind until the effect fades.
- Silence Eternal – The creature closes their mouth and is convinced it has been sealed shut permanently. The creature cannot speak until the effect fades.
- Maddening Gibberish - All words the creature hears become twisted and garbled, shifting pitches and order in unpredictable ways. The creature cannot hear the voices of others until the effect fades.

DISFIGURED DISCIPLE

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	13 (+1)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages Deep Speech

Challenge 2 (450 XP)

Terrorizing Transmogrification. The disciple contains three distinct mutations that affect its combat abilities, its movements, and its defenses. Choose randomly from the lists below or choose them yourself to craft specific monstrosities.

Head

Serpent's Tongue - The disciple has a large snake-like tongue that can smell the air for nearby enemies. The disciple gains a blindsight of 20 ft.

Swarming Eyes - The disciple's face is covered in over a dozen extra eyes. It is immune to the blinded condition and gains darkvision 60 ft.

Putrid Boils - The disciple's face is coated in putrid boils and blisters. Whenever a creature touches the disciple or hits it with a melee weapon attack while within 5 feet, that creature takes 5 (1d10) acid damage as a boil bursts with vile pus.

Body

Jagged Spine - The disciple has massive spikes protruding from its spine. Any creature that attempts to grapple the disciple takes 11 (2d10) piercing damage.

Winged Horror - The disciple has a set of large bat-like wings, providing it with a 30 ft. fly speed.

Thick Flesh - The disciple's face and body are colored a deep purple and its flesh becomes as tough as armor. Non-magical weapon attacks against the disciple deal 3 less damage to a minimum of 1.

Arms

Tentacled - The disciple's left arm is a long, sticky tentacle. The disciple's off-hand attack is the following:

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and the target is grappled if it is size Large or smaller. A creature can break free of this grapple by using its action and succeeding on a DC 12 Strength saving throw.

Carved Bone - The disciple's left hand is sliced off and the remaining bone has been filed down to a sharp points. The disciple's off-hand attack is the following:

Bone Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage.

Dual Claws - The disciple's left arm is raw bone that splits into two distinct forearms at the elbow. At the end of each of these is a set of vicious claws. The disciple's off-hand attack is the following:

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

Actions

Multiattack The zealot makes one attack with its longsword and one with its off-hand attack.

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

WRITHING ABOMINATION

Large aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	4 (-3)	6 (-2)	1 (-5)

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

Senses passive Perception 8

Languages ---

Challenge 3 (700 XP)

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

Regenerative Form. Whenever the abomination is reduced to 0 hit points, it explodes into a mass of gore. Dozens of individual tentacles from the abomination attempt to crawl away and hide, burrowing into the ground or finding nearby nooks and crannies in which they can hide. Over the next week, the escaped tentacles find their way back together and reform a new writhing abomination. Once an abomination has reformed in this way, it cannot do so again for one month and dying before this time has passed results in permanent death.

Actions

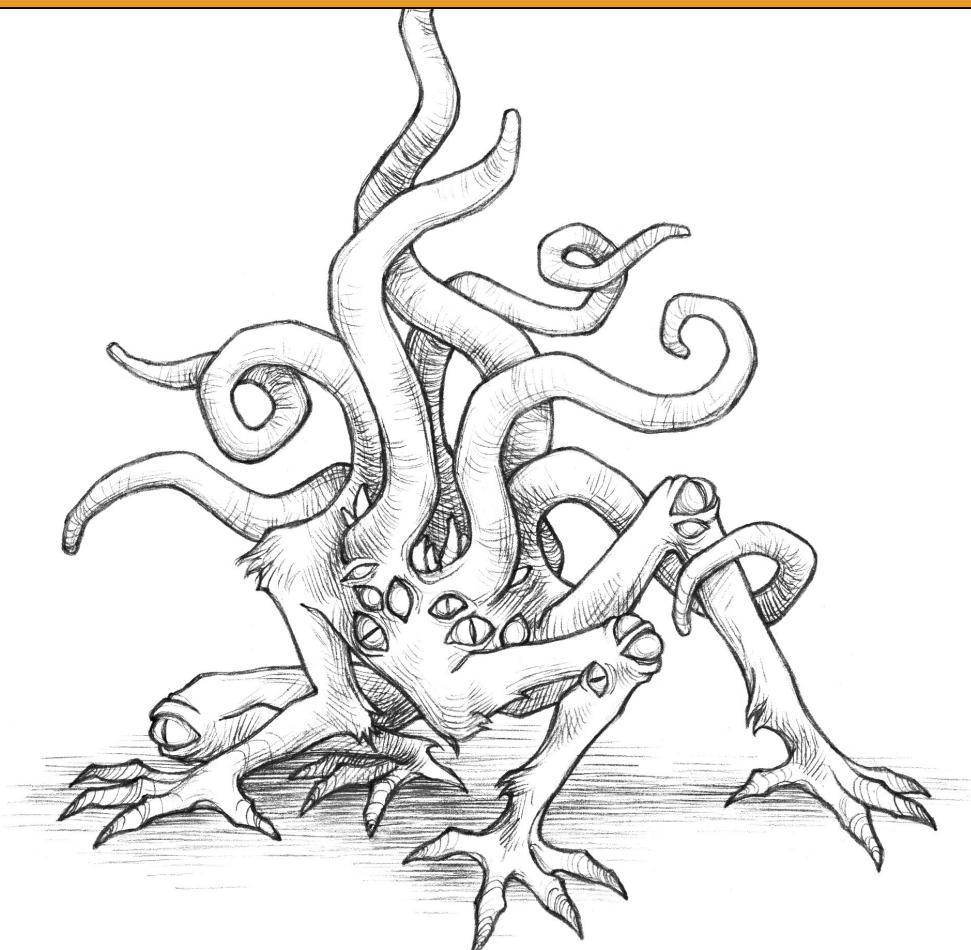
Multiattack. The abomination makes two attacks with its claws and two with its tentacles.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and the creature is grappled if it is of size large or smaller. A creature can break free of this grapple by using its action and succeeding on a DC 14 Strength saving throw. A creature can also attack and destroy the tentacle to free the grappled creature. Each tentacle has 5 hit points and an AC of 10.

Consuming Grasp. The abomination picks up a single creature that it has grappled and slams that creature down upon its own tentacled back. That creature takes 11 (2d10) bludgeoning damage and must succeed on a DC 14 Strength saving throw or become restrained, otherwise it remains grappled. The abomination can only have one creature restrained at a time.

Tentacle Smash. The abomination picks up two creatures that it has grappled in its tentacles and smashes them together with tremendous force. Each of those creatures takes 16 (3d10) bludgeoning damage and are then tossed to an empty space up to 20 feet away. Those creatures must succeed on a DC 14 Dexterity saving throw as they hit the ground or fall prone.



ORACLE OF DISTORTION

Medium aberration, chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	18 (+4)	6 (-2)	12 (+1)

Saving Throws Dex +6, Int +7

Damage Immunities psychic

Senses passive Perception 8

Languages ---

Challenge 5 (1,800 XP)

Illusory Defenses. When a creature rolls a successful attack against the oracle, roll a d20. On a result of 1-9, the attack hits an illusory version of the oracle and deals no damage. On a result of 10-20, the attack functions as normal.

Imperceivable Thoughts. Creatures can't read the mind of the oracle or attempt to sway its actions via magic. Any creature that attempts to do so immediately takes 11 (2d10) psychic damage.

Aura of Distortion. Words spoken within 20 feet of the oracle are transformed into a jumbled, garbled mess. Verbal communication is impossible and creatures are unable to perform the verbal components of spells.

Actions

Mind Twist. Target creature within 90 feet of the oracle must succeed on a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage. If a creature fails this saving throw by 10 or more, its mind is left jumbled and it is unable to cast spells on its next turn.

Locational Reconfiguration (Recharge 5-6). Target creature must succeed on a DC 15 Wisdom saving throw or take 11 (2d10) psychic damage and be teleported 50 feet straight up and begin to fall. At the end of that creature's next turn, it slams into the ground and takes 17 (5d6) bludgeoning damage unless it has a way to mitigate this effect.

Conjure Replicant Fighters (1/Day). The oracle chooses two creatures it can see within 60 feet. In an empty space adjacent to each of those creatures, a perfect replica of that creature is conjured into existence with a burst of bright light. These replicants persist for 1 minute or until the oracle dies. Roll a d20 for each of these creatures and add them to the initiative order.

These entities have 25 hit points, AC 13, and have a single attack:

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

These replicants are perfect copies and cannot be distinguished from the creature it is copying and will always attempt to stay adjacent to that creature. The replicant can mimic physical movements perfectly but cannot speak. If the real creature attempts to convince its allies they are the real version, have each creature within 60 feet that can see and hear both creatures make a DC 13 Wisdom (Perception) check, determining the true creature on a success. On a total result of 5 or lower on this check, the creature becomes convinced the replicant is the real version.

THE DREAD BRINGER



THE DREAD BRINGER

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 40 ft., hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	21 (+5)	6 (-2)	15 (+2)

Saving Throws Con +7, Int +9, Str +7
Skills Arcana +10, Deception +6, Perception +2
Damage Immunities psychic
Senses passive Perception 12
Languages Deep Speech, telepathy 120 ft.
Challenge 11 (7,200 XP)

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

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

Aura of Madness. Each creature that starts its turn within 60 feet of the dread bringer or enters that area for the first time on a turn must succeed on a DC 15 Intelligence saving throw or go mad for 1 minute. A creature that has been driven mad cannot speak and must use its action to attack the creature nearest to it. 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 dread bringer's Aura of Madness for the next 24 hours.

Actions

Multiattack. The dread bringer uses its Mark of the Dread Bringer. It then makes two attacks with its claws, or one attack with its claws and one attack with its crush of tentacles.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Crush of Tentacles. A swarm of tentacles erupt from the ground around a creature within 90 feet. That creature must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage. If the creature failed the saving throw, it must also succeed on a DC 15 Strength saving throw or become grappled (escape DC 15).

Beam of Unmaking (Recharge 5-6). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 45 (10d8) necrotic damage and the target must succeed on a DC 17 Charisma saving throw or be banished until the end of its next turn.

Glimpse the Abyss (1/Day). The dread bringer removes its mask and gives nearby creatures a glimpse into the void beyond. Each creature within 60 feet of the dread bringer that can see it must succeed on a DC 17 Intelligence saving throw or become stunned. A creature that isn't surprised can avert its eyes to gain advantage on this saving throw. If it does so, it can't see the dread bringer until the end of its next turn. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mark of the Dread Bringer. The dread bringer extends a bony claw and places a random mark on the chest of an unmarked creature within 120 feet. This mark persists for 3 turns. The varieties of marks are as follows:

- **Seal of Sovereignty** - The target is marked with a glowing yellow seal. When the seal is placed, a small yellow orb of light spawns 30 feet away from that creature. On initiative count 20 (losing initiative ties) the orb moves 20 feet closer to the marked creature and that creature is filled with a looming sense of dread. If the orb reaches the creature before the mark expires, that creature must make a DC 17 Wisdom saving throw, taking 45 (10d8) psychic damage on a failed save and becoming a puppet of the dread bringer. On that creature's next turn, the dread bringer controls all of its actions. On a success, this deals half that much psychic damage and the creature is not controlled.
- **Seal of Stagnation.** The target is marked with a glowing blue seal. That creature's feet seem to fuse with the floor itself and even the slightest attempt to move them sends jolts of pain up its body. The creature takes 5 (1d10) psychic damage for every 5 feet it moves while affected by this seal.
- **Seal of Solidarity.** The target is marked with a glowing red seal. The creature sees all of its allies become outlined in a faint red light and a fear of those creatures sets in. If the marked creature ends its turn within 15 feet of any allied creature, the seal detonates. When this happens, each creature within 15 feet of the seal's marked target (including the marked creature) must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Legendary Actions

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

Claw. The dread bringer makes one claw attack.

Teleport. The dread bringer magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Mental Anguish (Costs 2 Actions). Target creature within 60 feet must succeed on a DC 17 Intelligence saving throw or lose concentration on any spells it is maintaining.

MINOTAURS

This section expands upon the minotaur creature found on Page 223 of the Monster Manual. For more information about minotaur behaviors, intelligence, and their culture please consult the Monster Manual. The following stat blocks provide three new minotaur variants as well as a minotaur specific pet. These can be used alongside the default minotaur to provide a variety to minotaurs your players may encounter in a labyrinth or out in the wilds.

Labyrinth Crawler

Labyrinth crawlers are a minotaur's best friend, and takes on many characteristics of their masters. They are similar in size and form to a mastiff, but are a bit shorter and packed with much more muscle. In addition to that, they have either two horns that jut out of either side of their head or a singular nose that extends out of the center of its head. The crawlers are malicious creatures and can produce an ear piercing screech that causes victim's sense of time and direction to become distorted and incomprehensible for an hour – particularly painful for those delving through a labyrinth.

Minotaur Shaman

Some minotaurs find the ability to cast spells gifted to them by their ancients. These are typically minotaurs that execute the clans rituals and ceremonies, providing extra flourish through their magics and showing the gods that they are faithful. The shaman use the strength granted by the spirits to increase the power of their allies or to inflict pain on those that would oppose the clan. That being said, they are still incredibly powerful and can send enemies flying with their greatclubs.

Minotaur Totem Warrior

A totem warrior uses a grand totem as its weapon, meticulously decorated with carvings of gods and ancients that the minotaurs believe give them strength in battle. These are typically elder minotaurs, covered in scars from multiple combats and success in a number of clan trials. They come to appreciate that combat is about more than brute strength and incorporate this knowledge into their fighting. The totems are also quite effective as smashing in the doors of those the minotaurs don't like.

Minotaur Rampager

A rampager is a being of pure rage that is typically kept bound by the other minotaurs until needed – their temper too uncontrollable to allow them to be a member of society. They are purely tools of war with the strategy being to set them loose in the direction of the enemy and hope you don't get between the rampager and its target. These creatures are particularly effective when fighting those in a labyrinth, as the thrill of the hunt fills them with excitement and adrenaline that they use to destroy all that stand in their path.

LABYRINTH CRAWLER

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Senses darkvision 60ft., passive Perception 11

Languages ---

Challenge 1 (200 XP)

Labyrinthine Recall. The crawler can perfectly recall any path it has traveled.

Flawless Tracker. The crawler can track down any creature it has smelled in the last 24 hours unless that creature's location is concealed through magical means.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Befuddling Screech (1/Day). The crawler lets out an ear piercing screech in a 30-foot cone that reverberates in frequencies that cause the minds of most creatures to become scrambled. Each creature in this cone must succeed on a DC 11 Wisdom saving throw or take 5 (1d10) psychic damage and lose its sense of time and direction for 1 hour.

MINOTAUR SHAMAN

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	8 (-1)	18 (+4)	10 (+0)

Skills Perception +8

Senses darkvision 60ft., passive Perception 18

Languages Abyssal

Challenge 3 (700 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Spellcasting. The shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman has the following cleric spells prepared:

1st level (4 slots): *bane*, *faerie fire* 2nd level (3 slots): *barkskin*, *enhance ability*, *silence* 3rd Level (2 slots): *bestow curse*, *spirit guardians*

Actions

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

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

MINOTAUR TOTEM WARRIOR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	16 (+3)	8 (-1)

Skills Athletics +6, Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Abyssal

Challenge 4 (1,100 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Battering Ram. If the minotaur moves at least 10 feet straight towards a target and then hits it with a totem attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 20 feet and knocked prone. If the target is a structure, this attack deals double damage.

Actions

Totem. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Totemic Smash (Recharge 5-6). The minotaur smashes its totem on the ground, causing a shockwave to ripple forth in a 15-foot cone. Each creature in this area must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and 11 (2d10) thunder damage on a failed saving throw, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also fall prone.

Reactions

Totemic Armor. The minotaur stands strong and calls upon its inner strength to toughen its flesh from incoming attacks. When an enemy hits the minotaur with an attack that it can see, the minotaur can use its reaction to halve the damage of that attack.

MINOTAUR RAMPAGER

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	9 (-1)	17 (+3)	12 (+1)

Skills Athletics +9, Perception +9

Senses darkvision 60ft., passive Perception 19

Languages Abyssal

Challenge 5 (1,800 XP)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

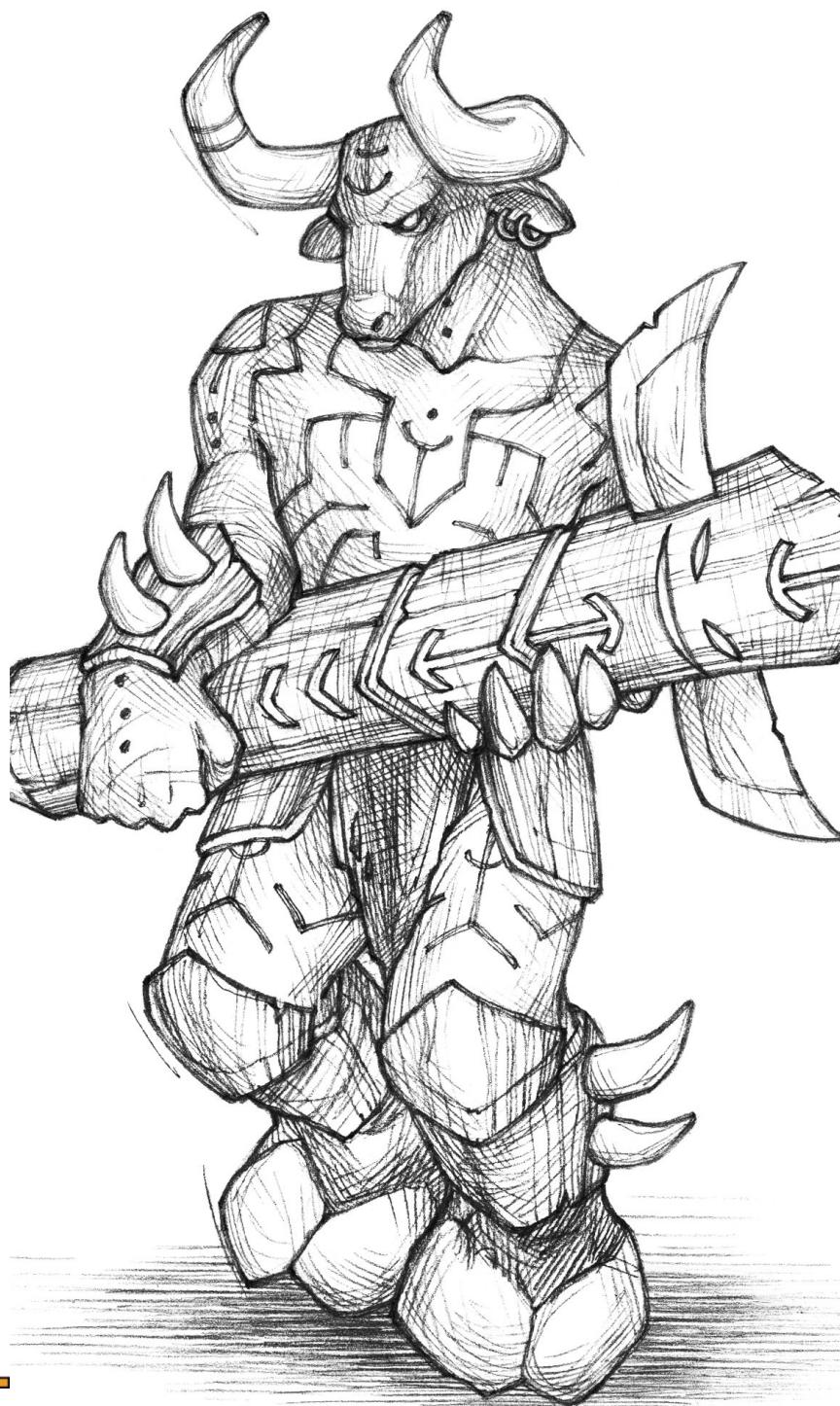
Endless Fury. The minotaur's rage makes it blind to the pain being inflicted upon it until it feels the possibility of death is a reality, at which point it uses a new surge of adrenaline to bring a new deadly strength to every strike. As long as the minotaur is at or above half of its maximum hit points, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. As long as the minotaur is below half of maximum hit points, its strength bonus is doubled for all of its attacks (included in the attacks).

Actions

Greatmaul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage, or 23 (2d12 + 10) if the minotaur is below half of its maximum hit points.

Hoof Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 24 (3d12 + 5) bludgeoning damage or 29 (3d12 + 10) if the minotaur is below half of its maximum hit points..

Rampaging Charge (Recharge 5-6). The minotaur expends all of its movement to charge up to 40 feet in a straight line. Each creature in the minotaur's path must succeed on a DC 16 Dexterity saving throw or be pushed up to 10 feet to either side of the minotaur's path, knocked prone, and take 32 (5d12) bludgeoning damage. A creature that succeeds on the saving throw takes half as much damage and is pushed but not knocked prone. This movement by the minotaur does not provoke attacks of opportunity.



OUTLAWS

Bandits are a problem that persists in any world, but sometimes they are a bit more powerful than your run-of-the-mill criminals with a shortsword. Some of these outlaws are former adventurers that lived a life of luxury, ran out of funds, and decided that criminal activity is better than going back into the wilds. Others are soldiers that went AWOL and must now resort to thievery as their name is spoken with disgrace.

Safety in Numbers. Some of the stat blocks listed below are in the form of squads. This is a clean way to create a massive group of enemies to go up against a highest level group without needing to track actions and hit points for a dozen or more enemies. Your players will feel more heroic striking down entire groups of enemies, but will also still be threatened as a flurry of weapons come their way.

SQUAD OF BANDITS

Large swarm of Medium humanoids (any race), any non-lawful alignment

Armor Class 11 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

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

Actions

Scimitars. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage, or 6 (1d6 + 3) slashing damage if the swarm has half of its hit points or fewer.

SQUAD OF THUGS

Large swarm of Medium humanoids (any race), any non-good alignment

Armor Class 11 (leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened,

paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Power in Numbers. The swarm has advantage on an attack roll against a creature if the swarm has at least half of its maximum hit points..

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

Actions

Maces. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, or 7 (1d6 + 4) bludgeoning damage if the swarm has half of its hit points or fewer.

Heavy Crossbow Barrage. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage, or 5 (1d10) piercing damage if the swarm has half of its hit points or fewer.

VETERAN OUTLAW

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	13 (+1)

Skills Deception +5, Insight +6, Sleight of Hand +7

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Experienced Insight. The outlaw has advantage on initiative rolls.

Throwing Specialty. A thrown weapon deals one extra die of its damage when the outlaw hits with it (included in the attack).

Actions

Multiattack. The outlaw makes two melee attacks or three ranged attacks with its daggers. No more than one of these attacks can be a poisoned dagger.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage or 8 (2d4 + 3) piercing damage if thrown.

Poisoned Dagger (3/Day). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage or 8 (2d4 + 3) piercing damage if thrown, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage

OUTLAW COMMANDER

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (splint mail)

Hit Points 98 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)

Skills Athletics +6, Intimidation +6, Performance +4, Persuasion +6

Senses passive Perception 10

Languages Common and any one other language

Challenge 4 (1,100 XP)

Commander's Presence. Whenever one of the commander's allies is within 60 feet must make a saving throw, that creature gains a +1 bonus to the saving throw if the commander isn't incapacitated.

Actions

Multiattack. The commander makes two melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Expose Weakness (Recharge 4-6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage and the target has its AC reduced by 2 until the beginning of the commander's next turn.

OUTLAW WARLORD

Medium humanoid (any race), any non-lawful alignment

Armor Class 20 (plate, shield)

Hit Points 108 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Str +7, Dex +3, Int +6

Skills Arcana +6, Athletics +7, Insight +5,
Intimidation +6, Perception +5

Senses passive Perception 15

Languages Common and any two other languages
Challenge 6 (2,300 XP)

Eldritch Knight Spellcasting. The warlord is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The warlord has the following wizard spells prepared:

Cantrips: *message, true strike*

1st level (4 slots): *charm person, fog cloud, magic missile, shield*

2nd level (2 slots): *magic weapon, misty step*

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the warlord regains 15 hit points.

War Caster. The warlord can perform the somatic components of spells, even with a weapon or shield equipped in one or both hands. In addition, the warlord has advantage on concentration saving throws.

Actions

Multattack The commander makes three attacks with its longsword or two with its javelins.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage is used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

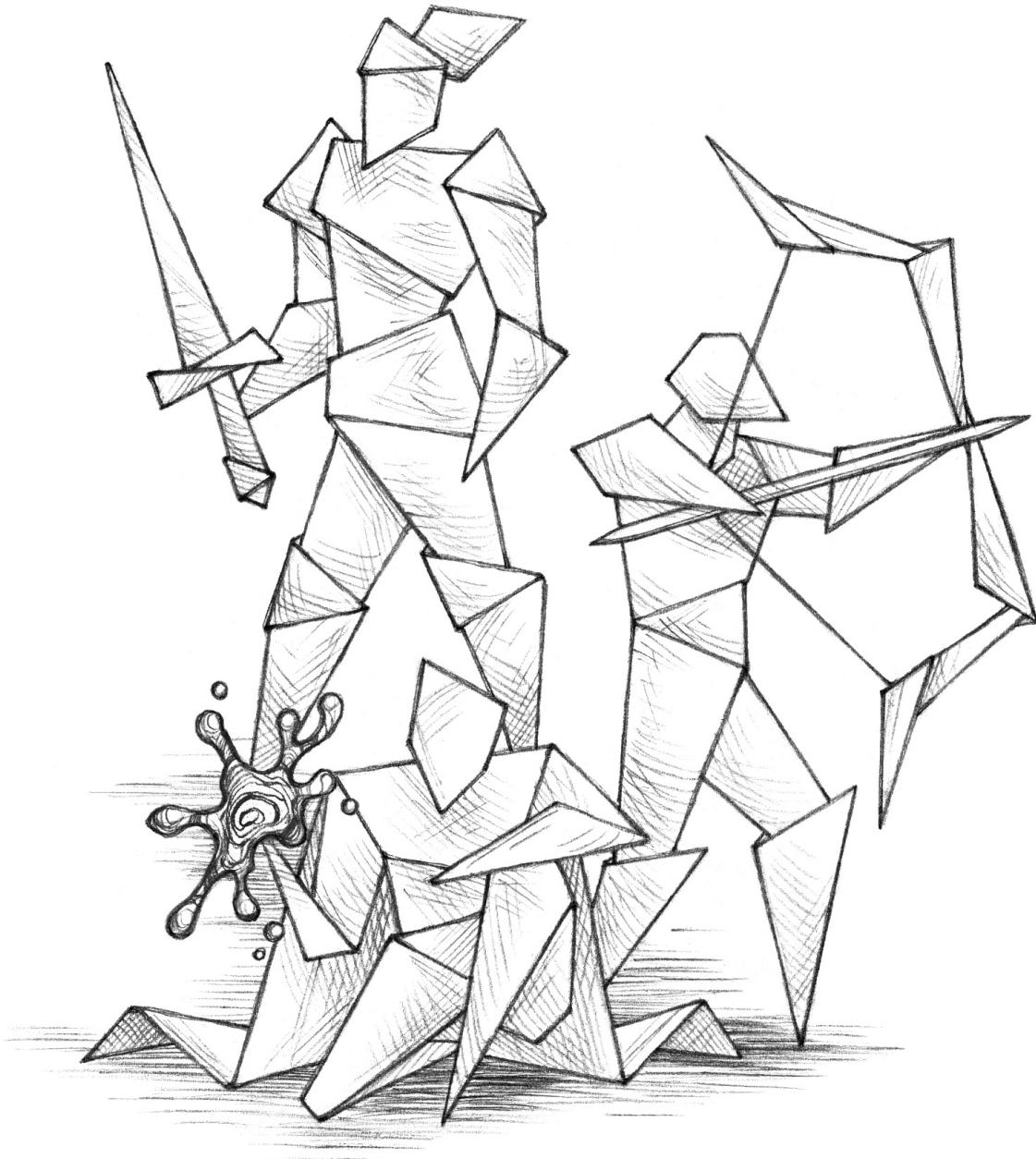


PAPER WARRIORS

Paper warriors are tiny constructs that are much more deadly than they appear at a glance. Their tiny size and ability to be easily hidden within the pages of a book means they are excellent guards for a library or a study. These little entities do not have a mind of their own and simply follow the commands of the creature that created them. Once their mission has been completed, these warriors go dormant until given a new set of instructions. While dormant, these little warriors appear as an ordinary paper toy.

One Part Paper, One Part Magic. These paper warriors are created from ordinary scraps of paper that are bestowed with a bit of magical energies. A moderately powerful spellcaster can enchant one of these beings. Novices create paper warriors that lie dormant until a specific condition occurs, such as someone trying to access a private document, before springing to life. More advanced spellcasters can create complex commands for these little constructs to perform, some even folding themselves into gliders and serving as messengers when a raven is not available.

Constructed Nature. A paper warrior does not require air, food, drink, or sleep.



PAPER KNIGHT

Tiny construct, unaligned

Armor Class 13

Hit Points 4 (3d4 - 3)

Speed 20 ft.

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

Damage Immunities poison, psychic

Damage Vulnerabilities fire

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

Senses passive Perception 9

Languages ---

Challenge 1/8 (25 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

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

PAPER RANGER

Tiny construct, unaligned

Armor Class 14

Hit Points 6 (4d4 - 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	8 (-1)	6 (-2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

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

Senses passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Shred. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

Paper Shortbow. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

PAPER MAGE

Tiny construct, unaligned

Armor Class 13

Hit Points 12 (8d4 - 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	14 (+2)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

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

Senses passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

Nimble. The paper construct has advantage on Dexterity saving throws and can disengage as a bonus action. Its long jump is 15 feet and its jump height is 10 feet, with or without a running start.

Paper Form. The paper construct can enter a hostile creature's space and stop there. It can move through a space as narrow as 1/8 inch wide without squeezing.

Water Susceptibility. For every 5 feet the paper construct moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Shred. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 slashing damage.

Ink Barrage. *Ranged Spell Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1d6) bludgeoning damage and the creature must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Literary Eruption (1/Day). The paper mage causes a book within 30 feet to violently explode, blasting high speed scraps of paper in a 15-foot cone from the books location. Each creature in this area must make a DC 12 Dexterity saving throw, taking 10 (4d4) slashing damage on a failed save or half as much damage on a successful one. The book is completely destroyed by this process.

PHOENIX

The phoenix is a creature thought to bring boundless good fortune to any who gaze upon it, but only a lucky few ever get the opportunity to do so. It is a grand bird with a wingspan of over thirty feet, each of its feathers a vibrant red, yellow, and orange that give them the appearance of flames. When the phoenix flaps its wings, plumes of fire erupt in its wake.

Phoenix tend to live within active volcanoes, bathing in the fires below and only emerging when it needs to hunt or to aid those in need. As it flies, it leaves a trail of cinders in the sky and rains ash down on the land below. If this ash makes contact with soil, plant life flourishes in the area within the next few days.

Eternal Life. A phoenix is never at risk of perishing as a result of old age. When the phoenix's time comes, its body becomes wreathed in flames and crumbles to ash. From the ash emerges a new, healthy phoenix hatchling. If the hatchling is killed, the phoenix will perish permanently, but a phoenix always plunges into the heart of a volcano when it senses the end of its days are near, providing the hatchling with the planet's natural protection.

Watchful Guardian. The phoenix can sense when good aligned creatures are in danger within a ten mile radius. The phoenix is a compassionate creature and will fly to aid these creatures, but this does not mean an alliance has been formed. The phoenix is a creature that serves its own needs and does not obey the call of any individual and any attempt to take away its freedom may be met with violence.

Magical Feathers. The phoenix's feathers will occasionally fall from its body as it soars overhead. These feathers are considered treasures, gifts from the majestic protectors of good. These feathers contain powerful innate magics that can be used to craft potent potions or can be used in conjunction with an arrow to create a projectile that bursts into flames when it strikes its target. Others use them in rituals of good fortune during holidays and other such celebrations, hoping to attain the blessing of the phoenix in the seasons to come.



PHOENIX, ADULT

Large elemental, lawful good

Armor Class 15

Hit Points 105 (14d10 + 28)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +8, Int +6, Cha +7

Damage Immunities fire

Skills Perception +5

Senses passive Perception 15

Languages Understands Common and Ignan but can't speak

Challenge 6 (2,300 XP)

Blazing Feathers. The feathers that cover the phoenix's body are constantly ablaze. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, a creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Eternal Rebirth. When the phoenix dies, its body bursts into flames and leaves behind a large pile of superheated ashes with a hatchling phoenix alive at its center.

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

Keen Sight. The phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Omen of Good Fortune. Gazing upon an adult phoenix is considered to be a great honor and fills creatures that do so with inspiration and determination. A creature that sees the phoenix can roll a d4 and add the number rolled to all skill checks and attack rolls made for the next hour.

Actions

Multiaction The phoenix makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 4 (1d8) fire damage.

Talons *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 4 (1d8) fire damage.

Wreath of Flames (Recharge 5-6). The phoenix rapidly flaps its wings and causes a ring of flame to explode out of its body. Each creature within 30 feet of the phoenix must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

PHOENIX, HATCHLING

Small elemental, lawful good

Armor Class 13

Hit Points 27 (5d6 + 10)

Speed 10 ft., fly 60 ft.

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

Saving Throws Dex +4, Int +4, Cha +4

Damage Immunities fire

Skills Perception +4

Senses passive Perception 14

Languages Understands Common and Ignan but can't speak

Challenge 1 (200 XP)

Blazing Feathers. The feathers that cover the phoenix's body are constantly ablaze. These flames shed bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, a creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 2 (1d4) fire damage.

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

Keen Sight. The phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiaction The phoenix 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:* 4 (1d4 + 2) piercing damage plus 2 (1d4) fire damage.

Talons *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 2 (1d4) fire damage.

PRIMEVAL STRIX

The primeval strix is the antithesis of the phoenix. The strix is similar in appearance to a giant owl, standing at over seven feet tall with a thirty foot wingspan of its own. The strix's face projects horror – two massive eye sockets that are filled with nothing but a black void. The white feathers that encase these eyes give it the appearance of a skull. The rest of its body is coated in thick black, silver, and navy feathers. Those who look upon the strix are filled with both terror and misfortune and seeing one is considered to be the illest of omens.

Malicious Entities. The strix seeks to cause harm, its favorite activity being to fly over ships out at sea. Every sailor knows that the strix means bad luck is on the way and it will incite panic and sometimes even cause a mutiny. On rare occasions, a ship may even sink as a result of the sheer dread caused by merely gazing upon the great avian monstrosity.

Phoenix Hunters. The strix is deeply jealous of the phoenix's eternal life and when the strix nears the end of its own lifespan it will seek out phoenix to kill. Once the deed is complete, it will devour the hatchling born from the ashes of this phoenix, ending the cycle of rebirth permanently. The devouring of the phoenix incinerates the strix's internal organs and results in its death, but it dies in a state of bliss at the knowledge of what it has done.

Magical Feathers. The strix's feathers will occasionally fall from its body as it soars overhead. These feathers are considered a plague on the lands. Plants within five feet of the feather will wither and decay over the next few days, toppling even the tallest of trees. Even the fiercest of animals know instinctively to stay a great distance away from the feather. The feather will persist for up to a month or until a creature will ill intent stumbles upon it and takes it for themselves. The feather of a strix can be used to craft deadly poisons or potions that inflict misfortune on the target for up to weeks at a time.



PRIMEVAL STRIX

Large monstrosity, chaotic evil

Armor Class 14

Hit Points 105 (14d10 + 28)

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dex +7, Int +7, Cha +8

Skills Perception +5, History +7

Senses passive Perception 15

Languages Understands Common and Abyssal but can't speak

Challenge 6 (2,300 XP)

Horrifying Visage. When a creature that can see the strix's eyes starts its turn within 30 feet of the strix, the strix can force it to make a DC 15 Wisdom saving throw if the strix isn't incapacitated and can see the creature. If the creature fails the saving throw, it becomes frightened. The frightened creature can repeat the saving throw at the end of its next turn, ending the effect on a success and becoming immune to the strix's horrifying visage for 24 hours.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the strix until the start of its next turn, when it can avert its eyes again. If a creature looks at the strix in the meantime, it must immediately make the save.

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

Keen Sight. The strix has advantage on Wisdom (Perception) checks that rely on sight.

Omen of Ill Fortune. Gazing upon a strix is considered to be a terrible omen that is sure to bring misfortune and suffering. A creature that sees the strix is plagued with bad luck. For the next hour, when that creature makes a skill check or an attack roll a d4 and subtract the result from the total.

Actions

Multiattack The strix makes two attacks: one with its beak and one with its talons.

Beak *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) necrotic damage.

Thunderous Screech (Recharge 5-6). The strix unleashes a shrill screech in a 30 ft. cone. Each creature must make a DC 15 Constitution saving throw, taking 28 (8d6) thunder damage and becoming deafened for 1 minute on a failed save, or half as much damage and not deafened on a successful one.

RASA

The rasa are known as the faceless ones to most other races. They have a single slit for a nose, black eyes that each resemble a small bead, and perfectly round, lipless mouths. The face of each rasa is exactly the same and for as long as the race has existed this has remained true. They are a short, slender race and there is no physical distinction between the male and female rasa except for reproductive organs. They are incapable of breeding with members of other races, ensuring that there will never be individuality for these creatures.

Artificial Distinction. The rasa have grown to despise their lack of individuality and it has become a core part of their society to provide such distinction in alternative manners. Every rasa wears a mask at all times. These masks are often far larger than the face of the rasa and are decorated with vibrant colors and designs. No two masks are the same, and this is what provide uniqueness to the rasa. These masks are never taken off and often the only time a face is revealed is just after birth and when a rasa is switching to a new mask.

The more powerful and wealthy rasa enchant these masks to grant themselves additional abilities. The leaders of rasa clans may have as many as five masks that they wear depending on the occasion. Such individuals have become so skilled at swapping these masks that it can be done in the middle of a crowded room with no one seeing the face that lies beneath.

In addition to masks, the rasa also wear extravagant clothing. These range the entire color spectrum and it is consistently a competition amongst the rasa to create new trends in fashion and style. The clothing of the rasa are not unique to one sex, both male and female wearing the newest trends. As a result, behaviors and garments attributed to gender amongst rasa are all but nonexistent.

Untrusted. Many creatures that first meet the rasa are immediately untrusting of them – and for good reason. The masks that cover they faces imply that they have something to hide, and often that assumption is not incorrect. Rasa are innately prideful and greedy, but when a rasa has a particularly evil heart, it causes a great amount of trouble for the entire society. The criminal will remove their mask when committing their crime. Ironically, by revealing their true face, they guarantee complete protection from identification from all but other rasa.

Sight of the Rasa. Despite the lack of unique characteristics, a rasa can always identify one of its own. A rasa can touch an individual and create a magical symbol on that creature that is invisible to all but other rasa. Each creature can have only one of these symbols and it can only be removed or replaced by the one that made it, though these do fade when the one that created it perishes. Parents use this to name their children and when the child is old enough, it will brand itself and assure it keeps its name even when its parents have passed away. The rasa also use this to discreetly alert others of creatures that may be up to no good or ones that can be trusted in their society. Because of these marks, rasa criminals always operate in other societies and rasa thieves' guilds are popular in human cities.

Thieves' Guild Leaders. Rasa have a distinct advantage over other races when it comes to crime. Their featureless faces assure anonymity and their unique sight allows them to mark potential targets and allies of the guild without others being aware. The stat blocks listed below are for members of these thieves' guilds, but if you choose to include rasa in your world, keep in mind that their rate for evil is similar to that of humans.

ALLEY STALKER

The alley stalker is the basic scout for the guild. They keep an eye out for targets of interest - any new adventurers wandering into town that may be a good potential mark for theft or ones that appear to be the type to interfere with guild business. The alley stalker will brand these targets and try to keep tabs on their whereabouts and attempting to gauge their strength. These are also typically the agents that will lure in the mark, feigning injury or danger to draw them into an abandoned building or down a street whose guards have been bribed to turn a blind eye to the guild's activities.

CUTTHROAT

The cutthroats are the guild's assassins. They are called in to assist an alley stalker when a mark has been found. These rasa prefer to remain unseen, wearing black painted masks that are enchanted with magics that allow them to shift among the shadows without detection. To kill targets remotely, they will plant exploding gold coins in the path of their mark - something that most find irresistible. When they are forced to get their hands dirty, they will put on a more sinister mask, enchanted with magics that cause the rasa's daggers to paralyze foes. This mask is also commonly used when a target is taken for ransom. No matter the mask, these rasa are considered incredibly dangerous.

MASTERMIND

Masterminds act as the leaders of the rasa Thieves' Guilds. They are quite intelligent and their innate magics make them amazing at obtaining information that can be used for blackmail or for preparing for a heist. These rasa are skilled enough to swap masks in a moment's notice and can even use their magics to fuse a mask to the face of an unwilling victim, causing them to become the mastermind's pet for a day. The mastermind will often use these masks to cause betrayal and unrest amongst groups before stealing valuable goods or secrets from the shadows.

RASA

Medium humanoid, any alignment

Armor Class 13 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	12 (+1)	11 (+0)	8 (-1)	12 (+1)

Skills Deception +5, Stealth +6

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no components:

At will: *message*

1/day each: *disguise self*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack. The rasa makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



RASA ALLEY STALKER

Medium humanoid, any evil alignment

Armor Class 14 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	14 (+2)	8 (-1)	13 (+1)

Skills Deception +5, Stealth +7

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *disguise self, silent image*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Shadows. The alley stalker has a mask enchanted to make them a threat in shadowed areas and when striking the first blow on an enemy. The alley stalker has advantage on stealth checks and its attacks against surprised enemies are always considered a critical hit.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack The rasa makes two melee attacks.

Poisoned Dagger. Melee or Ranged Weapon Attack:

+5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4 + 3) piercing damage plus 2 (1d4)

poison damage.

RASA CUTTHROAT

Medium humanoid, any evil alignment

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)

Skills Deception +5, Stealth +7

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *disguise self, silent image*

2/day each: *misty step*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Debilitation. While wearing this mask, the cutthroats weapon attacks inflict a delayed paralysis on the target. On hit, the target must succeed on a DC 12 Constitution saving throw against paralysis. On a failed save, the target's body begins to stiffen and is restrained. A restrained creature must repeat this saving throw at the end of its next turn, becoming paralyzed for 1 minute on a failed save. On a success, this effect ends and the creature is immune to the Mask of Debilitation effect for 24 hours.

Mask of Subtlety. While wearing this mask, a target hit by the cutthroat's dagger cannot speak until the start of the cutthroat's next turn. In addition, the cutthroat can Hide or Disengage as a bonus action on each of its turns.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Actions

Multiattack. The rasa makes two melee attacks.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage.

Explosive Coin (1/Day). The cutthroat throws a gold coin on the ground and sets it to either immediately detonate or to detonate when another creature attempts to pick it up. When the coin is triggered, each creature within 5 feet of the coin must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. If the coin is not triggered within 24 hours, it becomes a mundane gold coin.

RASA MASTERMIND

Medium humanoid, any evil alignment

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	14 (+2)

Skills Deception +5, Perception +5, Stealth +8

Senses passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The rasa's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *mage hand, message*

1/day each: *arcane eye, greater invisibility, silent image*

2/day each: *disguise self, misty step*

Inscrutable Intentions. The rasa is immune to any magical effects to determine if it is lying.

Mask of Deceit. While wearing this mask, the mastermind has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass itself off as a different person. It also allows the wearer to mimic the speech of a creature it has heard speak for at least 1 minute. A successful Wisdom (Insight) check contested by the mastermind's Charisma (Deception) check allows a listener to determine that the voice is faked.

Mask of Slaying. While wearing this mask, when the mastermind takes the multiattack action, it makes two additional melee attacks.

Sight of the Rasa. The rasa share a special sight that is invisible to all non-rasa creatures. As an action, a rasa can touch a creature and place a secret mark on that creature's chest. This mark lets other rasa know whether or not this creature should be regarded as a friend or a foe.

Sneak Attack (1/turn). The mastermind deals an extra 10 (3d6) 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 mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mastermind makes two melee attacks, or makes a melee attack and uses its mask of dominance.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) poison damage.

Phantom Strikes (Recharge 5-6). The mastermind summons three ethereal clones in unoccupied spaces within 60 feet. These clones immediately make two dagger attacks against a creature within 5 feet. These attacks are made with a +6 bonus to hit and deal 10 (3d6) force damage. Once these attacks are completed, the mastermind can teleport to the location of any of these clones and the clones disappear.

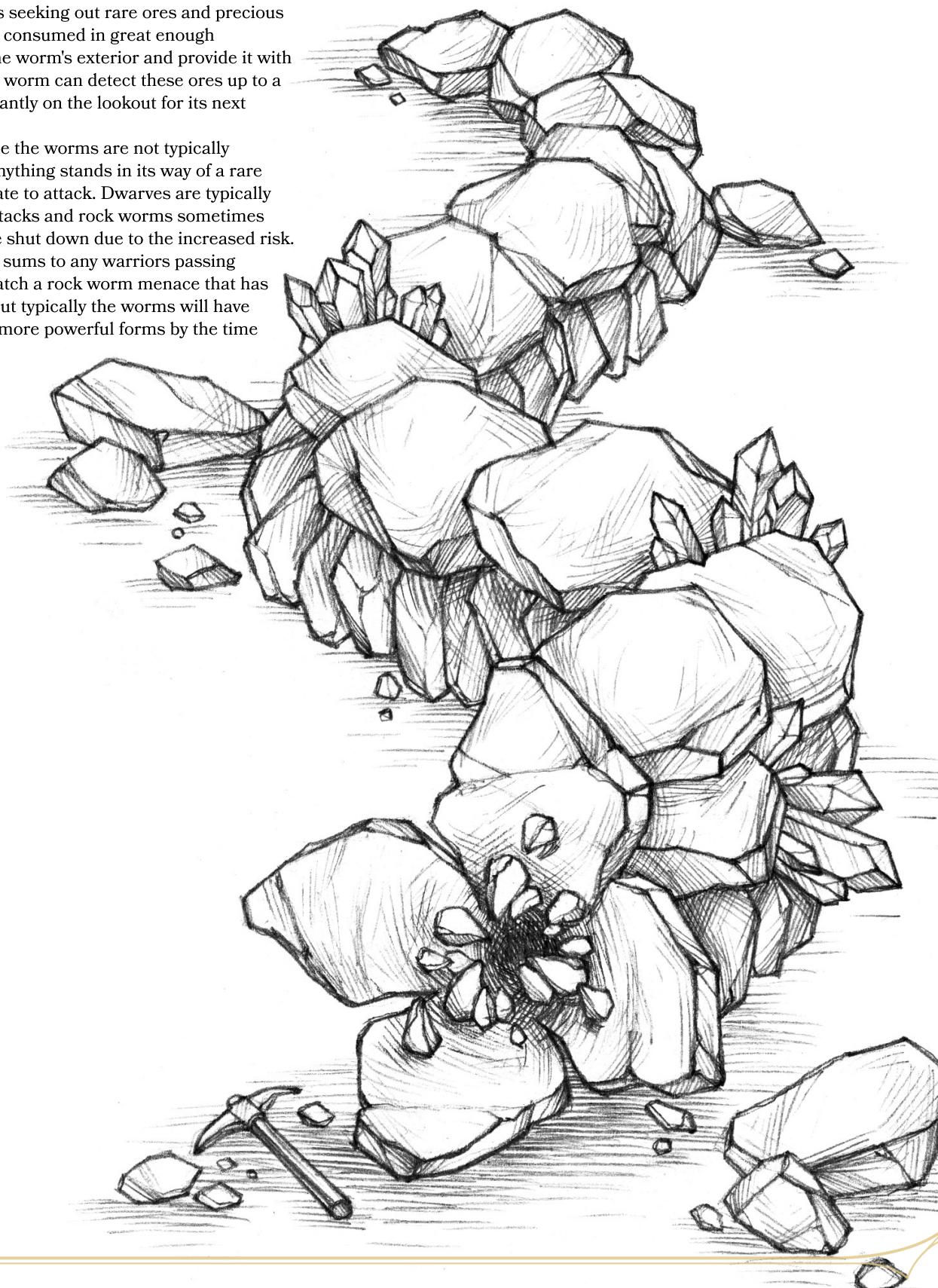
Mask of Dominance (1/Day). The mastermind places a mask of dominance on the face of a creature it is currently grappling. That creature must succeed on a DC 14 Wisdom saving throw or become charmed by the mastermind. While charmed, the creature obeys all commands of the mastermind that do not inflict self-harm. This effect ends after 24 hours or when another creature uses its action to pry the mask from the charmed creature's face.

ROCK WORM

Rock worms are subterranean creatures that can burrow through solid stone at the same rate a fish can swim through water. These creatures are between fifteen and twenty-five feet long when full grown and has a width of three feet at its widest point. These creatures exist in the material plane, typically digging through the rock beneath mountains in search of precious ores to devour.

Mineral Delicacies. The rock worm's diet consists of solid rock, but they are always seeking out rare ores and precious gemstones, which when consumed in great enough quantities can change the worm's exterior and provide it with additional strength. The worm can detect these ores up to a mile away and are constantly on the lookout for its next special meal.

Dwarves' Bane. While the worms are not typically aggressive creature, if anything stands in its way of a rare mineral, it will not hesitate to attack. Dwarves are typically the recipients of such attacks and rock worms sometimes cause entire mines to be shut down due to the increased risk. Dwarves will offer great sums to any warriors passing through if they can dispatch a rock worm menace that has overtaken their mines, but typically the worms will have shifted into one of their more powerful forms by the time heroes arrive.



ROCK WORM

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 80 (7d12 + 35)
Speed 30 ft., 30 ft. (burrow)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

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

Languages ---
Challenge 3 (700 XP)

Actions

Multattack. The rock worm makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) bludgeoning damage at the start of each of the worm's turns.

If the worm takes at least 10 damage in a single turn from a creature inside it, the worm must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away from the worm and knocked prone.

VARIANT: METAL WORMS

Some worms make their homes deep within mines and after generations of breeding they begin to take on some of the traits of the nearby ores and minerals. Such worms may have tougher skin, move more quickly than other worms, or even have reflective armor.

A mithral worm has a challenge rating of 4 (1,100 XP). It has the same statistics as a rock worm except it has an AC of 17, has a move and burrow speed of 40 ft., and has advantage on Dexterity saving throws.

An adamantine worm has a challenge rating of 4 (1,100 XP). It has the same statistics as a rock worm except it has an AC of 18, cannot be critically hit, and gains the following attack option:

Spew Stone. *Ranged Weapon Attack:* +7 to hit, reach 30/90 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage.

A diamond worm has a challenge rating of 5 (1,800 XP). It has the same statistics as a rock worm except it has an AC of 19, has resistance to bludgeoning, piercing, and slashing damage, and gains the following trait:

Reflective Carapace. Whenever a projectile spell attack targets the worm and misses by more than 5, the spell is reflected back at the caster. Make a new attack roll against the caster using the caster's bonus to hit for the spell. On a hit, the spell strikes the caster rather than the worm.

THE RUNESPEAKER

The runespeaker is an ancient being of immense power, though his appearance may not imply such strength. The runespeaker was once a human man and stands at just over six feet tall. He wears stunning white robes decorated in hundreds of runes with a golden trim. Unless the runespeaker is in combat, he keeps the hood up, concealing the fact that sigils of power have been tattooed all over his face; though even with the hood up the dim gleam of the runespeaker's eyes can be seen. He travels without so much as a backpack, but when the time comes, the runespeaker can reach into a pocket existence and withdraw his weapon, an intimidating greatsword with 12 runes of power inscribed into the metal of the blade.

A Remorseless Ruler. The runespeaker has existed for hundreds of years, countering the typical effects of aging through his magic. During this time, he has mastered the use of rune-based enchantments. When the runespeaker slays a creature, his blade automatically inscribes a powerful symbol on its chest. After ten minutes, that creature returns from the dead, more powerful than it ever was in life, and serves the commands of the runespeaker until one of the two of them dies. The runespeaker can communicate with any of its bound creatures telepathically from anywhere as long as they are on the same plane of existence.

Symbols of Power. Each of the runespeaker's unwilling followers are inscribed with a rune of power. These may make a creature faster, grant it unparalleled strength, or cause spells to glance off of its flesh harmlessly. The runespeaker can also bestow someone with a brand that causes one of many debilitating effects or even causing them to violently explode.

Lust for Power. The runespeaker's goal is to dominate enough creatures that none can match up to the strength of his army. He has dozens of small armies scattered all through the land, most simply waiting to be called upon to attack. For now, the runespeaker travels the lands, searching for new and powerful soldiers to add to his ever growing army and eventually bring devastation to this world.



THE RUNESPEAKER

Medium humanoid (any race), chaotic evil

Armor Class 18 (platemail)
Hit Points 209 (22d8 + 110)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	21 (+5)	15 (+2)	18 (+4)

Saving Throws Con +10, Int +10, Wis +7
Skills Arcana +10, Athletics +11, Deception +9, Persuasion +9
Senses darkvision 60ft., passive Perception 12
Languages Common, Celestial, telepathy 90 ft.
Challenge 15 (13,000 XP)

Bound Servitude. Any creature killed by the runespeaker is reanimated under the control of the runespeaker after 10 minutes. If the runespeaker is killed, all creatures it is controlling perish immediately.

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

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

Rune-Carved Blade. The runespeaker's greatsword is etched with 12 charged arcane runes that grant the weapon access to special abilities. When the runespeaker makes a greatsword attack, it can choose to expend one or more of these charges to enhance that strike. In addition, attacks with the runespeaker's greatsword deal an additional 14 (4d6) force damage (included in the attack).

Actions

Multattack. The runespeaker makes two attacks with his greatsword.

Rune-Carved Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 14 (4d6) force damage and the runespeaker may expend one or more charges of the blade to add one of the effects listed below.

- **Explosive Rune (1 charge).** The blade applies a volatile rune to the target. At the end of that creature's next turn, this rune detonates, dealing 22 (4d10) fire damage to that creature. Each creature within 10 feet of the detonation must make a DC 18 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

- **Sundering Rune (2 charges).** The blade applies a rune to that target that causes runic weapons automatically find weaknesses in the marked creature's defense. The runespeaker and its allies have advantage on attack rolls against the creature until the end of the runespeaker's next turn.

- **Impaling Strike (3 charges).** The runespeaker's blade extends with vicious arcane energy, cutting deep into the target and causing it to bleed. That creature immediately takes 16 (3d10) slashing damage and loses an additional 16 (3d10) hit points at the start of each of each of its turns until it receives magical healing.

Runic Burst. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 32 (5d10 + 5) force damage. If the target is branded, it takes an additional 27 (5d10) force damage and the brand is removed.

Legendary Actions

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

Brand Creature (1 action). The runespeaker extends a hand and places and attempts to place a brand on a creature it can see. That creature must succeed on a DC 18 Intelligence saving throw or be afflicted by this brand until the end of its next turn.

- Brand of Terror - The target becomes frightened of the runespeaker.
- Brand of Silence - The target's mouth is bound shut, preventing it from speaking.
- Brand of Darkness - The target's eyes are forced closed, blinding it.
- Brand of Susceptibility - The target has disadvantage on all saving throws.
- Brand of Binding - The target takes 1d10 psychic damage for every 5 feet it moves.

THE RUNESPEAKER, RUNEBOUND CREATURES

RUNEBOUND SOLDIER

Medium humanoid (human), chaotic evil

Armor Class 16 (chainmail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Condition Immunities charmed

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Runebound. The soldier's body is coated in magical runes granted by a runespeaker that provide it with additional strength. The soldier gains one of the following runic bonuses:

- Rune of Fortitude – The soldier's AC is increased to 18. In addition, as long as the soldier has at least 1 hit point, it regenerates 3 hit points at the start of its turns.
- Rune of Perception – The soldier has advantage on Wisdom (Perception) checks and can see invisible creatures.
- Rune of Strength – The soldier's longsword attacks deal an additional 2 slashing damage and it has advantage on Strength-based checks and saving throws.

Runic Weapon. The soldier's longsword is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

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

RUNEBOUND ORC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	8 (-1)	6 (-2)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Runebound. The orc's body is coated in magical runes granted by a runespeaker that provide it with additional strength. The orc gains one of the following runic bonuses:

- Rune of Brutality – When the orc hits a creature with less than its maximum hit points, the attack deals an additional 5 (1d10) slashing damage.
- Rune of Fortitude – The orc's AC is increased to 16. In addition, as long as the orc has at least 1 hit point, it regenerates 5 hit points at the start of its turn.
- Rune of Strength – The orc's greataxe attacks deal an additional 3 slashing damage and it has advantage on Strength-based checks and saving throws.

Runic Weapon. The orc's greataxe is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

Runic Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 4 (1d8) force damage.

RUNEBOUND GIANT



RUNEBOUND DIRE WOLF

Large beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 50 ft.

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

Skills Perception +5, Stealth +4

Condition Immunities charmed

Senses darkvision 60ft., passive Perception 13

Languages ---

Challenge 3 (700 XP)

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

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

Runebound. The wolf's body is coated in magical runes granted by a runespacer that provide it with additional strength. The wolf gains one of the following runic bonuses:

- **Rune of Fortitude** – The wolf's AC is increased to 16. In addition, as long as the wolf has at least 1 hit point, it regenerates 5 hit points at the start of its turn.
- **Rune of Strength** – The wolf's bite attack deal an additional 3 piercing damage and it has advantage on strength checks.
- **Rune of Swiftness** – The wolf has advantage on Dexterity saving throws and its speed is increased by 20 feet.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

RUNEBOUND GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 130 (12d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	6 (-2)

Condition Immunities charmed

Senses passive Perception 9

Languages Giant

Challenge 8 (3,900 XP)

Runebound. The giant's body is coated in magical runes granted by a runespacer that provide it with additional strength. The giant gains one of the following runic bonuses:

- **Rune of Destruction** – The giant's greatclub attacks deal double damage to objects and structures. In addition, when the giant hits a creature with its greatclub, that creature must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet in a straight line and knocked prone.
- **Rune of Immortality** – The giant's maximum hit points is increased by 20. In addition, if damage reduces the giant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage was from a critical hit. On a success, the giant drops to 1 hit points instead.
- **Rune of Warding** – The giant has advantage on saving throws against spells and other magical effects.

Runic Weapon. The giant's greatclub is imbued with powerful arcane runes, causing attacks with that weapon to deal an additional 4 (1d8) force damage (included in the attack).

Actions

Multiaattack. The giant makes two greatclub attacks.

Runic Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) force damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage

SWARM OF TEMPLE SCARABS

Temple scarabs have been used as guardians of ancient places for millennia, but nothing strikes fear quite like hundreds of them scurrying across the ground, walls, and ceiling with the soul intent of latching on the brain of unprepared creatures. For more information on Temple Scarabs, please refer to Nerzugal's Extended Bestiary in Nerzugal's Game Master Toolkit.

SWARM OF TEMPLE SCARABS

Medium swarm of Tiny beasts, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Damage Resistance bludgeoning, piercing, slashing

Conditional Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60ft., passive Perception 10

Languages ---

Challenge 2 (450 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or 1d4 scarabs burrows under the skin of the target. A creature may use one of its attack actions to attempt to cut out a scarab. That creature makes a DC 10 sleight of hand check, cutting it out of the victim on a success and dealing 3 damage to the swarm. Success or fail, the creature in which the scarab is burrowed takes 1 point of piercing damage from this maneuver.

If a scarab is burrowed, at the end of each of its turns it moves closer to the creature's brain, dealing an additional 1 piercing damage. If the scarab is not removed after 3 turns of being burrowed, it latches on to the brain of the creature and takes control of its body until removed. A creature that has a scarab removed from its brain falls unconscious for 1d4 days.

TOMB GUARDIAN

Tomb guardians are constructed to defend the bodies of deceased individuals whose burial chambers are a high risk for grave robbery. These powerful constructs are left disassembled and scattered across the room in the form of stone, bone, iron, and other seemingly unsuspecting items, but when a certain event is triggered (typically interaction with the tomb they are tasked with protecting) these pieces quickly assemble and form this menacing entity that puts an end to most would-be tomb raiders.

BOUND POWER

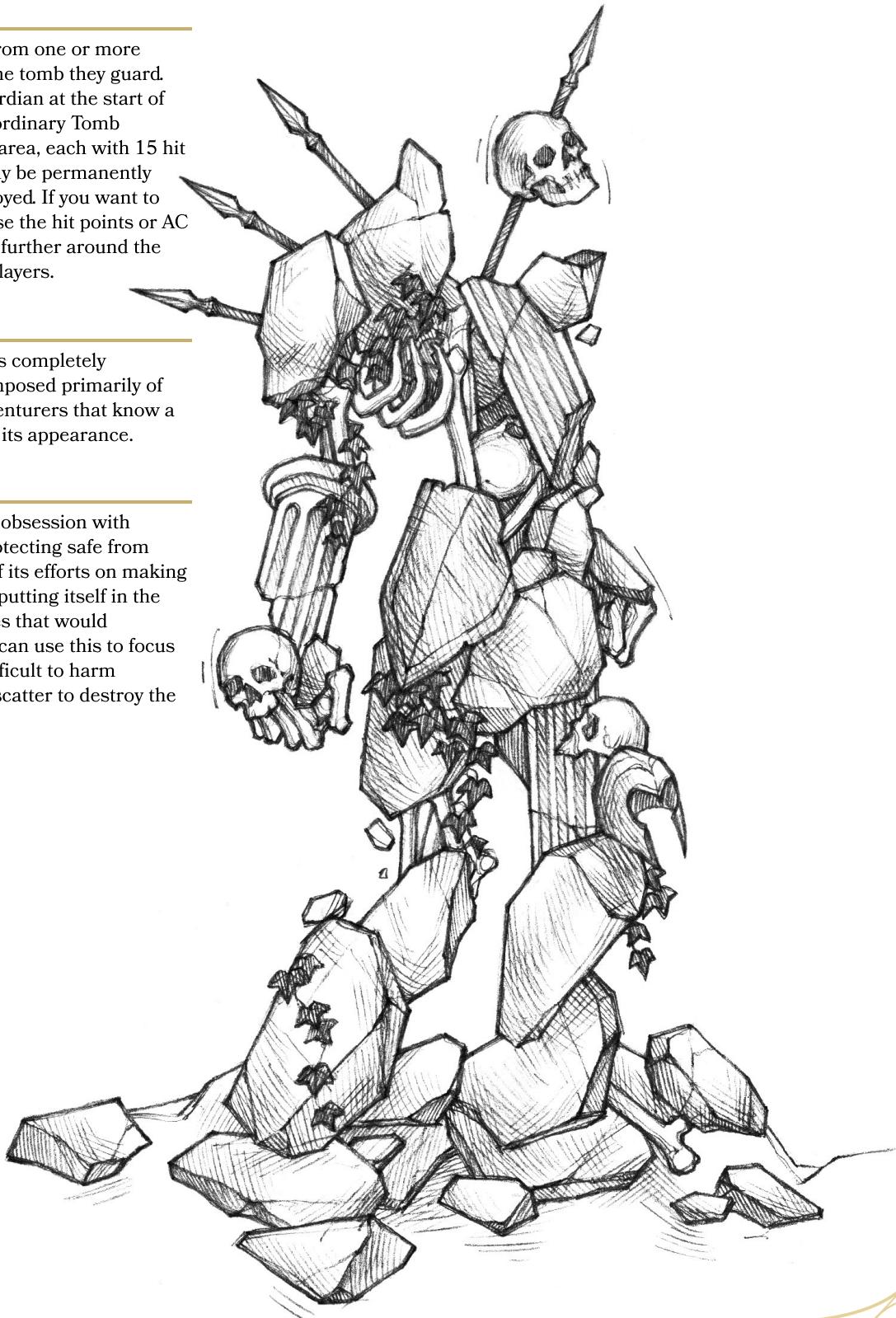
The tomb guardian's power is derived from one or more magical devices scattered throughout the tomb they guard. These provide healing for the tomb guardian at the start of each of its turns (10 hit points). For an ordinary Tomb Guardian, there are four focuses in the area, each with 15 hit points and 15 AC. The guardian can only be permanently destroyed if all of these items are destroyed. If you want to scale the CR of the guardian up, increase the hit points or AC of these objects or have them scattered further around the area or even hidden to challenge your players.

UNSEEN UNTIL AWOKEN

Until the tomb guardian is activated, it is completely undetectable in the area. Since it is composed primarily of debris and corpses, only a group of adventurers that know a guardian is lurking will be prepared for its appearance.

PERSISTENT PROTECTORS

One of the guardian's weaknesses is its obsession with keeping the tomb it is assigned with protecting safe from intruders. The construct will focus all of its efforts on making sure the remains are kept undisturbed, putting itself in the way of danger in order to attack the ones that would desecrate the body. Clever adventurers can use this to focus the guardian's attention on the more difficult to harm members of the party while the others scatter to destroy the magical devices that power it.



TOMB GUARDIAN

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	4 (-3)	6 (-2)	1 (-5)

Damage Immunities poison, psychic

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

Senses darkvision 60ft., passive Perception 8

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

Challenge 6 (2,300 XP)

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

Magic Resistance. The guardian has advantage on saving throws against spell and other magical effects.

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

Bound Regeneration. The guardian is bound to an item or set of items within the tomb it guards. At the beginning of the guardian's turn, it regains 10 hit points as long as that item is not destroyed. This regeneration continues even after the guardian is reduced to 0 hit points and it can only be permanently killed when this item (or these items) have been removed.

Actions

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

Debris Toss. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Legendary Actions

The guardian can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn.

Pummel. The guardian makes a slam attack.

Spark of Power. A spark of energy lashes out from the item to which the guardian is bound. Target creature within 10 feet of that item must make a DC 15 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

A TOMB GUARDIAN'S LAIR

Tomb Guardians, as their name suggests, dwell within tombs of creatures long gone. This is a dark, damp place, typically underground. The walls are covered in mold, the air is stale, and the area is scattered with debris of falling stone and bones that come together to form the guardian once it is awoken. The area is often filled with poisonous gas as a result of years of resting alongside dead bodies with no ventilation.

These lair effects are optional, but if you choose to use them, increase the Tomb Guardian to Challenge Rating 7 (2,900 XP).

LAIR ACTIONS

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

- Poisonous gas floods out of a crack in the floor or ceiling and fills a 20 foot cube at a point it can see within 120 feet. Any creature that starts its turn within this cloud of gas or enters it for the first time on a turn must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn. This cloud persists for one minute or until dispersed by a powerful wind.
- A bloated corpse within the room rises from the dead and begins to shamble towards the nearest hostile creature. This zombie moves 25 feet per round, moving on initiative count 20 (losing initiative ties). This zombie has 15 hit points and AC 10. When the zombie reaches a target or is reduced to 0 hit points, it swells and then explodes in a gruesome wave of putrid organs and bile. Each creature within 5 feet of the zombie must make a DC 15 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or have as much damage on a successful one.
- The spirits of the dead rise to haunt a creature within 120 feet that the guardian can see. That creature must succeed on a DC 15 Wisdom saving throw or become frightened until the end of its next turn. While frightened, that creature's movement speed is reduced to 0.

NPCs

This section contains stat blocks for non-player characters. These can be used for a guide that your players hire to escort them to a temple in the woods, for a town guard that you want to make a bit more interesting than the default stat block, or to show the party that not every person they pick a fight with in a tavern is defenseless. These characters pull signature moves from the various classes in fifth edition and can use them either to harm or to aid your players.

Power in Numbers. One of the best uses for these stat blocks is for when your party needs to face off against another group of adventurers. Perhaps multiple parties have been hired to find a valuable relic, but only the party that brings it back get paid. Maybe another band of adventurers turned to a life of crime and now the local guard has put a bounty on their heads. One of the group's enemies may have hired another band of adventurers to hunt your group down. There is also the possibility for a nonlethal battle in an arena - a featured event during a city's seasonal celebration.

Not Your Typical Foe. These aren't simply a band of goblins that your party finds in the forest that attack with savageness and little in the way of tactics. These are intelligent creatures that are just as adverse to death as your own players. They will research your player's abilities, spy on them from the shadows, use their magics to gain an upper hand, and maybe even have a few magical items in their possession. They will play dirty - laying traps or trying to plan an ambush. Use the full suite of their abilities enhance each other in combat - the group being greater than the sum of its parts.

An Extra Punch. Some of the higher level NPCs have some additional abilities added that are within flavor of a specific style of fighting. This is to give them the power to stand up to a group of your adventurers without getting access to incredibly powerful high level abilities. These characters still have the signature abilities that will make them recognizable as a specific class, but they also have a little extra that will provide additional challenge to your players.

A Word of Caution. These NPCs have far more complex stat blocks than your typical creature of the same CR. This is to give them flexibility in their use and in power when in a party with other NPCs. Before using them in a combat encounter, try to get familiar with their abilities to keep the pace of combat as fluid as possible!

Whatever you need, hopefully your players will find these characters interesting to battle against and recognize that they are not the only heroes out in the world.