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TABLE OF CONTENTS

Season 0.....	6	Bodyguard.....	15
Subservient Quaggoth	6	Cult Assassin	15
Slab.....	6	Zor Drejkov	15
--Animated lump of coal	6	Little Wing.....	16
Algaepygmy.....	6	Shard of Ogmoch.....	16
Flail Snail	7	Karsev the Drowner	16
--Giant Clam	7	Stormgale, Cult Leader	17
--Sylgar	7	Selfaril Uoumdolphin	17
Scaling the Spawn of Kyuss.....	8	Jaseen Drakehorn, High Blade of Mulmaster	17
Aspect of Kyuss	8	Banite Priest.....	17
Quaryl Tellasrim (lich, baelnorn - lorenorn)	9	Wylan Burrall	18
Season 1.....	10	Cassyt.....	18
Grim, Guard Sergeant	10	Aleyd Burrall	18
Three Crones.....	10	Young Xorn	19
Warsh.....	10	Season 3.....	19
Grimshackle Brothers,	10	--Rothe Zombie	19
Grimshackle Jailer	10	Red Plume Patrol	19
Jeralla, Sorcerer	10	Breex Vandermast	20
Farvnik the Venomous	11	Evil Sorcerer	20
Young Purple Worm.....	11	Captain Erlich	20
Kranun, Stone Giant Shaman (Possessed by		Arena Guard.....	20
Tyranthraxus).....	11	Fire Giant Whelp.....	21
Season 2.....	12	Grabber Forth	21
Boar Pit Fighter	12	Red Plume Cavalry Officer	21
The Stone Dwarf	12	Guild Mage.....	22
Doril Cire, Fire Cultist	12	Meira Faerenduil	22
Bandit Mage.....	13	Lord Agrak.....	22
Xaxan Thavish	13	Ogre Spore Servant.....	23
Lacedon.....	13	Stone Giant Spore Servant.....	23
Giant Snow Spider.....	13	Rogue Thought	23
Remorhaz Hatchling.....	14	Theara Gravelthumb.....	23
Balloon Grenadier	14	Dengor Bloodheart	24
Elemental Anchor	14	Fiendborne Fire Giant.....	24
Sergeant Kalugin	14	Fiendborne Fire Giant Whelp	24
Cloak of Mulmaster.....	15	Mutated Derro Savant	25
		Dorina T'sarran (Drow Vampire Priestess of	
		Kiaransalee)	25
		Graz'zt	26

Hledh Hellspawn	27	Young White Dragon Zombie	37
Mother	27	Bad Fruul	38
Season 4	28	Mammoth, Young	38
Mist Zombie (Lesser Strahd Zombie)	28	Beast of Talos (Modified Remorhaz)	38
Flesh Golem, Lesser (Lucian)	28	Dworkin, Cloud Giant Archmage	39
Glovia Falinescu, Necromancer	28	Merrow	39
Swarm of Puppets	29	Season 6	41
Toy Soldier	29	Sik'garuk (Kobold Scale Sorcerer)	41
Mob of Villagers	30	swarm of centipedes	41
Swarm of Creeping Coins	31	Clockwork Wyvern	41
Mirror Golem	31	Death Giant (Storm)	42
Reflection Guardian	31	Storm Giant Zombie	42
Skeletal Bull	32	Season 7	43
Goblyn	33	Yuan-ti Broodling	43
Nikolaos Salahori	33	Venom Queen Shasskatar	43
Season 5	33	Jaru Tasca	43
Greed Mote	33	Big One, The	43
Ice Spire Ogre	33	Swarm of Flying Monkey Mummies	43
Blood Rider	34	Awakened Giant Ape	43
Blood Rider Captain	34	Awakened Girallon	43
Halfling Wizard	34	Ullal, Aarakocra Shaman	43
Oblivillish, Royal Pixie	34	Zuccass, Empowered Mummy	43
Drow Elite Recruit	34	Yuan-ti Broodling	43
The Rune-Forged Guardian	34	Venom Queen Shasskatar	43
Tove Brandimen	34	Jaru Tasca	44
Beeza, Ice Spire Ogre Shaman	34	Big One, The	44
Young White Dragon Zombie	34	Swarm of Flying Monkey Mummies	45
Bad Fruul	34	Awakened Giant Ape	45
Mammoth, Young	34	Awakened Girallon	45
Beast of Talos (Modified Remorhaz)	34	Ullal, Aarakocra Shaman	45
Dworkin, Cloud Giant Archmage	34	Zuccass, Empowered Mummy	45
Halfling Wizard	34	Convention created content:	47
Oblivillish, Royal Pixie	35	Raan, Waste Management Supervisor	47
Drow Elite Recruit	35	Arnfred Miruforge	47
The Rune-Forged Guardian	35	Zombie Kirshi	47
Tove Brandimen	37	Malkyn Grenefeld	47
Beeza, Ice Spire Ogre Shaman	37	Blob of Death	48

Swarm of Animated Caltrops.....	48
Chaos Blight	48
Chaos Bolter.....	48
Chaos Slasher	49
Gondsman, Lesser.....	49
Aesperus	49
Former Doomguide Yorvir Glandon (Vampire Cleric)	50
Pavrat (Frost Giant Priest).....	51
Corrupted Owlbear	51
Corrupted Treant	51
--Sharaak, wendigo	52
--Frigid Stalker.....	52
--Frozen Sentinel.....	52
--Apprentice (Azbara Jos).....	52
Pavrat (Frost Giant Priest).....	52
Corrupted Owlbear	53
Darkbringer Druid	53
Darkbringer Berserker	54
Corrupted Treant	54
Darkbringer Horror	54
Sharaak, wendigo.....	54
Frigid Stalker	55
Frozen Sentinel	55
Giant Snake of the Mirror Maze	56
Cassylva, House Nanther Assassin	56
Half-Dragon Hydra (Black)	56
Insane Dryad	57
Quickling Rogue	57
Troll Shaman	58
Troll Warrior	58
Brinora Heartshadow (Renegade Archmage).....	58
BRINORA HEARTSHADOW (MINOR	59
Elemental Cultist.....	59
Elemental Mage: Aethermancer.....	60
Elemental Mage: Geomancer	60
Elemental Mage: Hydromancer	61
Elemental Mage: Pyromancer	61

Richard Heartshadow (Undead Guardian)	61
Huge Chuul	62
Sister Ana	62
Archdruid Sister Ana	63
Miraj Vizann.....	63
Shoalar Quanderil	63
Wobbles.....	63
Corrupted Priest of Chauntea.....	64
Priest of Chauntea	64
Dread Pirate	64
Skeleton Pirate.....	65
Star Golem	65
CCCROZK01-3 - Necromancer's Ascent	65
Doran Parzifel	65
Marzellus Marshward	66
Lightning Serpent.....	67
Shade	68
Epics	69
--Garbul, Hobgoblin Champion.....	69
Crushing Wave Deciever	69
Qabara	69
Beholder Eye of Flame.....	69
Foreman Hellbrun.....	70
Hobgoblin Battle Priest.....	70
Hobgoblin Fist.....	70
Nivek (Minotaur)	71
Hadutha the Smith.....	71
Infernal Dreadnaught	71
Ironmonger	72
Vigorel.....	72
Kelvan's Simulacrum.....	72
Death Giant (Fire)	73
+Mind Flayer Arcanist.....	73
+Mind Flayer (Ulitharid)	73
Drow matron Mummy Lord.....	74
Drow War Priest.....	75
Drow Warlock of the Fiend.....	75

DRPW Warlord.....	76
Wraith (from DDAL00-01 Window to the Past) ...	76
Death Giant (Fire)	77
Drider Spellcasting	77
Adult Red Shadow Dragon	77
Drow Archmage	78
Drow Assassin	78
Final Death Giant	79
Stone Guard Kavalrachni (duergar cavalry)	80
Duergar Stoneshaper	80
Duergar Spy.....	80
Duergar Flamekeeper	81
Duergar Infernal.....	81
Derro Darkflier	82
Derro Infernal	82
Derro Shock Trooper.....	83
Derro Assassin.....	83
Darkflier Moth	83
Tormag Xornbane (Tier 1).....	83
Tormag Xornbane (Tier 2).....	84
Umber Hulk Hatchling.....	84
KELVAN’S SIMULACRUM.....	86
INFERNAL DREADNAUGHT.....	87
IRONMONGER.....	87
VIGOREL	87
HADUTA THE SMITH	88
BARON UGARAK.....	88
NIVEK	88
GOBLIN BOOYAHG	89
GENERAL GRESHOD	89
FOREMAN HELLBRUN	89

SEASON 0

SUBSERVIENT QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 12 ft., passive Perception 10

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The quaggoth makes two claw attacks. Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage

SLAB

Slab (Galeb Duhr)

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	20(+5)	11(+0)	12(+1)	11(+0)

Changes to Slab

Slab's experiences leading up to this adventure introduce some changes to its statistics. Please apply the following updates when you run this adventure:

- Slab cannot use its Animate Boulders ability. Instead, each day at dawn Slab creates up to 20 tiny animated lumps of coal; only 20 animated lumps of coal can exist at any given time.
- Slab will not intentionally harm an unconscious creature. An animated lump of coal uses the following statistics:
- AC 12, HP 8, speed 20 ft.
- Size tiny.
- Vulnerability to fire.
- Ranged attacks made against the lumps of coal are made at disadvantage due to their size.
- An animated lump of coal cannot attack.
- As an action, the lump of coal can slide underneath a medium or smaller object. This allows the lump of coal to carry that object with no penalty to movement.
- As an action, the lump of coal can self-immolate. If it does, it is immediately destroyed and any flammable material

within two feet of it catches fire.

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

--ANIMATED LUMP OF COAL

ALGAEPYGMY

Algaepygmy

Small plant, neutral

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13(+1)	6 (-2)	11(+0)	7 (-2)	
14(+2)					

Skills Perception +2, Stealth +4

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 12

Languages Algaepygmy

Challenge 1/4 (50 XP)

Amphibious. The algaepygmy can breathe both air and water.

Plant Camouflage. The algaepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The algaepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the

algaepygmy's next turn. The algaepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

FLAIL SNAIL

Large elemental, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	5 (-3)	20(+5)	3 (-4)	10(+0)	5 (-3)

Damage Immunities fire, poison

Condition Immunities poisoned

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

Perception 10

Languages —

Challenge 3 (700 XP)

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1–2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4. No additional effect.

5–6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

Actions

Multiattack. The flail snail makes as many Flail Tentacle attacks as it has flail tentacles, all against the same target.

Flail Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Scintillating Shell (Recharges after a Short or Long Rest).

The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and

creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends. Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

--GIANT CLAM

--SYLGAR

--SPAWN OF KYUSS

Medium undead, chaotic evil

Armor Class: 10

Hit Points: 76 (9d8 + 36)

Speed: 30 ft.

SPawn of kyusS

Medium undead, chaotic evil

Armor Class: 10

Hit Points: 76 (9d8 + 36)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	18 (+5)	5 (-3)	7 (-2)	3 (-4)

Saving Throws: Wis +1

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: blindsight 60 ft., passive Perception 8

Languages: understands the languages it knew in life but can't speak

Challenge: 5 (1,800 XP)

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	18 (+5)	5 (-3)	7 (-2)	3 (-4)

Saving Throws: Wis +1

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: blindsight 60 ft., passive Perception 8

Languages: understands the languages it knew in life but can't speak

Challenge: 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing

Worm action.

Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

SCALING THE SPAWN OF KYUSS

This adventure can be played at multiple tiers but uses the same basic layout and creature selection. As such, the creatures need to be adjusted to provide an appropriate challenge across those tiers. What follows are the suggested changes, and although they are not cumulative you are encouraged to use your best judgment when applying these changes.

» Tier 2 (levels 5 - 10): no changes.
» Tier 3 (levels 11 - 16): hit points 121 (14d8 + 61), Strength is 18 (+4), resistant to non-magical weapons, once per day may choose to succeed on a failed saving throw, Burrowing Worm's Dexterity DC is 12, a worm-infested target takes 10 (3d6) necrotic damage per worm (maximum 15d6), and the claw attack becomes +8 and deals 11 (2d6 + 4) slashing damage plus 10 (3d6) necrotic damage.
Tier 4 (levels 11 - 16): hit points 166 (19d8 + 86), Strength is 20 (+5), immune to non-magical weapons and fear, resistant to fire, cold, acid, lightning, thunder; once per day may choose to succeed on a failed saving throw, has advantage on saving throws versus magic and magic effects, Burrowing Worm's Dexterity DC is 13, a worm-infested target takes 13 (4d6) necrotic damage per worm (maximum 20d6), and the claw attack becomes +10 and deals 15 (3d6 + 5) slashing damage plus 13 (4d6) necrotic damage.

For the purposes of this adventure, the effects of a Spawn of Kyuss' Burrowing Worms action stacks with the effect of a Swarm of Rot Grubs Bite action and vice versa.

ASPECT OF KYUSS

Gargantuan fiend, neutral evil

Armor Class: 25

Hit Points: 548 (25d20 + 260)

Speed: 60 ft., burrow 120 ft.

STR DEX CON INT WIS CHA

26 (+8) 16(+3) 26 (+8) 26 (+8) 26 (+8) 26 (+8)

Saving Throws: Str +17, Dex +15, Wis +17

Skills: Arcana +17, Perception +25, Religion +17

Damage Immunities: acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: blinded, deafened, frightened, poisoned, prone, stunned

Senses: darkvision 240 ft., truesight 120 ft., passive

Perception 35

Languages: Common, Ancient Netherese, Dwarvish, Elvish, Abyssal, Infernal

Challenge: 25 (75,000 XP)

Discorporation. When Kyuss drops to 0 hit points or dies, his body is destroyed but his essence travels back to his prison inside the Dark Obelisk, and it is unable to take physical form for a time.

Innate Spellcasting (3/day). Kyuss can innately cast divine word (spell save 25). His spellcasting ability is Charisma, and he does not require any verbal, material, or somatic components when using this ability.

Legendary Resistance (3/day). If Kyuss fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Kyuss is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Kyuss' melee and ranged attacks are magical.

Regeneration. At the start of his turn, every living creature within 100 feet must succeed on a DC 15 Constitution saving throw or they lose 5 hit points and Kyuss regains 5 hit points.

Spawning. Kyuss may generate a rot grub swarm any time he is hit by a melee attack or other physical effect.

Actions

Multiattack. Kyuss can use Frightful Presence and make two melee attacks.

Claw. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 42 (12d6) necrotic damage. When Kyuss hits with this attack, the target must succeed on a DC 18 Con save or become infected with rot grubs (use the Burrowing Worm action effect of a Spawn of Kyuss, but the damage +3d6 higher). This damage ignores any of the target's resistances; if the target is immune to necrotic damage, they are instead merely resistant to necrotic damage for this effect.

Frightful Presence. Each creature and sentient magical item of Kyuss' choice that is within 240 feet of Kyuss and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kyuss' Frightful Presence for the next 24 hours. If a sentient item is frightened in this manner, its additional abilities fail to function until it is no longer frightened.

Consume Material. Kyuss can consume non-living, biodegradable matter in an adjacent square. Small objects or corpses restore 3d6 hit points; medium objects or corpses restore 6d6 hit points and advantage on its next attack roll; large or larger objects or corpses restore 10d6 hit points and Kyuss gains 1 additional legendary action.

Legendary Actions

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

Claw. As per the action above.

Agitate Rot Grubs (Costs 2 Actions). Kyuss agitates his rot grubs. Any character infected with a rot grub must immediately succeed on a DC 15 Constitution saving throw or else become infected with another worm, as per the Burrowing Worm action of a Spawn of Kyuss.

-- QUARYL TELLASARIM (LICH, BAEKNORN - LORENORN)

Medium undead (elf), neutral good

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	16(+3)	20(+5)	14(+2)	16 (+3)

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

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic Damage

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Elven, Ancient Netherese, Dwarven, Thayan, Primordial

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed bael-norn gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery. A baelnorn may choose to have the

mythal of its home, if there is a mythal, serve as its phylactery.

Spellcasting. Quaryl is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): see baelnorn spellmastery

1st level (4 slots): see baelnorn spellmastery

2nd level (3 slots): see baelnorn spellmastery

3rd level (3 slots): see baelnorn spellmastery

4th level (3 slots): blight, dimension door

5th level (3 slots): antilife shell, scrying

6th level (1 slot): disintegrate, globe of invulnerability

7th level (1 slot): finger of death, plane shift

8th level (1 slot): dominate monster, power word stun

9th level (1 slot): power word kill

Baelnorn Spellmastery. As long as Quaryl is in his lair, he may cast any cantrip, 1st-, 2nd-, or 3rd-level wizard spell.

He doesn't have to prepare these spells in advance or use spell components for these spells, though he is limited to the number of spell slots listed elsewhere in his stat block. Baelnorn Turn Resistance. Quaryl has advantage on saving throws against any effect that turns undead. When inside the mythal of Myth Drannor, he is immune to spells and effects that would turn him or that would use a fear-based effect.

Quaryl's Codex. Quaryl carries a uniquely enchanted Tome of the Stilled Tongue. Power word stun is his chosen spell, but if he is dominated by the warlock he loses attunement to the book.

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

In addition to a lich's normal legendary actions, Quaryl has the following new legendary action:

Feeblemind (Costs 3 Actions). Quaryl may cast feeblemind, using no spell components, twice per day. If he is within the mythal of Myth Drannor, this effect is empowered any the initial saving throws against this effect made by non-elves are made with disadvantage.

New Lair Action

In addition to a lich's normal lair actions, Quaryl has the following new lair action:

Apparate. Quaryl may teleport himself and any other equipment that he is holding to another room within his lair.

SEASON 1

GRIM, GUARD SERGEANT

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	14(+2)	10(+0)	10(+0)	11(+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

THREE CRONES

Medium humanoid (human), chaotic neutral

Armor Class 12 (hide armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	11(+0)	10(+0)	12(+1)	12(+1)

Skills Deception +3, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Dark Devotion. The three crones have advantage on saving throws against being charmed or frightened.

Spellcasting. The three crones are 1st-level spellcasters.

Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The three crones have the following cleric spells prepared:

Cantrips (at will): mending, sacred flame

1st level (2 slots): command, inflict wounds

Actions

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

WARSH

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Spellcasting. Warsh is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st level (4 slots): charm person, mage armor, magic missile

2nd level (3 slots): hold person, misty step

Actions

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 3 (1d8 - 1) bludgeoning damage.

GRIMSHACKLE BROTHERS,

Halfling Bandits

Medium humanoid (halfling), neutral evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	13(+1)	10(+0)	11(+0)	10(+0)	11(+0)

Senses passive Perception 10

Languages Common, Halfling

Challenge 1/8 (25 XP)

Brave. The halfling has advantage on saving throws against being frightened.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than it.

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30 ft./120 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

GRIMSHACKLE JAILER

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	12(+1)	10(+0)	11(+0)	10(+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

JERALLA, SORCERER

Medium humanoid (dragonborn), chaotic evil

Armor Class 13 (mage armor)

Hit Points 21 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	12(+1)	11 (+1)	13(+1)	16(+3)

Saving Throws Con +4, Cha +6

Skills Arcana +3, Intimidation +6

Senses passive Perception 11

Damage Resistance fire

Languages Common, Draconic

Challenge 2 (450 XP)

Draconic Ancestry. Jeralla has red dragon ancestry

Spellcasting. Jeralla is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Jeralla knows the following sorcerer spells:

Cantrips (at will): acid splash, fire bolt, mage hand, message, minor illusion

1st level (4 slots): mage armor, thunderwave

2nd level (3 slots): cloud of daggers, crown of madness, scorching ray

3rd level (2 slots): hypnotic pattern

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest).

Jeralla exhales a 15-foot cone of fire. Each creature in the area must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Reckless Dweomer (Recharge 5–6). When Jeralla casts a spell, she can invoke a wild magic surge to cast the spell as though she had spent a slot one level higher than the slot used to cast the spell.

FARVNIK THE VENOMOUS

Medium humanoid (half-elf), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +6

Skills Deception +6, Insight +6, Perception +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elvish, Infernal

Challenge 5 (1,800 XP)

Fey Ancestry. Farvnik has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Farvnik is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to

hit with spell attacks). Talis has the following spells

prepared from the cleric spell list:

Cantrips (at will): guidance, sacred flame, thaumaturgy

1st level (4 slots): command, cure wounds, healing word, inflict wounds

2nd level (3 slots): blindness/deafness, lesser restoration, spiritual weapon (spear)

3rd level (3 slots): dispel magic, mass healing word, spirit guardians

4th level (3 slots): death ward, freedom of movement

5th level (1 slot): insect plague

Poison Strike (3/Day). Once per turn, when Farvnik hits with a melee attack, she can expend a use of this trait to deal an extra 9 (2d8) poison damage.

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

YOUNG PURPLE WORM

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	17(+3)	3 (–4)	10(+0)	4 (–3)

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 20 (3d10 + 4) piercing damage.

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

KRANUN, STONE GIANT SHAMAN (POSSESSED BY TYRANTHRAXUS)

Huge giant, lawful evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	15(+2)	20(+5)	10(+0)	12(+1)	14(+2)

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

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., telepathy 120 ft., passive Perception 14

Languages Abyssal, Celestial, Common, Draconic, Infernal, Giant

Challenge 8 (3,900 XP)

Innate Spellcasting. Kranun's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: detect thoughts

1/day: meld into stone, stone shape

Special Equipment. Kranun wears a mantle of spell resistance, which gives him advantage on saving throws against spells.

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

Actions

Multiattack. Kranun makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a

creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Fire Aura. Kranun activates a fiery aura that surrounds him and burns creatures close to him. At the start of each of Kranun's turns, each creature within 5 feet of him takes 7 (2d6) fire damage, and flammable objects in the area that aren't being worn or carried ignite. A creature that touches Kranun or hits it with a melee attack while within 5 feet of him takes 7 (2d6) fire damage. Kranun can end this effect at any time, or it ends when Kranun is unconscious or killed.

Reactions

Rock Catching. If a rock or similar object is hurled at Kranun, Kranun can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

SEASON 2

BOAR PIT FIGHTER

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)

Hit Points 58 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +5, Dex +5

Skills Athletics +5, Intimidation +4

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Brave. The boar pit fighter has advantage on saving throws against being frightened.

Actions

Multiattack. The boar pit fighter makes two melee weapon attacks with its chosen weapon. If wielding clawed gauntlets, it can make an extra two attacks.

Pike (Goat head fighter). Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the boar pit gladiator hit when charging the target, they also fall prone.

Clawed Gauntlet (Lion head fighter). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Burning Maul (Dragon head fighter). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, plus 3 fire damage.

Blow Fire (Recharge 6, dragon head fighter). The boar pit fighter spits a mouthful of oil over the burning maul, exhaling fire in a 10-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful save.

THE STONE DWARF

Medium humanoid (dwarf), neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	16(+1)	16(+3)	10(+0)	12(+1)	15(+2)

Saving Throws Str +5, Dex +5, advantage against poison

Skills Athletics +6, Intimidation +4

Senses passive Perception 13

Languages Common, Dwarfish

Challenge 3 (700 XP)

Brave. The stone dwarf has advantage on saving throws against being frightened.

Actions

Multiattack. The stone dwarf makes two hand axe attacks. Hand Axe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

DORIL CIRE, FIRE CULTIST

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	13(+1)	10(+0)	11(+0)	12(+1)

Skills Deception +3, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Dark Devotion. Doril Cire has advantage on saving throws against being charmed or frightened.

Flaming Weapon (Recharges after a Short or Long Rest).

As a bonus action, Doril Cire can wreath one melee weapon he is wielding in flame. He is unharmed by this fire, which

lasts until the end of his next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage.

BANDIT MAGE

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11(+0)	17(+3)	12(+1)	11(+0)	14(+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Spellcasting. The red wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

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

2nd level (3 slots): hold person, invisibility

Actions

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 3 (1d8 – 1) bludgeoning damage.

XAXAN THAVISH

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

The fanatic has the following cleric spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st level (4 slots): charm person, magic missile

2nd level (3 slots): hold person, misty step

Actions

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one creature. Hit: 3 (1d8 – 2) bludgeoning damage.

LACEDON

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	10(+0)	7 (-2)	10(+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT SNOW SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +7

Damage Resistances cold

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

Languages —

Challenge 1 (200 XP)

Ice Walk. The spider can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much

damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

REMORHAZ HATCHLING

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire

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

Languages —

Challenge 2 (450 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage plus 3 (1d6) fire damage.

BALLOON GRENADIER

Medium humanoid (human), chaotic evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	12(+1)	11(+0)	14(+2)	13(+1)

Saving Throws Dex +5 (+10 in balloon basket)

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Actions

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

Boomerang. Ranged Weapon Attack: +5 to hit, ranged 20/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the attack misses the grenadier can make a second attack against a target within range (original target included).

Toxic Gas Grenade. Ranged Weapon Attack: range 80 ft., target one square. Each creature within 5 feet must make a DC 13 Dexterity saving throw or take 9 (2d8) piercing

damage poison damage. The target must also make a DC 13 Constitution saving throw or be poisoned for 1 minute. If successful, the target takes half damage.

ELEMENTAL ANCHOR

Medium humanoid (air genasi), chaotic evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	12(+1)	11(+0)	14(+2)	13(+1)

Saving Throws Dex +5

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Personal Storm. The elemental anchors are surrounded by swirling elemental energy. This energy provides resistance versus elemental attacks and +3 to AC against ranged attacks.

Storm Lash. Any creature that hits an elemental anchor with a melee attack causes an energy discharge and takes 3 (1d10) lightning damage.

Unleashed Storm. When an elemental anchor's hit points are reduced to 0 or lower the personal storm is disrupted. A character adjacent to the elemental anchor can spend their reaction to become the new eye of the personal storm, gaining the benefits, but becoming part of the ritual.

Actions

Multiaction. The elemental anchor makes two shortsword attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Boomerang. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. On the first miss the anchor can make an attack roll against another target within range including the original target.

Mingle with the Wind. Once per encounter the elemental anchor can cast the levitate spell requiring no material components.

Reactions

Whirlwind Rush. Once per encounter, when missed by an attack, the elemental anchor can move up to 30 feet without provoking attacks of opportunity. The anchor must end this movement adjacent to another creature.

SERGEANT KALUGIN

Medium humanoid (human), lawful neutral

Armor Class 15 (breastplate)

Hit Points 52 (8d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +3, Wis +4

Skills Athletics +4, Intimidation +4

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. Sergeant Kalugin makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 1) piercing damage.

Reactions

Parry. Sergeant Kalugin adds 2 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

CLOAK OF MULMASTER

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 2 (450 XP)

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

Cantrips (at will): fire bolt, light, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): flaming sphere, Melf's acid arrow

3rd level (2 slots): blink, fireball

Actions

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.

BODYGUARD

Medium humanoid (human), neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	14(+2)	11(+0)	10(+0)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The bodyguard makes two melee attacks, or two

ranged attacks if it is wielding both hand crossbows.

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

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120

ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reactions

Parry. The bodyguard adds 2 to its AC against one melee attack

that would hit it. To do so, the bodyguard must see the attacker

and be wielding a melee weapon.

CULT ASSASSIN

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather)

Hit Points 32 (6d8 + 5)

Speed 30 ft., fly 30 ft.

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

Skills Perception +6, Stealth +5

Senses passive Perception 16

Languages Common, Auran

Challenge 1 (200 XP)

Wingwear. The cult assassin has a fly speed of 30 ft. when using its wingwear.

Dark Devotion. The cult assassin has advantage on saving throws against being charmed or frightened.

Sneak Attack (1/Turn). The cult assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cult assassin that isn't incapacitated and the cult assassin doesn't have disadvantage on the roll.

Actions

Multiattack. The cult assassin makes two melee attacks.

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

ZOR DREJKOV

Medium humanoid (human), neutral evil

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Perception +5

Senses passive Perception 10

Languages Common, Auran

Challenge 1/8 (25 XP)

Dark Devotion. Zor Drejkov has advantage on saving throws against being charmed or frightened.

Actions

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

Reactions

Parry. Zor Drejkov adds 2 to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LITTLE WING

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +5, Wis +4

Skills Deception +4, Perception +4, Religion +2, Stealth +5

Senses devil sight 120 ft., passive Perception 14

Languages Common, Auran

Challenge 3 (700 XP)

Dark Devotion. Little Wing has advantage on saving throws against being charmed or frightened.

Devil Sight. Little Wing can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

Mask of Many Faces. Little Wing can cast disguise self at will, without expending a spell slot.

Special Equipment (Winged Boots). These boots can be used fly for up to 4 hours, all at once or in several shorter flights each using a minimum of 1 minute from the duration.

Spellcasting. Little Wing is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has 2 spell slots to cast the following spells

Cantrips (at-will): blade ward, eldritch blast, friends

1st level: charm person, hex, witchbolt

2nd level: cloud of daggers, darkness

3rd level: vampiric touch

Actions

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

SHARD OF OGREMOCH

Medium elemental, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 40 ft.

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

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned,

prone, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Terran

Challenge 1/2 (100 XP)

Earth Walk. The shard of Ogrmnoch can move across difficult terrain made of earth or stone without expending extra movement.

Trampling Charge. If the shard of Ogrmnoch moves at least 20 feet in a straight line toward a creature and then hits with a slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the shard of Ogrmnoch can move through the target's square and continue its movement (provoking an attack of opportunity from the prone creature if it moves out of its threatened area). If the shard of Ogrmnoch comes to a second creature, it may attempt another attack with its slam as a bonus action. The second attack has no chance of knocking the foe prone.

Actions

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

KARSEV THE DROWNER

Medium humanoid (half-elf), chaotic neutral Armor Class 18 (scale armor and shield) Hit Points 33 (6d8 + 6) Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages Common, Primordial

Challenge 2 (450 XP)

Fey Ancestry. Karsev has advantage on saving throws against being charmed, and magic can't put him to sleep.

Dark Devotion. Karsev has advantage on saving throws against being charmed or frightened.

Watery Step (Recharge 5-6). When in the Elemental Node, Karsev can use a bonus action to teleport between the pool and the floating globules of water or between two globules of water.

Spellcasting. Karsev is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): command, inflict wounds, shield of faith
2nd level (3 slots): hold person, spiritual weapon
Actions
Multiattack. Karsev makes two melee attacks.
Hand fork. Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

STORMGALE, CULT LEADER

Medium humanoid (human), neutral evil
Armor Class 12 (15 with mage armor)
Hit Points 66 (10d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	20(+5)	15(+2)	16(+3)

Saving Throws Int +8, Wis +5
Skills Arcana +9, History +9
Damage Resistances cold, fire, lightning, thunder
Senses passive Perception 12
Languages Common, Draconic, Giant, Ignan
Challenge 6 (2,300 XP)

Spellcasting. Stormgale is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation
1st level (4 slots): detect magic, mage armor, magic missile, shield
2nd level (3 slots): detect thoughts, mirror image, misty step
3rd level (3 slots): fireball, lightning bolt, sleet storm
4th level (2 slots remaining): dimension door, fire shield, stoneskin
5th level (1 slot): cone of cold, wall of force

Stormgale casts these spells on himself before combat.

Actions

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.

SELFARIL UOUMDOLPHIN

Medium humanoid (human), lawful evil
Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	10(+0)	12(+1)	17(+3)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Deception +6, History +3, Intimidation +6,
Persuasion +6

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Brave. Selfaril has advantage on saving throws against being frightened.

Actions

Multiattack. Selfaril makes three melee attacks.+3

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands to make a melee attack.

Bonus Actions

Second Wind (Recharged after a Short or Long Rest):

Selfaril regains 1d10 + 6 hit points.

Reactions

Parry. Selfaril adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

JASEEN DRAKEHORN, HIGH BLADE OF MULMASTER

Medium humanoid (human), neutral evil
Armor Class 16 (studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	12(+1)	12(+1)	14(+2)	16(+3)

Saving Throws Dex +8, Int +5

Skills Deception +6, Insight +5, Investigation +4, Perception +8,

Persuasion +6, Sleight of Hand +7, Stealth +10

Senses passive Perception 18

Languages Common, Elvish

Challenge 7 (2,900 XP)

Assassinate. During her first turn, Jaseen has advantage on attack rolls against any creature that hasn't taken a turn.

Any hit Jaseen scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). Jaseen Drakehorn deals an extra 10 (3d6) damage when she 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 that isn't incapacitated and Jaseen does not have disadvantage on the attack roll.

Actions

Multiattack. Jaseen makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, plus 7 (2d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit:

BANITE PRIEST

Medium humanoid (human), lawful evil
Armor Class 16 (scale armor and shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	12(+1)	10(+0)	16(+3)	13(+1)

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

Senses passive Perception 13

Languages Common, Infernal

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

The priest has the following cleric spells prepared:

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

1st level (4 slots): bane, bless, sanctuary

2nd level (3 slots): blindness/deafness, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

Actions

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

WYLAN BURRAL

Medium humanoid (human), lawful evil

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 40 ft.

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

Skills Acrobatics +7, Athletics +4, Deception +5, Insight +5, Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Common, Terran

Challenge 5 (1,800 XP)

Evasion. If Wylan is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on his saving throw and half damage if he fails.

Unarmored Defense. When Wylan is wearing no armor and wielding no shield his AC includes his Wisdom modifier (included in his AC, above).

Unarmored Movement. When Wylan is wearing no armor and wielding no shield his speed increases by 10 feet (included in his speed above).

Spellcasting. Wylan is a 5th-level spellcaster. His

spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

He knows the following cleric spells:

Cantrips (at will): guidance, sacred flame, spare the dying

1st level (4 slots): bless, cure wounds, sanctuary

2nd level (3 slots): blindness/deafness, spiritual weapon

3rd level (2 slots): dispel magic, mass healing word

Actions

Multiattack. Wylan makes three melee attacks.

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

Reactions

Parry and Counter. Wylan adds 2 to his AC against one melee or ranged attack that would hit him. If the attack misses, Wylan can make one melee attack against the attacker if it is within his reach.

CASSYT

Medium humanoid (human), lawful good

Armor Class 15 (leather armor, shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 12

Languages Common, Terran

Challenge 2 (450 XP)

Devotion of the Grave. Cassyt has advantage on saving throws against being charmed or frightened.

Spellcasting. Cassyt is a 4th-level spellcaster. Her spellcasting

ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cassyt has the following cleric spells prepared:

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

1st level (4 slots): bless, cure wounds, shield of faith

2nd level (3 slots): hold person, spiritual weapon

Actions

Multiattack. Cassyt makes two melee attacks.

Quarterstaff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands to make a melee attack.

ALEYD BURRAL

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	16(+3)	12(+1)	11(+0)	17(+3)

Skills Intimidation +5, Perception +2

Senses tremorsense 30 ft., passive Perception 12

Languages Common, Terran

Challenge 5 (1,800 XP)

Death Burst. When Aleyd dies, she turns in to stone and explodes in a burst of rock shards becoming a smoking pile of rubble. Each creature within 10 feet of Aleyd when she explodes must succeed on a DC 14 Dexterity saving throw or 11 (2d10) bludgeoning damage, half on a successful save.

Earth Walk. Aleyd can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. Aleyd can cast pass without trace, requiring no material components, once per day. She regains this ability after a short rest. Constitution is the spellcasting ability for this spell.

Special Equipment (Greatsword of Wounding). Once per turn, when Aleyd hits a creature with an attack using this weapon, she can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time she's wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Spellcasting. Aleyd is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

She knows the following sorcerer spells:

Cantrips (at will): acid splash, blade ward, light, mending, mold earth

1st level (4 slots): expeditious retreat, false life, shield

2nd level (3 slots): Maximilian's earthen grasp, shatter

3rd level (3 slots): erupting earth, meld into stone

4th level (1 slot): stonewalk

Actions

Greatsword of Wounding. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Aleyd can also expend a spell slot to deal extra damage, dealing 2d8 slashing damage for a

1st level slot, plus an extra additional 1d8 for every level of the slot above first.

YOUNG XORN

Medium elemental, neutral

Armor Class 18 (natural armor)

Hit Points 50 (5d8 + 25)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	20(+5)	11(+0)	10(+0)	11(+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 16

Languages Terran

Challenge 3 (700 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The young xorn makes three claw attacks and one bite attack.

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

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) piercing damage.

SEASON 3

--ROTHE ZOMBIE

RED PLUME PATROL

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	12(+1)	10(+0)	11(+0)	10(+0)

Saving Throws Str +3, Con +3

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The Red Plume patrol makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Net. Ranged weapon attack: +3 to hit, range 5/15 ft., one creature. Hit: A large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net also frees the creature.

Reactions

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

BREEX VANDERMAST

Medium humanoid (half-orc), neutral evil

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	11(+0)	10(+0)	15(+2)

Skills Animal Handling +2, Athletics +5, Deception +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Orc

Challenge 3 (700 XP)

Relentless Endurance (1/Long Rest). When Breex is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Savage Attack. When Breex scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Breex is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Breex knows the following sorcerer spells:

Cantrips (at will): chill touch, firebolt, message, minor image, shocking grasp

1st level (4 slots): expeditious retreat, feather fall, sleep

2nd level (3 slots): blur, misty step

3rd level (2 slots): haste

Actions

Multiattack. Breex makes two melee attacks.

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

Reactions

Parry. Breex adds 2 to his AC against one melee attack that would hit him. To do so, Breex must see the attacker and be wielding a melee weapon.

EVIL SORCERER

Medium humanoid (half-orc), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11(+0)	11(+0)	12(+1)	17(+3)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Relentless Endurance (1/Long Rest). When the evil sorcerer is reduced to 0 hit points, but not killed outright, it can drop to 1 hit point instead.

Savage Attack. When the evil sorcerer scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. The evil sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The evil sorcerer has the following sorcerer spells

prepared:

Cantrips (at will): fire bolt, message, shocking grasp

1st level (4 slots): expeditious retreat, mage armor, shield

2nd level (3 slots): blur, misty step

Actions

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

CAPTAIN ERLICH

Medium humanoid (human), lawful evil

Armor Class 20 (plate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	14(+2)	11(+0)	11(+0)	15(+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Special Equipment. Captain Erlich has two potions of healing.

Brave. Captain Erlich has advantage on saving throws against being frightened.

Actions

Multiattack. Captain Erlich makes two melee attacks.

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

Poisoned Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage and the target must succeed on a DC 15 saving throw or become poisoned for 1d4 hours.

Battle Cry (1/Day). Each creature of Captain Erlich's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of Captain Erlich's next turn. Captain Erlich can then make one attack as a bonus action.

ARENA GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	12(+1)	10(+0)	11(+0)	10(+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Net. Ranged weapon attack: +3 to hit, range 5/15 ft., one creature. Hit: A large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net also frees the creature.

FIRE GIANT WHELP

Huge giant, neutral

Armor Class 17 (splint)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	9 (-1) 20(+5)	10(+0)	12(+1)	9 (-1)	

Saving Throws Con +8, Wis +4

Skills Athletics +12, Perception +4

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Undercommon

Challenge 7 (2,900 XP)

Actions

Multiattack. The giant makes two longsword attacks.

Longsword. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6) slashing damage if used with two hands.

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

GRABBER FORTH

Medium humanoid (gnome), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	20(+5)	15(+2)	16(+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Draconic, Elvish, Gnomish, Infernal, Undercommon

Challenge 12 (8,400 XP)

Gnome Cunning. Forth has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility

at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): Maximillian's earthen grasp, mirror image, see invisibility

3rd level (3 slots): counterspell, fireball, slow

4th level (3 slots): greater invisibility, polymorph, stonewood

5th level (3 slots): cone of cold, fire shield, immolation

6th level (1 slot): globe of invulnerability

7th level (1 slot): forcecage

8th level (1 slot): incendiary cloud

9th level (1 slot): time stop

Grabber Forth casts these spells before combat.

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

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

RED PLUME CAVALRY OFFICER

Medium humanoid (human), any alignment

Armor Class 17 (splint)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	14(+2)	11(+0)	11(+0)	10(+0)

Skills Athletics +4, Animal Handling +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The Red Plume cavalry officer makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Reactions

Parry. The Red Plume cavalry officer adds 2 to its AC against one melee attack that would hit it. To do so, the Red

Plume cavalry officer must see the attacker and be wielding a melee weapon.

GUILD MAGE

Medium humanoid (any race), lawful neutral

Armor Class 11 (14 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The guild mage is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The guild mage has the following wizard spells

prepared:

Cantrips (at will): fire bolt, mage hand, shocking grasp

1st level (4 slots): mage armor, shield

2nd level (3 slots): misty step, scorching ray

Actions

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

MEIRA FAERENDUIL

Medium undead, lawful neutral

Armor Class 16

Hit Points 91 (14d8 + 28)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16(+3)	16(+3)	13(+1)	11(+0)	17(+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Netherese

Challenge 8 (3,900 XP)

Cunning Action. On each of her turns, Meira can use a bonus action to take the Dash, Disengage, or Hide action.

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

Incorporeal Movement. Meira can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Sneak Attack (1/Turn). Meira deals an extra 13 (4d6) damage when she 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 Meira that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Meira makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Oathbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

LORD AGRAK

Medium fiend, lawful evil

Armor Class 17 (studded leather, shield)

Hit Points 60 (11d6 + 18)

Speed 30 ft., fly 60 ft.

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

Saving Throws Str +6, Con +5, Int +4, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +6

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Goblin, Infernal

Challenge 4 (1,100 XP)

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

Fiendish Blessing. The AC of Lord Agrak includes its Charisma bonus.

Innate Spellcasting. Lord Agrak's spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

3/day each: alter self, command, detect magic

Actions

Multiattack. Lord Agrak makes two melee attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Fire Ray. Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 10 (3d6) fire damage.

Fiendish Charm. One humanoid Lord Agrak can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Lord Agrak's spoken commands. If the target suffers any harm from Lord Agrak or another creature or receives a suicidal command from Lord Agrak, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Lord Agrak's Fiendish Charm for the next 24 hours.

Reactions

Redirect Attack. When a creature Lord Agrak can see targets him with an attack, he chooses another ally within 5 feet of him. Lord Agrak and the ally swap places, and the chosen ally becomes the target instead.

OGRE SPORE SERVANT

Large plant, unaligned

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

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

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 8

Languages –

Challenge 2 (450 XP)

Actions

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

STONE GIANT SPORE SERVANT

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

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

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 8

Challenge 5 (1,800 XP)

Actions

Multiattack. The stone giant spore servant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

ROGUE THOUGHT

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	12(+1)	17(+3)	17(+3)	19(+4)

Damage Resistances slashing from nonmagical weapons

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

Skills Arcana +5, Deception +7, Insight +6, Perception +6,

Persuasion +7, Stealth +4

Senses darkvision 120 ft. (can see normally in magical darkness), passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft. Challenge 9 (5,000 XP)

Magic Resistance. Rogue Thought has advantage on saving throws against spells and other magical effects.

Dark One's Blessing. Rogue Thought has granted Rogue Thought additional protections. When Rogue Thought reduces a hostile creature to 0 hit points, it gains 14 temporary hit points.

Innate Spellcasting (Psionics). Rogue Thought's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Spellcasting. Rogue Thought is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Rogue Thought has two 5th-level spell slots, which it regains after a long or short rest and has the following warlock spells prepared:

Cantrips (at will): chill touch, eldritch blast, prestidigitation, true strike

1st level: hex

2nd level: crown of madness, mirror image, misty step, ray of enfeeblement

3rd level: dispel magic, vampiric touch

4th level: banishment

5th level: dream, hold monster

Actions

Multiattack. Rogue Thought makes two tentacle attacks.

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by Rogue Thought. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (recharge 5-6). Rogue Thought magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

One With Shadows. While it is in an area of dim light or darkness, Rogue Thought becomes invisible. It remains so until it moves or performs an action or a reaction.

THEARA GRAVELTHUMB

Medium humanoid (duergar), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 97 (15d8 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	12(+1)	11(+0)	10(+0)

Damage Resistances poison Senses darkvision 120 ft., passive Perception 10
 Languages Dwarvish, Undercommon
 Challenge 6 (2,300 XP)
 Duergar Resistance. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.
 Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
 Body Thief. Theara is currently the host body for an intellect devourer. The intellect devourer can use the body thief ability (as per the intellect devourer stat block), but only to leave Theara's form. She does not have to reach 0 hit points in order to use this ability.
 Action Surge (Recharges after a Short or Long Rest). Theara can take one additional action.
 Improved Critical. Theara scores weapon critical hits on a roll of 19 or 20.

Actions

Multiattack. Theara makes two attacks.
 Warpick. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 5) piercing damage, or 12 (2d8 + 5) piercing damage while enlarged.
 Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.
 Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.
 Invisibility (Recharges after a Short or Long rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.
 Bonus Action Second Wind (Recharges after a Short or Long Rest. Theara regains 11 (1d10 + 6) hit points.

DENGOR BLOODHEART

Dengor Bloodheart
 Huge giant, lawful evil
 Armor Class 18 (plate)
 Hit Points 224 (18d12 + 108)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23(+6)	10(+0)	16(+3)	13(+1)

Saving Throws Dex +3, Con +10, Cha +5
 Skills Athletics +11, Perception +7
 Damage Immunities fire
 Senses passive Perception 17
 Languages Giant
 Challenge 11 (7,200 XP)
 Spellcasting. Dengor is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).
 Dengor has the following cleric spells prepared:
 Cantrips (at will): blade ward, sacred flame, thaumaturgy
 1st level (4 slots): cure wounds, guiding bolt, sanctuary
 2nd level (3 slots): lesser restoration, spiritual weapon
 3rd level (2 slots): protection from energy, spirit guardians
 Actions
 Multiattack. The giant makes two greatsword attacks.
 Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.
 Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

FIENDBORNE FIRE GIANT

Huge giant, lawful evil
 Armor Class 18 (plate)
 Hit Points 162 (13d12 + 78)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23(+6)	10(+0)	14(+2)	13(+1)

Saving Throws Dex +3, Con +10, Cha +5
 Skills Athletics +11, Perception +6
 Damage Immunities fire, poison
 Condition Immunities poisoned
 Senses blindsight 60 ft., passive Perception 16
 Languages Abyssal, Giant
 Challenge 9 (5,000 XP)
 Innate Spellcasting. The fiendborne fire giant can innately cast the following spell, requiring no material components.
 1/day: darkness
 Actions
 Multiattack. The giant makes two greatsword attacks.
 Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.
 Rock Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

FIENDBORNE FIRE GIANT WHELP

Huge giant, lawful evil
 Amor Class 17 (half-plate)
 Hit Points 126 (11d12 + 55)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	15(+2)	20(+5)	10(+0)	12(+1)	9 (-1)

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

Skills Athletics +12, Perception +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Abyssal, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The fiendborne fire giant can innately cast the following spell, requiring no material components.

1/day: darkness

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 6) bludgeoning damage.

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

MUTATED DERRO SAVANT

Large humanoid (derro), chaotic evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	11(+0)	16(+3)	14(+2)	12(+1)	16(+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 7 (2,900 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The mutated derro savant has advantage on saving throws against spells and other magical effects.

Magic Weapons. The mutated derro savant's weapon attacks are magical.

Regeneration. The mutated derro savant regains 10 hit points at the start of its turn if it has at least 1 hit point.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The derro is a 9th-level spellcaster. Its spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). The derro knows the following sorcerer spells:

Cantrips (at will): acid splash, light, mage hand, message, ray of frost

1st level (4 slots): burning hands, chromatic orb, sleep

2nd level (3 slots): invisibility, fear

3rd level (3 slots): crown of madness, gaseous form, lightning bolt

4th level (3 slots): banishment, wall of fire

5th level (1 slot): cone of cold

Actions

Multiattack. The mutated derro savant makes two attacks, either with its claws or its glaive.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, range 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

DORINA T'SARRAN (DROW VAMPIRE PRIESTESS OF KIARANSALEE)

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30ft.

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

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

Skills Perception +8, Stealth +9

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

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 15 (13,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling.

unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws: **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants,

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell DC 13). It can innately cast the following spells, requiring no material components.

At will: dancing lights

1/day each: darkness, faerie fire

Spellcasting. The drow is a 10th-level spellcaster. Her spellcasting ability

is Wisdom (save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): guidance, poison spray, resistance, spare the dying, thaumaturgy

1st level (4 slots): bless, cure wounds, guiding bolt, ray of sickness

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

3rd level (3 slots): conjure animals (2 giant spiders), dispel magic

4th level (3 slots): banishment, freedom of movement

5th level (2 slots): flame strike, insect plague

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Slam (Vampire Form Only). Melee Weapon Attack: +9 to hit,

reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4)

piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest.

The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Slam. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

GRAZ'ZT

Large fiend (demon, shapechanger), chaotic evil

Armor Class 20 (natural armor)

Hit Points 378 (36d10 + 180)

Speed 40 ft.

STR DEX CON INT WIS CHA

22(+6) 15(+2) 21(+5) 23(+6) 21(+5) 26(+8)

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

Skills Bluff +15, Insight +12, Perception +12, Persuasion +15

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Shapechanger. Graz'zt can use his action to polymorph into a form that resembles a Medium humanoid, or back into his true form. Aside from his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

Legendary Resistance (3/Day). If Graz'zt fails a saving throw, he can choose to succeed instead.

Magic Resistance. Graz'zt has advantage on saving throws against spells and other magical effects.

Magic Weapons. Graz'zt's weapon attacks are magical.

Innate Spellcasting. Graz'zt's spellcasting ability is Charisma (casting ability +15, spell save DC 23). He can innately cast the following spells, requiring no material components:

At will: charm person, crown of madness, detect magic, dispel magic, dissonant whispers

3/day each: counterspell, darkness, dominate person, sanctuary, telekinesis, teleport

1/day each: dominate monster, greater invisibility

Actions

Multiattack. Graz'zt attacks twice with the Wave of Sorrow.

Wave of Sorrow (Greatsword). Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) slashing damage plus 14 (4d6) acid damage.

Teleport. Graz'zt magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

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

Attack. Graz'zt attacks once with the Wave of Sorrow.

Dance, My Puppet! One creature charmed by Graz'zt that Graz'zt can see must use its reaction to move up to its speed as Graz'zt directs.

Sow Discord. Graz'zt casts crown of madness or dissonant whispers.

Teleport. Graz'zt uses his Teleport action.

Lair Actions

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

- Graz'zt casts the command spell on every creature of his choice in the lair. He needn't see each one, but he must be aware that an individual is in the lair to target that creature. He issues the same command to all the targets.

- Smooth surfaces within the lair become as reflective as a polished mirror. Until a different lair action is used, creatures within the lair have disadvantage on Dexterity (Stealth) checks made to hide.

HLEDH HELLSPAWN

Huge giant (demon), lawful evil

Armor Class 18 (plate)

Hit Points 175 (14d12 + 84)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire, poison

Condition Immunities poison Senses blindsight 60 ft., passive Perception 16

Languages Abyssal, Giant

Challenge 10 (5,900 XP)

Legendary Resistance (1/Day). If Hledh fails a saving throw, she can choose to succeed instead.

Innate Spellcasting Hledh can innately cast the following spells, requiring no material components.

1/day: darkness

Spellcasting. Hledh is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). Hledh has the following cleric spells prepared:

Cantrips (at will): guidance, spare the dying, thaumaturgy

1st level (3 slots): bane, guiding bolt, healing word, shield of faith

Actions

Multiattack. Hledh makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

MOTHER

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

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

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.
 Challenge 16 (15,000 XP)
 Legendary Resistance (3/Day). If Mother fails a saving throw, it can choose to succeed instead.
 Magic Resistance. Mother has advantage on saving throws against spells and other magic effects
 Magic Weapons: Mother's weapon attacks are magical.
 Reactive: Mother can take one reaction on every turn in a combat.
 Actions
 Multiattack. Mother makes seven attacks: six with its tentacles and one with its tongue.
 Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.
 Tongue. Melee Weapon Attack: +9 to hit, reach 15 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Mother can automatically hit the target with its tongue, and Mother can't make tongue attacks against other targets.
 Teleport. Mother magically teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see.
 Reactions
 Parry. Mother adds 5 to its AC against one melee attack that would hit it. To do so, Mother must see the attacker.
 Legendary Actions
 Mother can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mother regains spent legendary actions at the start of its turn. Mother consumes a derro worshiper and a spawned demon buds off Mother into an unoccupied space within 60 feet of Mother where it acts normally remaining on this plane until it or Mother is slain. All of the demons bear her mark and are twisted versions of the normal demon oozing slime, gifted with tentacles, dozens of eyes, or some other despicable visual trait.
 Spawn Succubus. Mother spawns a succubus.
 Spawn Barlgura (Costs 2 Actions). Mother spawns a barlgura.
 Spawn Vrock (Costs 3 Actions). Mother spawns a Vrock

SEASON 4

MIST ZOMBIE (LESSER STRAHD ZOMBIE)

FLESH GOLEM, LESSER (LUCIAN)

Medium construct, neutral
 Armor Class 9
 Hit Points 67 (9d8 + 27)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	9 (-1)	17(+3)	6 (-2)	10(+0)	5 (-3)

 Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't

adamantine
 Damage Immunities lightning, poison
 Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
 Senses darkvision 60 ft., passive Perception 10
 Languages understands all languages it knew in life but can't speak
 Challenge 3 (700 XP)
 Berserk. Whenever the golem starts its turn with 30 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 30 hit points or fewer, the golem might go berserk again.
 Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
 Immutable Form. The golem is immune to any spell or effect that would alter its form.
 Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
 Actions
 Multiattack. Lucian makes two slam attacks or one slam attack and one pincer attack
 Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 3) bludgeoning damage.
 Pincer. Melee Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) bludgeoning damage and the creature is grappled (escape DC 13).

GLOVIA FALINESCU, NECROMANCER

Medium humanoid (human), neutral evil
 Armor Class 12 (15 with mage armor)
 Hit Points 30 (5d8 + 5)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10(+0)	12(+1)	17(+3)	14(+2)	13(+1)

 Saving Throws Con +3, Cha +5
 Senses passive Perception 12
 Languages Common
 Challenge 3 (700 XP)
 Spellcasting. Glovia is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): spare the dying, chill touch , shocking grasp

1st level (4 slots): healing word, mage armor, inflict wounds, shield

2nd level (3 slots): misty step, suggestion, hold person

Glovias chill touch can target two creatures within 5 feet of each other.

Actions

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

Legendary Actions

Glovias can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creatures turn. Glovia regains spent legendary actions at the start of her turn. Glovia can't use the same legendary action twice in consecutive rounds.

Smoke Bomb. Glovia may hurl a vial from a nearby table at one creature, mimicking the effects of a fog cloud spell, though with only a 10-foot radius.

Poisoned Dagger. Glovia makes a dagger attack. If successful, the target must succeed on a DC 11

Constitution saving throw or take 7 (2d6) poison damage.

Optimal Positioning. Glovia moves her speed. This movement doesn't provoke opportunity attacks.

Exploding Beaker (Costs 2 actions). Glovia hurls a large beaker which lands at a location of her choosing and explodes in a ball of flame. Each creature within 15 feet of that point must succeed on a DC 11 Dexterity saving throw or take 10 (2d6) fire damage and be knocked prone from the blast.

Lair Actions

On initiative count 20 (losing initiative ties), Glovia takes a lair action to cause one of the following effects;

Glovias can't use the same effect two rounds in a row:

The floor in the room buckles and writhes. Each creature in the room must succeed on a DC 11

Dexterity saving throw or be knocked prone. Glovia is immune to this effect.

The contents of a nearby cauldron boil over.

Creatures within 5 feet of the cauldron must succeed on a DC 13 Dexterity saving throw or take 5 (1d10) acid damage. Additionally, the ground in the area becomes slick with wet goo and is treated as difficult terrain for 1 round.

A mirror in the room twists and corrupts the reflection of a single creature of Glovias choice for 1 round. That creature must succeed at a DC 11 Horror saving throw. As a reaction, the creature can avoid looking at the reflection by closing its eyes or averting its gaze. However, doing so causes all of that creature's attacks to be made with disadvantage for 1 round.

SWARM OF PUPPETS

Medium swarm of Tiny constructs, unaligned
Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11(+0)	9 (-1)	12(+1)	10(+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Resistances poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creatures space and vice versa, and the swarm can move through any opening large enough for a Tiny puppet. Other than a successful Encore, the swarm can't regain hit points or gain temporary hit points.

Encore. Two swarms of less than 8 hit points can join together and form a new swarm by entering the same space. The new swarm has 16 hit points. An encore may occur in the same space as an enemy creature.

Actions

Strangle. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d8 - 1) bludgeoning damage., and the target is grappled (escape DC 14). Until the grapple ends, the creature is restrained, and the swarm can't strangle another target.

TOY SOLDIER

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13(+1)	12 (-1)	4 (-3)	10(+0)	10(+0)

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

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/8 (25 XP)

Pack Tactics. The toy soldier has advantage on attack rolls against a creature if at least one other soldier is within 5 feet of the creature and the other soldier isn't incapacitated.

Magic Weapons. The swarms attacks are considered magical.

Actions

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

The Visitor

Medium humanoid (human), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16(+3)	14(+2)	16(+3)	13(+1)	14(+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2,

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages Common, Giant

Challenge 4 (1,100 XP)

Spellcasting. The Visitor is a 6th level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Visitor has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, friends, shocking grasp

1st level (4 slots): fog cloud, mage armor, shield

2nd level (3 slots): blindness/deafness, crown of madness, hold person, suggestion

3rd level (2 slots): fear, hypnotic pattern

Split Enchantment. When the Visitor casts an enchantment spell of

1st level or higher that targets only one creature, he can have it target a second creature.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 10ft., one creature. Hit: 5 (1d6+ 3) piercing damage.

Cape of the Mountebank (Special Equipment, 1/day). As an action, the Visitor can cast dimension door. When he disappears, he leaves behind a cloud of stale dust. The dust lightly obscures the space he left and the space he appears in, and it dissipates at the end of his next turn. A light or stronger wind disperses the dust.

Reactions

Instinctive Charm. When a creature that the Visitor can see makes an attack roll against him, he can divert the attack, provided that another creature is within the attack's range.

The attacker must make a DC 13 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including you or itself.

On a successful saving throw, the Visitor can't use this feature on the same attacker again until he finishes a long rest.

Eugen Adi

Medium humanoid (human), neutral evil

Armor Class 17 (half plate armor)

Hit Points 150 (20d8 + 60)

Speed 45 ft.

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

Saving Throws Str +7, Wis +5

Skills Athletics +7, Deception +7, Intimidation +7,

Stealth +6

Damage Resistance cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Ravenous Curse. Luca's power comes from the curse he bears. If the curse is removed (such as by remove curse) Eugen's speed is reduced to 30 ft., and he loses his damage resistances and his consuming bite and retched spittle abilities.

Ravenous Tenacity. Eugen has advantage on all Dexterity and Wisdom saving throws.

Actions

Multiattack. Eugen makes two attacks with his longsword. Longsword. Melee Weapon Attack: +7 to hit, range 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make an attack.

Consuming Bite (Recharges 5-6). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and 21 (6d6) necrotic damage. Eugen regains hit points equal to the necrotic damage dealt by this attack. Eugen's mouth grows into a giant grotesque maw when this ability is used. Characters within 30 ft. of Eugen when he makes this attack for the first time and can see him must make a DC 10 Horror saving throw.

Legendary Actions

Eugen 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. Eugen regains a spent legendary action at the start of his turn.

Riposte. If Eugen is targeted by a melee attack that misses and the attacker is within 5 feet of Eugen, he makes a single melee attack with his longsword against the creature that attacked him.

Pounce. Eugen leaps to a single target within 30 feet of him and makes a single attack. This movement does not provoke opportunity attacks. Eugen can use this legendary action once per round.

Retched Spittle. Eugen launches a glob of rancid spittle at a point within 60 feet. Each creature within a 10-foot radius of that point must succeed on a DC 13 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 1 minute. On a success, a target takes only half damage and is not poisoned. At the end of each of its turns, a target may attempt another saving throw, ending the poisoned condition early on a success.

MOB OF VILLAGERS

Gargantuan swarm of humanoids, neutral

Armor Class 10

Hit Points 184 (16d20+16)

Speed 20 ft.

STR DEX CON INT WIS CHA

18(+4) 11(+0) 12(+1) 9 (-1) 9 (-1) 10(+0)

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

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Torches. The torches of the mob of villagers provide dim light in all area 30 ft. from the mob.

Swarm. The mob can occupy another creatures space and vice versa, and the mob can move through any opening large enough for a medium creature to pass through. The mob can't regain hit points or gain temporary hit points.

Actions

Multiattack. The mob makes four attacks per turn.

Torch. Melee Weapon Attack: +5 to hit, range 5 ft., one creature. Hit: 10 (4d4) bludgeoning damage plus 3 (1d6) fire damage or 5 (2d4) bludgeoning damage plus 2 (1d4) fire damage if the mob has half its hit points or fewer.

Sticks. Melee Weapon Attack: +5 to hit, range 5 ft., one creature. Hit: 14 (4d6) bludgeoning damage or 7 (2d6) bludgeoning damage if the mob has half its hit points or fewer.

Stones. Ranged Weapon Attack: +2 to hit, range 20/60 ft., one creature. Hit: 10 (1d4) bludgeoning damage or 5 (2d4) bludgeoning damage if the mob has half its hit points or fewer.

SWARM OF CREEPING COINS

Medium swarm of Tiny constructs, unaligned

Armor Class 15 (natural armor)

Hit Points 28 (5d6)

Speed 30 ft.

STR DEX CON INT WIS CHA

13(+1) 16(+3) 9 (-1) 1 (-5) 7 (-2) 2 (-4)

Damage Immunities poison, psychic

Condition Immunities

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The coins are incapacitated while in the area of an antimagic field. If targeted by dispel magic, the coins must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While it remains motionless, this creature is indistinguishable from a pile of normal coins.

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 coin. The swarm can't regain hit points or gain temporary hit points.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

MIRROR GOLEM

Large construct, unaligned

Armor Class 14

Hit Points 104 (11d10 + 44)

Speed 40 ft.

STR DEX CON INT WIS CHA

17(+3) 19(+4) 18(+4) 6 (-2) 10(+0) 5 (-3)

Damage Vulnerability force

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2,300 XP)

Aversion of Thunder. If the golem takes thunder damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Actions

Multiattack. The golem makes two fist attacks.

Fist. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

REFLECTION GUARDIAN

Medium construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

STR DEX CON INT WIS CHA

1 (-5) 1 (-5) 10(+0) 14(+2) 10(+0) 10(+0)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Antimagic Susceptibility. The reflection guardian is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the guardian must succeed on a

Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

3/day each: counterspell, crown of madness, hypnotic pattern, telekinesis

False Appearance. While the figure in the mirror remains motionless, the guardian is indistinguishable from a normal mirror.

SKELETAL BULL

Skeletal Bull

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	15(+2)	6(-2)	8(-1)	5(-3)

18(+4) 11(+0) 15(+2) **6(-2)** 8(-1) 5(-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing 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 and knocked prone.

Actions

Medium humanoid (human), chaotic evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	16(+3)	20(+5)	17(+3)	18(+4)

13(+1) 10(+0) 16(+3) 20(+5) 17(+3) 18(+4)

Saving Throws Wis +7, Cha +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, fire, necrotic, poison

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

Skills Arcana +13, Religion +13

Senses darkvision 60 ft., passive Perception 13; Esmae sees through all forms of darkness

Languages Abyssal, Common, Draconic, Infernal, Sylvan; telepathy 100 ft.

Challenge 11 (7,200 XP)

Darkness Breeds Darkness. Esmae has advantage on ability checks and attack rolls against characters with the Touched by the Mists story award. Similarly, such

characters have disadvantage on any saving throw made against Esmae.

Blessing of Mother Night. Esmae is shielded against divination magic, as though she was protected by a nondetection spell.

Legendary Resistance (3/day). If Esmae fails a saving throw, she succeeds instead.

Vestige of the Evening Glory. If Esmae fails a saving throw against the magic locket and has no more uses of legendary resistance, the Evening Glory is pulled from within her she loses: all damage immunities, all

Condition Immunities except charmed, blessing of the Mother Night, and two legendary actions per turn. In addition, her kiss no longer heals her.

Spellcasting. Esmae is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Esmae has the following wizard spells prepared:

Cantrips: acid splash, fire bolt, light, mage hand, prestidigitation

1st level (4 slots): charm person, magic missile, shield, witch bolt

2nd level (3 slots): crown of madness, hypnotic pattern, misty step

3rd level (3 slots): counterspell, dispel magic, fireball, lightning bolt

4th level (3 slots): blight, Evard's black tentacles, polymorph

5th level (2 slots): cloudkill

6th level (1 slot): disintegrate

7th level (1 slot): finger of death

Actions

Multiattack. Esmae makes three attacks with her Kiss.

Kiss. Melee Spell Attack: +8 to hit, reach 5 ft., one target.

Hit: 14 (3d6 + 4) psychic damage and the target must succeed in a DC 16 Wisdom saving throw or be charmed.

The charmed target regards Esmae as his or her true love to be heeded and protected, through violence against others if need be. Although the target isn't under Esmae's control, it takes Esmae's requests or actions in the most favorable way it can. Each time Esmae or Esmae's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Esmae is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect. Esmae heals half of the psychic damage done.

Legendary Actions

Esmae can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Esmae regains spent legendary actions at the start of her turn. Esmae can't use the same legendary action twice in the same round.

Anything for Love. Each victim of Esmae's kiss attacks a creature within reach.

Blow a Kiss. Esmae moves her speed without provoking opportunity attacks and then uses kiss against a target within 30 feet.

Loving Concentration. Esmae transfers the ability to maintain concentration of a spell she has cast to an ally.

Love's Flickering Flame. Esmae lights a candle which casts a cantrip at a target of her choice.

Ritual Casting. Esmae maintains the transformation ritual.

Love Conquers All (costs 2 actions). Esmae ends a condition that she began her action with.

Lair Actions

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

Candle Caster. One of the candles in the room burns out, triggering a spell as if it had been cast by Esmae. This spell uses one of her slots but emanates from any point in the room she wishes.

Candle Flare. All candles in the room flare brightly. Esmae's enemies who can see must make a DC 16 Constitution saving throw or be blinded until the end of their action.

Love Never Dies. One of Esmae's allies returns to life with half hit points.

Vision of Beauty. Moonlight fills the room. All creatures that were charmed by Esmae but no longer are, stare longingly at her until the end of their next turn; granting enemies advantage on attacks rolls. These victims may still act normally.

GOBLYN

Medium humanoid, neutral evil

Armor Class 15 (natural armor)

Hit Points 56 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	8 (-1)	10(+0)	13(+1)

Skills Athletics +5, Perception +2, Stealth +5

Condition Immunities Charmed, sleep effects.

Senses darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 3 (700 XP)

Controlled. The goblin is in constant telepathic communication with its creator who can see and hear through the goblin's senses as a bonus action.

Actions

Multiattack. The goblin makes three attacks: two with its claws and one with its bite or feast. Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage and the target is grappled (escape DC 15).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Feast. Melee Weapon Attack: +6 to hit, reach 5 ft., one grappled target. Hit: 15 (2d8 + 6) pierce damage and the goblin covers the target's mouth and nose with its own mouth as it begins to chew off the victim's face. The target can't breathe and must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion and disadvantage on all Charisma ability checks until they complete a long rest. While feasting, the goblin may not bite.

NIKOLAOS SALAHORI

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 112 (15d8 + 45) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	10(+0)	9 (-1)	15(+2)

Skills Intimidation +8, Perception +2

Senses darkvision 30 ft., Passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon does one extra die of damage when Nikolaos hits with it (included in the attack). Actions

Multiattack. Nikolaos makes two attacks with his battleaxe.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) if used with two hands.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

SEASON 5

GREED MOTE

Greed Mote Medium monstrosity, unaligned Armor Class

12 Hit Points 13 (3d8) Speed 10 ft., fly 30 ft. **STR** **DEX**

CON	INT	WIS	CHA	10(+0)
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14(+2)	10(+0)	10(+0)	10(+0)	10(+0)
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Senses passive Perception 10 Languages —

Challenge 1/2 (100 XP) Actions Sting. Melee Weapon

Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

ICE SPIRE OGRE

Ice Spire Ogre

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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21(+5) 10(+0) 18(+4) 9 (-1) 12(+1) 8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

Actions

Multiattack. The ogre makes two melee attacks.

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

Frozen Head. Ranged Weapon Attack: +8 to hit, range 30/60 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

BLOOD RIDER

Blood Rider

Medium humanoid (any race), any alignment

Armor Class 16 (ring mail and shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	10(+0)	13(+1)	10(+0)

Saving Throws Str +5, Con +4

Skills Animal Handling +3, Athletics +5

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Mounted Defense. While mounted, the rider can force an attack that targets its mount to target the rider instead.

Mounted Evasion. While mounted, if the rider's mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The Blood Rider makes two attacks.

Lance. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage. This attack is

made disadvantage against targets within 5 feet and must be used with two hands if the Blood Rider is not mounted.

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

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Blood Rider Captain Changes

Note the following adjustments for the Blood Rider captains:

- Skarn can't wear a shield; reduce his AC is 17.
- Cathica wears a cloak of displacement

BLOOD RIDER CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	14(+2)	10(+0)	13(+1)	15(+2)

Saving Throws Str +6, Con +4

Skills Animal Handling +3, Athletics +6, Intimidation +4, Persuasion +4

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Mounted Defense. While mounted, the rider can force an attack that targets its mount to target the rider instead.

Mounted Evasion. While mounted, if the rider's mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The captain makes two attacks. Lance. Melee

Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage. This attack is made disadvantage against targets within 5 feet and must be used with two hands if the captain is not mounted.

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage. Leadership (Recharges after a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

HALFLING WIZARD

OBLIVILLISH, ROYAL PIXIE

DROW ELITE RECRUIT

THE RUNE-FORGED GUARDIAN

TOVE BRANDIMEN

BEEZA, ICE SPIRE OGRE SHAMAN

YOUNG WHITE DRAGON ZOMBIE

BAD FRUUL

MAMMOTH, YOUNG

BEAST OF TALOS (MODIFIED REMORHAZ)

DWORKIN, CLOUD GIANT ARCHMAGE

HALFLING WIZARD

Small humanoid, neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Skills Perception +1, Arcana +5, Stealth +4

Senses passive Perception 11

Languages Common, Halfling, Sylvan

Challenge 2 (450 XP)

Lucky. When the halfling wizard rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll. Halfling Nimbleness. The halfling wizard can move through the space of any creature that is of a size larger.

Naturally Stealthy. The halfling wizard can attempt to hide even when obscured only by a creature that is at least one size larger than it. Spellcasting. The halfling wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The fey wizard has the following spells prepared: Cantrips (at will): light, fire bolt, shocking grasp

1st level (4 slots): shield, mage armor, magic missile

2nd level (3 slots): invisibility, misty step

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

OBLIVILLISH, ROYAL PIXIE

Tiny fey, neutral

Armor Class 17

Hit Points 14 (5d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	24(+7)	10(+0)	12(+1)	14(+2)	17(+3)

Senses passive Perception 16

Languages Common, Goblin, Sylvan

Challenge 1/2 (50 XP)

Magic Resistance. The royal pixie has advantage on saving throws against spells and other magical effects. Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: druidcraft

1/day each: confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep

Cursed Invisibility. The royal pixie magically turns invisible for 1d4+1 rounds and then cannot activate this ability again for 1d4+1 rounds. Any equipment the pixie wears or carries is invisible with it.

Pixiebow. Ranged Weapon Attack: +7 to hit, range 40/240 ft., one target. Hit: 4 (1d3+2) piercing damage.

Heart Sight. The Royal Pixie touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite

also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

DROW ELITE RECRUIT

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	18(+4)	14(+2)	11(+0)	13(+1)	12(+1)

Saving Throws Dex +5, Con +4, Wis +3

Skills Perception +3, Stealth +9

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell DC 11). It can innately cast the following spells, requiring no material components.

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Multiattack. The drow makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

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

THE RUNE-FORGED GUARDIAN

Huge construct, neutral

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	9 (-1)	20(+5)	12(+1)	11(+0)	14(+2)

Saving Throws Wis +4, Cha +6

Skills Athletics +10, Insight +4

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

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

Senses darkvision 120 ft., passive Perception 10

Languages Common, Giant

Challenge 10 (5,900 XP)

Elemental Absorption. Whenever the guardian is subjected to the same damage type as its activated rune, it takes no damage and instead regains a number of hit points equal to half of the damage dealt.

False Appearance. While the guardian remains motionless, it is indistinguishable from a normal statue.

Immutable Form. The guardian is immune to any spell or effect that would alter its form. **Legendary Resistance (3/day).** If the guardian fails a saving throw, it succeeds instead.

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

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

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Slow (Recharge 5-6). The guardian targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both.

These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Activate Rune. When the guardian is subjected to acid, cold, fire, or lightning damage, it activates a rune engraved into its body that is attuned to that particular damage type. The guardian may have only one active rune at a time.

While the rune is activated, the rune grants abilities and traits, as follows; any resistances granted by the rune are effective against the attack that triggered it:

Ild Rune (fire). The runes engraved into the guardian's body burst into licking flames, shedding bright light in a 20-foot radius.

Cold Resistance. The guardian gains resistance to cold damage.

Gift of Flame. The guardian's fists are wreathed in white-hot flame. All of its attacks deal an extra 7 (2d6) fire damage.

Ise Rune (ice). The runes glow with a faint, blue light and the guardian's body is crusted with ice.

Fire Resistance. The guardian gains resistance to fire damage.

Icy Mantle. The guardian is encased in a mantle of thick ice. The next time it takes bludgeoning, piercing, or slashing damage, the guardian takes no damage, but the mantle is destroyed. The mantle reforms at the beginning of the guardian's next turn if Ise rune is still active.

Stein Rune (acid). The runes glow with a sickly green light, and weep thick, viscous poison.

Tremorsense. The guardian gains tremorsense 60 ft.

Noxious Cloud. A 20-foot-radius sphere of poisonous fumes streams from the guardian's runes. It does not move with it, and remains until the end of the guardian's next turn at which point, the guardian creates another cloud. The cloud heavily obscures everything within its radius. The first time a creature enters the cloud on a turn or starts its turn there, it must succeed on a DC 17 Constitution saving throw or take 21 (6d6) poison damage. Those that succeed on their saving throw take only half damage.

Vind Rune (lightning). The rune glows with a pale, white light, and the area around the guardian is filled with a violent, whipping wind. **Buffeting Winds.** Any ranged weapon attacks made against the guardian are made with disadvantage and it has resistance against such attacks.

Hurling Winds. The guardian gains fly 60 ft. as the fly spell. **Misty Step.** As a bonus action, the guardian can cast misty step.

The guardian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn. The guardian can't use the same legendary action twice in consecutive turns.

Activate Rune. The guardian activates a rune of its choice.

Elemental Slam. The guardian makes a slam attack that deals an additional 7 (2d6) damage of the type associated with its currently activated rune (if any).

Rush n' Punch. The guardian moves its speed and makes a slam attack. This movement doesn't provoke an opportunity attack.

One-Two Slam (Costs 2 actions). The guardian makes two slam attacks against one creature. If both attacks hit, the target is pushed 30 feet and falls prone. If the target is pushed into another creature, the second creature takes 10 (3d6) bludgeoning damage and must succeed on a DC 17 Strength saving throw or be knocked prone as well.

Elemental Breath (Costs 3 actions). The guardian breathes a 30-foot cone of its currently-attuned element. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one.

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:

Collapsing Ceiling. Part of the ceiling collapses above one creature that the guardian can see within 120 feet of him. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an

action to make a DC 10 Strength check, ending the buried state on a success.

Echoes of the Past. Illusory visions of past events surround a character that the guardian can see. These illusions act a hypnotic pattern that affects only one target (save DC 15). Freezing Fog. A freezing fog fills a 20-foot-radius sphere centered on a point the guardian can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. When a creature first enters the fog or if it starts its turn there, it must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the guardian uses this lair action again or until the guardian is destroyed.

TOVE BRANDIMEN

Medium Humanoid (Half-Elf), neutral evil

Armor Class 14 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	10(+0)	13(+1)	14(+2)	16(+3)

Skills Deception +5, Insight +4, Investigation +5, Nature +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Orc

Challenge 1 (200 XP)

Fey Ancestry. Tove has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Cunning Action. On each of his turns, Tove can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Tove deals an extra 7 (2d6) damage when he 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 Tove that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Spellcasting. Tove is a

1st level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). He knows the following wizard spells:

Cantrips (At Will): mage hand, message, prestidigitation

1st Level (2 slots): longstrider, sleep

Actions

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

Short Bow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

BEEZA, ICE SPIRE OGRE SHAMAN

Large giant, chaotic evil

Armor Class 17 (+1 scale mail)

Hit Points 142 (15d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	18(+4)	10(+0)	18(+4)	12(+1)

Saving Throws Con +8, Int +4, Wis +8

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Magic Resistance. Beeza has advantage on saving throws against spells and other magical effects Spellcasting. Beeza is an 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

Beeza has the following spells prepared:

Cantrips (at will): mage hand, poison spray, prestidigitation, thorn whip

1st level (4 slots): cure wounds, entangle, thunderwave

2nd level (3 slots): flame blade, spike growth

3rd level (3 slots): counterspell, fireball, haste

4th level (3 slots): greater invisibility, fire shield, blight

5th level (1 slot): cone of cold

Beeza casts these spells on herself before combat.

Actions

Multiattack. Beeza makes three melee attacks.

Greatsword. Melee Weapon attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Frozen Head. Ranged Weapon Attack: +8 to hit, range

30/60 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

YOUNG WHITE DRAGON ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 171 (18d12 + 90)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	18(+4)	3 (-4)	8 (-1)	12(+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (2d4) cold damage.

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

Cold Breath (Recharge 5–6). The zombie exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d6) cold damage on a failed save, or half as much damage on a successful one.

BAD FRUUL

Huge giant, chaotic evil

Armor Class 16 (half-plate armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	19(+4)	19(+4)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 6 (2,300 XP)

Spellcasting. Bad Fruul is a 4th-level spellcaster. Fruul's spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): fire bolt, shocking grasp, true strike

1st level (4 slots): burning hands, shield, magic missile

2nd level (3 slots): hold person, misty step

Actions

Multiattack. The giant makes two maul attacks or makes a maul attack and casts a cantrip.

Maul. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

MAMMOTH, YOUNG

Large beast, unaligned

Armor Class 11

Hit Points 90 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	9 (-1)	19(+4)	3 (-4)	11(+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Stomp. Melee Weapon Attack: +7 to hit, reach 5 ft., one prone creature. Hit: 21 (3d10 + 5) bludgeoning damage.

BEAST OF TALOS (MODIFIED REMORHAZ)

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	13(+1)	21(+5)	4 (-3)	10(+0)	5 (-3)

Damage Immunities cold, fire, lightning, thunder

Damage Resistances bludgeoning, piercing, and slashing from weapons that aren't magical

Condition Immunities exhaustion, charmed, frightened

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Force of Nature: If the Beast of Talos act first in Initiative, it acts second.

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (3/day): If the Beast of Talos fails a saving throw, it can choose to succeed instead.

Magic Weapons: The Beast of Talos weapon attacks are magical.

Multiattack: The Beast of Talos makes two attacks: one with its bite and one to constrict.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 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 remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Constrict (Strong and Very Strong Only): Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends. Creature that

are restrained are also subject to the Beast of Talos Heated Body.

Lightning Breath (Recharge 5–6): The Beast of Talos exhales a line of lightning that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

The Beast of Talos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Beast of Talos regains spent legendary actions at the start of her turn. The Beast of Talos can't use the same legendary action twice in the same round.

Bite. The Beast of Talos uses its bite on a creature within reach.

Move. The Beast of Talos moves its speed without provoking opportunity attacks.

Swallow (costs 2 actions). The Beast of Talos uses its swallow attack on a creature within reach.

Lightning Breath (costs 3 actions). The Beast of Talos recharges its Lightning Breath and uses it.

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

Gust of Wind. The Beast of Talos beats its wings swirling up snow. All creatures gain concealment against attacks from more than 10 feet away.

Rent. The Beast of Talos slams its tail on the floor, splitting the ice in a 10-ft square adjacent to it. Creatures in that area must succeed in a DC 17 Dexterity saving throw take 3 (1d6) points of damage as they fall Prone into a 10-ft. deep pit.

Thrash. The Beast of Talos thrashes about causing icicles to fall from the ceiling. All enemies must attempt a DC 17 Dexterity saving throw. Those that fail take 9 (2d8) points of piercing damage and are Restrained (Escape DC 12) as they are impaled to the ground.

DWORKIN, CLOUD GIANT ARCHMAGE

Huge giant, neutral evil

Armor Class 15 (natural armor)

Hit Points 283 (21d12 + 147)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10(+0)	24(+7)	20(+5)	16(+3)	16(+3)

Saving Throws Con +12, Int +10, Wis +8, Cha +8

Skills Insight +8, Perception +8

Senses passive Perception 18

Languages Common, Giant

Challenge 14 (11,500 XP)

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Special Equipment (6 Uses). As an action, Dworkin consumes a potion of supreme healing and regains 10d4 + 20 hit points.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: detect magic, fog cloud, light

3/day each: feather fall, fly, misty step, telekinesis

1/day each: control weather, gaseous form

Spellcasting. The giant is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save 18, +10 to hit with spell attacks). The giant has the following spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): identify, magic missile, shield, thunderwave

2nd level (3 slots): detect thoughts, mirror image, scorching ray

3rd level (3 slots): counterspell, fireball, lightning bolt

4th level (3 slots): banishment, fire shield, stoneskin

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank

9th level (1 slot): time stop

Dworkin casts these spells on himself before combat.

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	15(+2)	8 (–1)	10(+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must

succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

SEASON 6

SIK'GARUK (KOBOLD SCALE SORCERER)

Small humanoid (kobold), lawful evil

Armor Class 16 (cloak of protection, natural armor)

Hit Points 42 (6d6 + 21)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

7 (-2) 15(+2) 14(+2) 12(+1) 11(+0) 16(+3)

Saving Throws Str -1, Dex +3, Con +3, Int +2, Wis +3, Cha +6

Skills Arcana +5, History +5, Perception +2

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Dwarvish, Orcish

Challenge 3 (700 XP)

Draconic Resilience. SIK'garuk's hit points are increased by 7 and his AC equals 13 + his Dexterity modifier (already included).

Elemental Affinity (Acid). When SIK'garuk casts a spell that deals acid damage, the spell deals an additional 3 acid damage.

Sorcery Points. SIK'garuk has 6 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Twinned Spell: When the kobold casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 spell point if a cantrip).

Special Equipment. SIK'garuk wears a cloak of protection that grants him a +1 bonus to AC and saving throws (already included).

Spellcasting. SIK'garuk is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): acid splash , fire bolt, light, minor illusion, poison spray

1st level (4 slots): chromatic orb , shield

2nd level (3 slots): invisibility, Melf's acid arrow , mirror image

3rd level (2 slots): fireball, haste

Spell that deals acid damage

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

Sunlight Sensitivity. While in sunlight, SIK'garuk has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

SWARM OF CENTIPEDES

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

3 (-4) 13(+1) 10(+0) 1 (-5) 7 (-2) 1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages –

Challenge 1/2 (100 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 insect. The swarm can't regain hit points or gain temporary hit points.

Paralyzing Bites. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

CLOCKWORK WYVERN

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19(+4) 10(+0) 16(+3) 5 (-3) 12(+1) 6 (-2)

Skills Perception +4

Damage Immunities poison, psychic

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

Special Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages –

Challenge 6 (2,300 XP)

Antimagic Susceptibility. The clockwork wyvern is incapacitated while in the area of an antimagic field. If targeted by a dispel magic, the clockwork wyvern must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the clockwork wyvern remains motionless, it is indistinguishable from a normal clockwork statue.

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed saving throw, or half as much damage on a successful one.

DEATH GIANT (STORM)

Huge undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 247 (19d8 + 95)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Resistances necrotic, poison

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, elemental weapon

4th level (3 slots): banishment, staggering smite

5th level (2 slots): destructive wave (necrotic)

Multiattack. The death giant makes three longsword attacks.

Longsword. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Hellfire Orb (1/Day). The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Parry. The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death giant must see the attacker and be wielding a melee weapon.

STORM GIANT ZOMBIE

Huge undead (storm giant), chaotic evil

Armor Class 16 (scale mail)

Hit Points 231 (22d12 + 88)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	18 (+4)	3 (-4)	17 (+3)	5 (-3)

Saving Throws Str +14, Con +9, Wis +8, Cha +2

Skills Arcana +1, Athletics +8, History +1, Perception +2

Damage Resistances cold

Damage Immunities lightning, thunder, poison

Condition Immunities poisoned

Senses passive Perception 20

Languages understands Common and Giant but can't speak

Challenge 13 (10,000 XP)

Undead Fortitude. If damage reduces the storm giant zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Multiattack. The giant zombie makes two slam attacks.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) bludgeoning damage.

Necrotic Lightning Storm (Recharges 5-6). The giant explodes in a magical lightning storm. Each creature within 10 feet of the giant must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage and 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

SEASON 7

YUAN-TI BROODLING

VENOM QUEEN SHASSKATAR

JARU TASCA

BIG ONE, THE

SWARM OF FLYING MONKEY MUMMIES

AWAKENED GIANT APE

AWAKENED GIRALLON

ULLAL, AARAKOCRA SHAMAN

ZUCCASS, EMPOWERED MUMMY

YUAN-TI BROODLING

Medium humanoid (yuan-ti), neutral evil

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10(+0)	15(+2)	2 (-4)	12(+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages Common, Abyssal, Draconic

Challenge 1/4 (50 XP)

Keen Smell. The broodling has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The broodling makes two attacks, one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

VENOM QUEEN SHASSKATAR

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (penetrates magical

darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

Death Fangs (2/Day). The first time the yuan-ti hits with a melee attack on her turn, she can deal an extra 16 (3d10) necrotic damage to the target.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day: suggestion

Legendary Resistance (3/day). When the yuan-ti fails a saving throw, she succeeds instead.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrip (at will): chill touch, eldritch blast (two rays, range 300 ft., +5 bonus to each damage roll), mage hand, message, poison spray, prestidigitation

1st–3rd level (2 3rd-level slots): arms of Hadar, darkness, fear, hex, hold person, hunger of Hadar, witch bolt

Multiattack (Yuan-ti Form Only). The yuan-ti makes one constrict attack and one scimitar attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. Invoke Nightmare (Recharges after a Short or Long Rest).

The yuan-ti taps into the nightmares of a creature it can see within 60 feet of it and creates an illusory, immobile manifestation of the creature's deepest fears, visible only to that creature. The target must make a DC 13 Intelligence saving throw. On a failed save, the target takes 11 (2d10) psychic damage and is frightened of the manifestation, believing it to

be real. The yuan-ti must concentrate to maintain the illusion (as if concentrating on a spell), which lasts for up to 1 minute and can't be harmed. The target can repeat the saving throw at the end of each of its turns, ending the illusion on a success, or taking 11 (2d10) psychic damage on a failure.

Shasskatar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. She regains spent legendary actions at the start of its turn. She can't use the same legendary action twice in consecutive turns.

- **Slither.** Shasskatar moves her speed. This movement doesn't provoke opportunity attacks.
- **Blinding Spittle.** Shasskatar casts poison spray. A creature that takes damage from the cantrip is blinded until the end of its next turn.
- **Slice and Dice** (2 actions). Shasskatar makes two scimitar attacks.
- **Squeezing Your Life Away** (3 actions). Shasskatar deals 10 (2d6 + 3) bludgeoning damage to a creature she has grappled and until the creature escapes the grapple, it can no longer breathe.

JARU TASCA

Medium undead, neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**
10(+0) 14(+2) 16(+3) 17(+3) 13(+1) 15(+2)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Aarakocra, Chultan, Common, Elvish

Challenge 6 (2,300 XP)

Spellcasting. Jaru is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): chill touch, fire bolt, light, mage hand

1st level (4 slots): detect magic, mage armor, ray of sickness, shield

2nd level (3 slots): misty step, ray of enfeeblement

3rd level (3 slots): animate dead, counterspell, fireball

4th level (3 slots): blight, greater invisibility

5th level (1 slot): cloudkill Sunlight Sensitivity. While in sunlight, Jaru has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Life Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an

amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under Jaru's control, unless the humanoid is restored to life or its body is destroyed. Jaru can have no more than twelve zombies under her control at one time

BIG ONE, THE

Gargantuan undead, unaligned

Armor Class 11 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**
25 (+7) 6 (-2) 19 (+4) 1 (-5) 3 (-4) 5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 6

Languages –

Challenge 9 (5,000 XP)

Disgorge Zombie. As a bonus action, the tyrannosaurus zombie can disgorge a normal zombie, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait.

If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal zombies erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

Undead Fortitude. If damage reduces the tyrannosaurus zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the tyrannosaurus zombie drops to 1 hit point instead.

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

Multiattack. The tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +11 to hit, reach 15 ft., on target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17).

Until this grapple ends, the target is restrained and the tyrannosaurus zombie can't bite another target or disgorge zombies. **Tail.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

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

- **Trembling Roar.** The entire jungle trembles as the tyrannosaurus zombie roars. All creatures within 60 feet of the tyrannosaurus zombie must succeed on a DC 19 Wisdom saving throw or be frightened. At the end of their turn, characters repeat the saving throw, ending the effect on a success. This action still functions if the tyrannosaurus has a creature grappled.

- **Zombie Barf Breath.** The tyrannosaurus zombie burps. Any creature within 10 feet of the tyrannosaurus zombie must succeed on a DC 19 Constitution saving throw or be poisoned until the end of their next turn. This action still functions if the tyrannosaurus has a creature grappled.

- **Trample** (2 actions). The tyrannosaurus zombie moves up to its speed in a straight line without provoking opportunity attacks. Any creatures whose space it moves through must

succeed on a DC 19 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.

SWARM OF FLYING MONKEY MUMMIES

Large swarm of Small undead, unaligned

Armor Class 12

Hit Points 35 (10d6)

Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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8 (-1)	14(+2)	11(+0)	5 (-3)	12(+1)	6 (-2)
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Senses passive Perception 11

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 Small creature. The swarm can't regain hit points or gain temporary hit points.

Pack Tactics Swarm. The swarm has advantage on an attack roll if the swarm has more than half of its hit points.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (6d4 - 1) piercing damage or 7 (3d4 - 1) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 8 (3d4) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

AWAKENED GIANT APE

Huge Beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
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23(+6)	14(+2)	18(+4)	10(+0)	12(+1)	7 (-2)
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Skills Athletics +9, Perception +3

Senses passive Perception 14

Languages Common

Challenge 7 (2,900 XP)

Multiattack. The ape makes two fist attacks

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranges Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

AWAKENED GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
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18(+4)	16(+3)	16(+3)	5 (-3)	12(+1)	7 (-2)
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Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

Multiattack. The girallon makes five attacks; one with its bite and four with its claws

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

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (1d6 + 4) slashing damage.

ULLAL, AARAKOCRA SHAMAN

Medium humanoid (aarakocra), neutral evil

Armor Class 15 (natural armor); 16 with Barkskin

Hit Points 105 (19d8 + 19)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
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15(+2)	12(+1)	13(+1)	10(+0)	16(+3)	8 (-1)
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Skills Perception +9

Senses passive Perception 19

Languages Auran, Common

Challenge 8 (3,900 XP)

Dive Attack. If Ullal is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Spellcasting (Aarakocra Form Only). Ullal is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). Ullal has the following druid spells prepared:

Cantrips (at will): poison spray, resistance, thorn whip

1st Level (4 slots): charm person, entangle

2nd Level (3 slots): barkskin, gust of wind, hold person

3rd Level (3 slots): call lightning, conjure animals

4th Level (2 slot): blight, polymorph

Special Equipment: Staff of the Woodland (Aarakocra Form Only). Ullal can cast spells using his staff.

Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage. Talon.

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

Change Shape (Recharges after a Short or Long Rest).

Ullal magically polymorphs into an ape, remaining in that form for up to 1 hour. He can revert to his true form as a bonus action. His statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ZUCCASS, EMPOWERED MUMMY

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (16d8 + 26)

Speed 20 ft.

STR DEX CON INT WIS CHA
16(+3) 8 (-1) 15(+2) 13(+1) 14(+2) 12(+1)

Saving Throws Wis +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the ones it knew in life

Challenge 7 (2,900 XP)

Innate Spellcasting. Zuccass's innate spellcasting ability is Wisdom (spell save DC 15). He can innately cast the following spells, requiring no material components:

1/day: silence

2/day: animate dead

Multiattack. Zuccass uses its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature it must succeed at a DC 15 constitution saving throw or be cursed with mummy rot. The cursed can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 15 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

CONVENTION CREATED CONTENT:

CCC-BLD-1-2 Bleeding Gate - Amalgamation

RAAN,^I WASTE MANAGEMENT SUPERVISOR

Medium monstrosity, lawful good

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR DEX CON INT WIS CHA

16(+3) 8 (-1) 15(+2) 10(+0) 8 (-1) 7 (-2)

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Dwarvish, she is learning Yeti from Takwen.

Challenge Rating: 1.5 (300xp)

Petrifying Gaze. Raan worries about accidentally petrifying the people of her beloved community. She prevents this by wearing tinted goggles that are well strapped, buckled, and laced to her head. Accidental removal of her eye wear is near impossible as it takes her several minutes to unlace and unbuckle all the straps, before using her Petrifying Gaze. For this reason the effects of Petrifying Gaze are not documented here. If you have need of them, they can be found on page 24 of the Monster Manual.

Actions

Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

ARNFRED^{II} MIRUFORGE

Mountain dwarf, 11th level spellcaster, chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 49 (11d8)

Speed 25 ft., fly 30 ft. (winged boots)

STR DEX CON INT WIS CHA

11(+0) 13(+1) 12(+1) 11(+0) 18(+4) 9 (-1)

Saving Throws: Wis +6, Cha +1.

Skills: Deception +2, Persuasion +2, Arcana +2, Nature +2.

Condition Immunities: charmed.

Senses: darkvision 60 ft., passive Perception 14

Languages: All standard.

Challenge Rating: 4 (1,100xp)

Chaotic Strike. As a bonus action, Arnfred can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of his turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Arnfred is a 11th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared: Cantrips (at will): light, chill touch, eldritch blast, mending, thaumaturgy

1st level (4 slots): inflict wounds, ray of sickness, false life, mage armor

2nd level (3 slots): blindness/deafness, ray of enfeeblement

3rd level (3 slots): animate dead, bestow curse, vampiric touch

4th level (3 slots): blight, confusion

5th level (2 slots, expended to create undead)

6th level (1 slot): harm

Actions

Dagger Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit 4 (1d4 + 2) piercing damage, Ranged Weapon Attack: 20/60 ft., one target, +3 to hit. Hit 4 (1d4 + 2) piercing damage.

ZOMBIE KIRSHI

Large undead, lawful evil

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR DEX CON INT WIS CHA

18(+4) 12(+1) 15(+2) 2 (-4) 8 (-1) 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages: only says "Lord Saultrophine, Master of Chaos" in all languages.

Challenge Rating 1 (200xp)

Actions

Multiattack Zombie Kirshi makes two claw attacks on her turn.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) bludgeoning damage and 6 (1d6 + 4) cold damage.

CCC-BMG-00 HILL 1-S Onslaught

MALKYN GRENEFELD

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Deception +3, Perception +4

Senses passive Perception 11

Languages Elvish, Common, Sylvan, Orcish

Challenge 6 (2,300 XP)

Spellcasting. Malkyn is a 9th

-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Malkyn has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation.

1st level (4 slots): mage armor, magic missile, shield, mage armor

2nd level (3 slots): alter self, misty step

3rd level (3 slots): fly, lightning bolt, counterspell

4th level (3 slots): banishment, greater invisibility

5th level (2 slots): Wall of Force

Actions

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

BLOB OF DEATH

Colossal ooze, unaligned

Armor Class 14 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10(+0)	24(+7)	– (+4)	18(+4)	10(+0)

Saving Throws Dex +6, Con +13

Damage Resistances acid, cold, fire, poison

Condition Immunities poisoned, blinded, charmed, deafened, exhaustion, prone, frightened

Senses blindsight 120 ft., passive Perception 14

Languages –

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

Magic Resistance. The blob of death has advantage on saving throws against spells and other magical affects.

Magic Weapons. The blob of death's attacks are magical.

Actions

Multiattack. The block of death makes 4 attacks: two with its pseudopod and two with its maws.

Pseudopod. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 19 (2d10 + 8) bludgeoning damage plus 7 (2d6) acid damage.

Maw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 4) slashing damage.

CCC-BMG-01 CORE 1-1 A Scream in the Night

SWARM OF ANIMATED CALTROPS

Swarm of Animated Caltrops

Medium swarm of Tiny constructs, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

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

poisoned, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 7

Languages –

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The caltrops are incapacitated while in the area of an antimagic field. If targeted by dispel magic, the caltrops must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While it remains motionless, this creature is indistinguishable from a pile of normal caltrops.

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 creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Cloud of Pain. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hit points or fewer.

CHAOS BLIGHT

Small aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

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

Skills Stealth +3

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blinded beyond this radius), passive Perception 9

Languages understands Common but can't speak
Challenge 1/8 (25 XP)

Actions

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

CHAOS BOLTER

Medium aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blinded beyond this radius), passive Perception 9

Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Actions

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 1) piercing damage.

Chaotic Bolt. Ranged Weapon Attack: +3 to hit,

range 30/60 ft., one target. Hit: 8 (2d6 + 1) damage of a random energy type (roll 1d6: acid, cold, fire, lightning, poison, thunder).

CHAOS SLASHER

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	11(+0)	10(+0)	10(+0)	13(+)

Skills Stealth +3

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

Damage Immunities poison

Condition Immunities blinded, charmed, deafened exhaustion, frightened, paralyzed, poisoned, unconscious

Senses blindsight 60 ft. (blinded beyond this radius), passive Perception 10

Languages understands Common but can't speak
Challenge 1 (200 XP)

Actions

Multiattack. The chaos slasher makes two claw attacks.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the chaos slasher's next turn.

Terrifying Glare. The chaos slasher targets one creature it can see within 30 feet of it. If the target can see the chaos slasher, then the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the chaos slasher's next turn. The frightened target is paralyzed.

GONDSMAN, LESSER

)

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Damage Immunities poison, psychic

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

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

Skills Athletics +6

Senses blindsight 30 ft., passive Perception 6

Languages understands Common

Challenge 1/8 (25 XP)

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

CCC-BMG-02 CORE 1-2 A Cog in the Wheel

AESPERUS

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6

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

Damage immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, Ogre, Orc.

Challenge 6 (1,800 XP)

incorporeal movement. Aesperus can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, Aesperus has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. Aesperus is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Aesperus has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): misty step, suggestion

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): greater invisibility, ice storm

5th level (1 slot): cone of cold

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. Aesperus targets a humanoid within 10 feet of it that has been dead for no longer

than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. Aesperus can have no more than seven specters under its control at one time.

CCC-BMG-13 PHLAN 1-1 Sepulture

FORMER DOOMGUIDE YORVIR GLANDON (VAMPIRE CLERIC)

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

speed 30ft.

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

saving Throws Dex +9, Wis +8, Cha +9

skills Perception +8, Stealth +9

Damage resistance necrotic; bludgeoning,

piercing, and slashing from nonmagical weapons

senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Shapechanger. If the vampire isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point.

After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

- Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants,
- harmed by running Water. The vampire takes 20 acid damage if it ends its turn in running water.
- Stake to the heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

- Sunlight hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Spellcasting. The vampire is a 9th-level spellcaster. His spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The vampire has the following cleric spells prepared:

Cantrips (at will): guidance, poison spray, resistance, spare the dying, thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, ray of sickness

2nd level (3 slots): blindness/deafness, lesser restoration, spiritual weapon

3rd level (3 slots): dispel magic, vampiric touch

4th level (3 slots): blight, banishment

5th level (1 slots): antilife shell, flame strike

Actions

multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.

Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4)

piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control. Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours

CCC-BMG-15 PHLAN 1-3 Subterfuge

PAVRAT (FROST GIANT PRIEST)

Huge giant, neutral evil
 Armor Class 15 (patchwork armor)
 Hit Points 138 (12d12 + 60)
 Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	9(-1)	21(+5)	9(-1)	19(+4)	12(+1)

Saving Throws Con +8, Wis +7, Cha +4
 Skills Athletics +9, Perception +3
 Damage Immunities cold
 Senses passive Perception 13
 Languages Common, Giant
 Challenge 9 (5,000 XP)

Spellcasting. Pavrat is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +8 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): light, resistance, sacred flame(3d8) ray of frost(3d8)
 1st level (4 slots): bless, fog cloud, entangle (flavored as ice), shield
 2nd level (3 slots): invisibility, cloud of daggers (flavored as ice shards), shatter
 3rd level (3 slots): counterspell, call lightning, spirit guardians
 4th level (3 slots): ice storm, greater invisibility
 5th level (1 slot): cone of cold

Actions

Multiattack. The giant makes two greataxe attacks. greataxe. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage. rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

CORRUPTED OWLBEAR¹

Large plant, neutral evil
 Armor Class 13 (natural armor)
 Hit Points 59 (7d10+21)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	17(+3)	2(-4)	6(-2)	1(-5)

Condition Immunities blinded, charmed, frightened, paralyzed
 Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8
 Languages -
 Challenge 3 (700 XP)

Actions

Multiattack. The corrupted owlbear makes two attacks: one with its beak and one with its claws. Beak Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10+5) piercing damage. Claws Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) slashing damage.

CORRUPTED TREANT

Huge plant, chaotic evil
 Armor Class 16 (natural armor)
 Hit Points 138 (12d12+60)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	8(-1)	21(+5)	12(+1)	16(+3)	12(+1)

Damage Resistances bludgeoning, piercing
 Damage Vulnerabilities fire
 Condition Immunities yellow mold spores
 Senses passive Perception 13
 Languages Common, Druidic, Elvish, Sylvan
 Challenge 9 (5,000 XP)

False Appearance. While the corrupted treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The corrupted treant makes two slam attacks. Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6+6) bludgeoning damage. Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10+6)

¹ CCC-BMG-18 ELMW1-3 The Battle of Elmwood

bludgeoning damage.

Animate Trees (1/day). The corrupted treant magically animates one or two trees it can see within 60' of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite

CCC-BMG-19 HULB 2-1 Winters Frosty Kiss

--SHARAAK, WENDIGO

CCC-BMG-20 HULB 2-2 Winters Frigid Wrath

--FRIGID STALKER

--FROZEN SENTINEL

CCC-CIC-02 The Clockwork Laboratory

--APPRENTICE (AZBARA JOS)

Apprentice (Azbara Jos)

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16(+3)	14(+2)	16(+3)	13(+1)	11(+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2, Insight +3, Stealth +5

Senses passive Perception 11

Languages Common, Draconic, Infernal, Primordial

Challenge 4 (1,100 XP)

Potent Cantrips. When the apprentice casts an evocation cantrip and misses, or the target succeeds on its saving throw, the target still takes half damage but suffers no other effect.

Sculpt Spells. When the apprentice casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Spellcasting. The apprentice is a 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, mage hand, prestidigitation

1st level (4 slots): mage armor, magic missile, shield, thunderwave

2nd level (3 slots): mirror image, misty step, scorching ray

3rd level (3 slots): counterspell, dispel magic, lightning bolt

Actions

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

CCC-BMG-15 PHLAN 1-3 Subterfuge

PAVRAT (FROST GIANT PRIEST)

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	9 (-1)	21(+5)	9 (-1)	19(+4)	12(+1)

Saving Throws Con +8, Wis +7, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Common, Giant

Challenge 9 (5,000 XP)

Spellcasting. Pavrat is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +8 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): light, resistance, sacred flame(3d8) ray of frost(3d8)

1st level (4 slots): bless, fog cloud, entangle (flavored as ice), shield

2nd level (3 slots): invisibility, cloud of daggers (flavored as ice shards), shatter

3rd level (3 slots): counterspell, call lightning, spirit guardians

4th level (3 slots): ice storm, greater invisibility

5th level (1 slot): cone of cold

Actions

Multiattack. The giant makes two greataxe attacks. greataxe. Melee Weapon Attack:

+9 to hit, reach 10

ft., one target. Hit: 25 (3d12 + 6) slashing damage.

rock. Ranged Weapon Attack: +9 to hit, range

60/240 ft., one target. Hit: 28 (4d10 + 6)

bludgeoning damage.

CCC-BMG-18 ELMW1-3 The Battle of Elmwood

CORRUPTED OWLBEAR

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 59 (7d10+21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	17(+3)	2 (-4)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Actions

Multiattack. The corrupted owlbear makes two attacks: one with its beak and one with its claws.

Beak Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10+5) piercing damage.

Claws Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) slashing damage.

Darkbringer Cultist

Medium humanoid (any race), chaotic evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	10(+0)	10(+0)	11(+0)	10 (+0)

Skills Deception +2, Religion +2

Condition Immunities yellow mold spores

Senses passive Perception 10

Languages Common

Challenge ½ (50 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Yellow Mold Flask. The cultist hurls a flask containing yellow mold spores at a space within 15', which bursts to fill a 10' cube. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned

in this way, the creature takes 5 (1d10) poison

damage at the start of each of its turns. The

creature can repeat the saving throw at the end of

each of its turns, ending the effect on itself with

a successful save. Each cultist carries one flask of

yellow mold spores; if the cultist is reduced to 0 HP

while carrying a flask, there is a 50 chance that

it shatters in a cloud extending 5' from the cultist;

the flask automatically breaks in this fashion if the

cultist takes 5 or more Thunder damage from a

single effect.

DARKBRINGER DRUID

Medium humanoid (any race), neutral evil

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	13(+1)	12(+1)	15(+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Condition Immunities yellow mold spores

Senses passive Perception 14

Languages Common, Druidic, Sylvan

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster.

Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): druidcraft, shillelagh, thorn whip

1st level (4 slots): charm person, entangle, longstrider, thunderwave

2nd level (3 slots): barkskin, hold person

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage, or 4 (1d8)

bludgeoning damage if wielded in two hands, or 6

(1d8+2) bludgeoning damage with shillelagh

Yellow Mold Flask. The cultist hurls a flask

containing yellow mold spores at a space within

15', which bursts to fill a 10' cube. Any creature

in the area must succeed on a DC 15 Constitution

saving throw or take 11 (2d10) poison damage and

become poisoned for 1 minute. While poisoned

in this way, the creature takes 5 (1d10) poison

damage at the start of each of its turns. The

creature can repeat the saving throw at the end of

each of its turns, ending the effect on itself with

a successful save. Each cultist carries one flask of

yellow mold spores; if the cultist is reduced to 0 HP

while carrying a flask, there is a 50 chance that

it shatters in a cloud extending 5' from the cultist;

the flask automatically breaks in this fashion if the

cultist takes 5 or more Thunder damage from a

single effect.

DARKBRINGER BERSERKER

Medium humanoid (any race), chaotic evil

Armor Class 13 (hide armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	17(+3)	9 (-1)	11(+0)	9 (-1)

Condition Immunities yellow mold spores

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

CORRUPTED TREANT

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	8 (-1)	21(+5)	12(+1)	16(+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Condition Immunities yellow mold spores

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the corrupted treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The corrupted treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6+6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10+6) bludgeoning damage.

Animate Trees (1/day). The corrupted treant magically animates one or two trees it can see within 60' of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or

until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

DARKBRINGER HORROR

Darkbringer Horror (Spore Servant Hook Horror)

Large plant, neutral evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10+20)

Speed 20 ft., climb 20 ft.

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

Condition Immunities blinded, charmed,

frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages understands Common, but can't speak
Challenge 3 (700 XP)

Actions

Multiattack. The darkbringer horror makes two hook attacks.

Hook. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) piercing damage

Umbero Marivaldi

one target. Hit: 11 (2d6+4) piercing damage

Umbero Marivaldi, veteran

Medium humanoid (human), lawful neutral

Armor Class 17 (splint)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	10(+0)	11(+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, Draconic

Challenge 3 (450 XP)

Actions

Multiattack. Nama makes two spear attacks; if Nama is wielding a spear in each hand, she may make a third spear attack

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 7 (1d6+3) piercing damage, or 8 (1d8+3) piercing damage) if wielded in two hands.

Acid Breath. (1/short or long rest) creatures in a 5 ft. by 30 ft. line must make a DC 14 Dex saving throw, taking 3d6 acid damage on a failure, or half that on a success.

CCC-BMG-19 HULB 2-1 Winters Frosty Kiss

SHARAAK, WENDIGO

Medium fiend (demon), chaotic evil

Armor Class 13 (16 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**
8 (-1) 16(+3) 12(+1) 17(+3) 10(+0) **16 (+3)**

Skills Arcane +6, History +6, Perception +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, telepathy 120 ft.

Challenge 7 (2,900 XP)

Spirit Ancestry. Sharaak has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Spellcasting. Sharaak is a 12th-level spellcaster. It's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): chill touch, mage hand, message, prestidigitation, ray of frost, shocking grasp

1st level (4 slots): feather fall, mage armor, shield, thunderwave

2nd level (3 slots): gust of wind, invisibility, misty step

3rd level (3 slots): counterspell, fear, lightning bolt

4th level (3 slots): greater invisibility, ice storm

5th level (2 slots): cone of cold, dominate person

6th level (1 slot): chain lightning

Actions

Freezing Claws. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) cold damage.

Re-flavored Aerisi Kalinoth from Princes of the Apocalypse. Changed resistance and some of the spells to make a better fit (incorporeal flying demons for example do not need fly or gaseous form).

W

CCC-BMG-20 HULB 2-2 Winters Frigid Wrath

FRIGID STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**
16(+3) 19(+4) 14(+2) 10(+0) 15(+2) 11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker may become invisible at will whenever it is in snow or icy terrain.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

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

Slightly modified invisible stalker: Invisibility only works in winter terrain.

FROZEN SENTINEL

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**
19(+4) 9 (-1) 18(+4) **6 (-2)** 10(+0) 5 (-3)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Aversion of Fire. If the sentinel takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Lightning Absorption. Whenever the sentinel is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Actions

Multiattack. The construct makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 8) bludgeoning damage.

Slightly modified flesh golem: removed berserk and immutable form as they were inconsistent with the purpose of the ice monster.

GIANT SNAKE OF THE M²IRROR MAZE

Giant Snake of the Mirror Maze

Huge monstrosity, unaligned

Armor Class: 17

Hit Points: 195

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	13(+1)	21(+5)	4 (-3)	10(+0)	5 (-3)

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 10

Languages: —

Challenge: 11 (7200 XP)

Actions

Bite. Melee Weapon Attack: + 11 to hit, reach 10ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the giant snake can't bite another target.

Swallow. The giant snake makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giant snake, and it takes 21 (6d6) acid damage at the start of each of the giant snake's turns. If the giant snake takes 30 damage or more on a single turn from a creature inside it, the giant snake must succeed on a DC 15 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 giant snake. If the giant snake dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

CASSYLVA, HOUSE NANTHER ASSASSIN³

CASSYLVA, HOUSE NANTHER ASSASSIN

Medium humanoid (drow), neutral evil

Armor Class 15 (studded leather)

Hit Points 64 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	13(+1)	10 (+2) 11(+0)	14(+2)	

Skills Acrobatics +7, Deception +4, Stealth +11, Survival +2

Damage resistance poison

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnoll, Thieves Cant

Challenge 8 (3,900 XP)

Spellcaster. Cassylva casts spells as a 7th-level sorcerer.

Her spellcasting ability is Charisma. (DC 13, +5 spell attack). She knows the following spells

1st-level (4 slots): sleep, magic missile

2nd-level (3 slots): cloud of daggers, misty step, invisibility

3rd-level (3 slots): blink, fear

4th-level (1 slot): ice storm

Evasion: When targeted by an effect that does half damage on a successful Dexterity saving throw, Cassylva instead takes half damage on an unsuccessful save and no damage on a successful save.

Sneak Attack (1/Turn): Cassylva does an additional 13 (4d6) points of damage when she hits a target with a weapon attack while having advantage in the attack roll, or when the target is within 5 feet of an ally that is not incapacitated and she does not have disadvantage on the roll.

ACTIONS

Multiattack. Cassylva makes two shortsword attacks.

Shortsword +1. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft, Hit: 7 (1d6 +4) Piercing damage.

CCC-LINKS-02 - The Secrets We Keep

HALF-DRAGON HYDRA (BLACK)

Half-Dragon Hydra (Black)

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	12(+1)	20(+5)	2 (-4)	10(+0)	7 (-2)

Damage Resistances acid

Skills Perception +6

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 16

Languages Draconic

Challenge 10 (5,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit

² CCC-GARY-02 - To Find a Way Out

³ CCC-GHC-05 - Trail of Treachery

points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite or acid breath attacks as it has heads. If it uses acid breath more than once during a single turn, it does not recharge until the hydra finishes a Long Rest.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Acid Breath (Recharge 5–6). The half-dragon hydra exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

INSANE DRYAD

Insane Dryad (Dryad with Ranger levels)

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	13 (+0)	14(+2)	15(+2)	20(+5)

Condition Immunities Charmed

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

At will: druidcraft

3/day each: entangle, goodberry

1/day each: barkskin, pass without trace, shillelagh

Hampered Spellcasting. The dryad is unable to concentrate on her ranger spells due to her unhinged mind.

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree.

Both trees must be Large or bigger.

Two-Weapon Fighting. The dryad is well practiced with

fighting with two clubs, and can add her ability modifier to the damage of the second attack.

Horde Breaker. Once on each of her turns when she makes a weapon attack, she can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of her weapon.

Multiattack Defense. When a creature hits her with an attack, she gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Actions

Multiattack. The dryad can make two melee weapon attacks when using her Attack action.

Club. Melee Weapon Attack: +3 to hit (+8 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

QUICKLING ROGUE

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23(+6)	13(+1)	10(+0)	12(+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained

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

on the saving throw, and only half if it fails.

Actions

Multiattack. The quickling makes three dagger attacks.

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Quickling Rogues

To increase the challenge presented by a quickling, you can simply add a level of rogue to it. If you do, apply the following changes:

- Hit Points 12
- Skills Acrobatics +11, Sleight of Hand +8, Stealth +11, Perception +5
- Sneak Attack. Once per turn, the quickling can deal an extra 3 (1d6) damage to one creature that it hits with a dagger attack. It does not need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- Challenge 2 (450 XP)

TROLL SHAMAN

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11 (+1)	20(+5)	7 (-2)	15(+2)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 9 (5,000 XP)

Spellcasting. The troll shaman is an 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +3 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following cleric spells:

Cantrips (at will): Guidance, Resistance, Sacred Flame, Spare the Dying

1 st level (4 slots): Cure Wounds, Healing Word, Inflict Wounds, Shield of Faith

2nd level (3 slots): Blindness/Deafness, Spiritual Weapon

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

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

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

TROLL WARRIOR

Troll Warrior (Troll with Barbarian levels)

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 141 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	20(+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 9 (5,000 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rage. Three times, a troll warrior may enter a rage as per the barbarian ability. The troll warrior regains all spent uses of rage upon finishing a long rest.

CCC – LINKS-02 – The Secrets We Keep 27

Unarmored Defense. The troll warrior's Armor Class equals 10 + its Dexterity modifier + its Constitution modifier while it is not wearing any armor.

Reckless Attack. When making its first attack on its turn, the troll warrior may attack recklessly. If it does, it has advantage on melee weapon attack rolls using Strength during this turn but attack rolls against it have advantage until its next turn.

Danger Sense. The troll has advantage on Dexterity saving throws against effects that it can see, such as traps and spells, so long as it is not blinded, deafened, or incapacitated.

Bear Totem. While raging, the troll warrior has resistance to all damage except psychic damage.

Actions

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

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

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

CCC-ODFC01-03 - Elders Eyes Upon You

BRINORA HEARTSHADOW (RENEGADE ARCHMAGE)

BRINORA HEARTSHADOW (RENEGADE ARCHMAGE)

Medium humanoid (human),

Armor Class 12 (15 with mage armor)

Hit Points 162 (18d8 +18)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12 (+2)	20(+5)	15(+2)	16(+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal,

Netherese, Primordial

Challenge 12 (8400 XP)

War Caster. Brinora has advantage on Constitution saves to prevent loss of concentration. She can use a single target, one action spell on a target that provokes an opportunity attack from her.

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

Spellcasting. The archmage is an 18th-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast shield and misty step at will and has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, mage hand, prestidigitation, shocking grasp, thunderclap

1st level (4 slots): absorb elements, chromatic orb, mage armor, magic missile

2nd level (3 slots): darkvision, earthbind, Melf's acid arrow, see invisibility

3rd level (3 slots): counterspell, dispel magic, fireball, lightning bolt, thunder step

4th level (3 slots): greater invisibility, vitriolic sphere

5th level (3 slots): cone of cold, transmute rock

6th level (1 slots): chain lightning, true seeing

7th level (1 slots): prismatic spray

8th level (1 slots): mind blank

9th level (1 slots): invulnerability

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

Source: Archmage, Monster Manual

BRINORA HEARTSHADOW (MINOR SIMULACRUM)

Medium humanoid (human)

Armor Class 12 (15 with mage armor)

Hit Points 84 (13d8+26)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	14(+2)	18(+4)	12(+1)	11(+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages Common, Primordial

Challenge 9 (5000 XP)

War Caster. Brinora's simulacrum has advantage on

Constitution saves to prevent loss of concentration. She can use a single target, one action spell on a target that provokes an opportunity attack from her. She can cast spells with somatic components while holding things in her hands.

Arcane Ward. Brinora's simulacrum has a magical ward that has 30 hit points. Whenever it takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the simulacrum takes any remaining damage. When the simulacrum casts an abjuration spell of

1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Spellcasting. The simulacrum is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The simulacrum has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, prestidigitation, shocking grasp, thunderclap

1st level (4 slots): absorb elements , chromatic orb, mage armor , shield

2nd level (3 slots): earthbind, see invisibility

3rd level (3 slots): counterspell , dispel magic , fireball, lightning bolt

4th level (3 slots): banishment , greater invisibility

5th level (2 slots): cone of cold, transmute rock

6th level (1 slots): chain lightning, globe of invulnerability

7th level (0 slots): simulacrum

Abjuration spell of

1st level or higher

CCC-ODFC01-03 Elders' Eyes Upon You Page 27

Actions

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.

Source: Abjurer, Volo's Guide to Monsters

ELEMENTAL CULTIST

ELEMENTAL CULTIST

Medium humanoid (any race), chaotic evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16(+3)	13(+1)	11(+0)	10(+0)	12(+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Damage Resistances one type chosen randomly from acid, cold, fire, lightning, or thunder

Senses passive Perception 10

Languages Common, Primordial

Challenge 1 (200 XP)

Elemental Devotion. The cultist has advantage on saving throws against being charmed or frightened.

While the cultist can see a higher ranking member of the Cult of the Eye friendly to it, it ignores the effect of being charmed or frightened.

Fanatical Advantage. Once per turn, if the cultist makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

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

Actions

Multiattack. The cultist makes two attacks with its scimitar.

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

Source: Dragonclaw, Hoard of the Dragon Queen

ELEMENTAL MAGE: AETHERMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	18(+4)	12(+1)	11(+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial
Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a aethermancer ignore resistance to lightning damage. Additionally, when the spell deals lightning damage, if the dice roll is a 1, the aethermancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): frostbite, gust, light, shocking grasp

1st level (4 slots): chromatic orb, mage armor, shield, thunderwave

2nd level (3 slots): dust devil, gust of wind, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): greater invisibility, storm sphere

5th level (1 slots): control winds

Actions

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.

Source: Mage, Monster Manual

ELEMENTAL MAGE: AETHERMANCER

ELEMENTAL MAGE: AETHERMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	18(+4)	12(+1)	11(+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial
Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a aethermancer ignore resistance to lightning damage. Additionally, when the spell deals lightning damage, if the dice roll is a 1, the aethermancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): frostbite, gust, light, shocking grasp

1st level (4 slots): chromatic orb, mage armor, shield, thunderwave

2nd level (3 slots): dust devil, gust of wind, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): greater invisibility, storm sphere

5th level (1 slots): control winds

Actions

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.

ELEMENTAL MAGE: GEOMANCER

ELEMENTAL MAGE: GEOMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	18(+4)	12(+1)	11(+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial
Challenge 6 (2300 XP)

War Caster. The geomancer has advantage on Constitution saves to prevent loss of concentration.

The geomancer can use a single target, one action spell on a target that provokes an opportunity attack from it.

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): chill touch, mold earth, light, poison spray

1st level (4 slots): chromatic orb, earth tremor, mage armor, shield

2nd level (3 slots): earthbind, hold person, shatter

3rd level (3 slots): counterspell, erupting earth, slow

4th level (3 slots): greater invisibility, stoneskin

5th level (1 slots): wall of stone

Actions

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.

ELEMENTAL MAGE: HYDROMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	18(+4)	12(+1)	11(+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a hydromancer ignore resistance to acid damage. Additionally, when the spell deals acid damage, if the dice roll is a 1, the hydromancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): acid splash, mold earth, light, ray of frost

1st level (4 slots): chromatic orb, mage armor, shield

2nd level (3 slots): Melf's acid arrow, misty step, Snillloc's snowball swarm

3rd level (3 slots): counterspell, tidal wave, wall of water

4th level (3 slots): greater invisibility, vitriolic sphere, watery sphere

5th level (1 slots): cone of cold

Actions

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.

ELEMENTAL MAGE: PYROMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	12(+1)	18(+4)	12(+1)	11(+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a pyromancer ignore resistance to fire damage. Additionally, when the spell deals fire damage, if the dice roll is a 1, the pyromancer

treats the dice roll as a 2.

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): conjure bonfire, control flames, fire bolt, mage hand

1st level (4 slots): burning hands, chromatic orb, mage armor, shield

2nd level (3 slots): Aganazzar's scorcher, misty step, scorching ray

3rd level (3 slots): counterspell, dispel magic, fireball, Melf's minute meteors

4th level (3 slots): greater invisibility, wall of fire

5th level (1 slots):

Actions

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.

RICHARD HEARTSHADOW (UNDEAD GUARDIAN)

RICHARD HEARTSHADOW (UNDEAD GUARDIAN)

Medium Undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 247 (19d8 + 95)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
20(+5)	11(+0)	20(+5)	12(+1)	16(+3)	18(+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Primordial

Challenge 17 (18000 XP)

Magic Resistance. Richard has advantage on saving throws against spells and other magical effects. Additionally, spell attacks against him are made at disadvantage.

Marshall Undead. Unless Richard is incapacitated, he and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Special Equipment. Richard wields Icicle, a frostbrand sharktooth longsword, and Warden, a spellguard shield. Their effects are already taken into account in this stat block.

Spellcasting. Richard is a 19th-level spellcaster. His spellcasting ability is Charisma (spell save 18, +10 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): armor of Agathys, command, sanctuary, shield of faith

2nd level (3 slots): aid, spiritual weapon

3rd level (3 slots): dispel magic, fear

4th level (3 slots): freedom of movement, ice storm

5th level (2 slots): destructive wave, holy weapon

Actions

Multiattack. Richard makes three attacks with Icicle.

Icicle. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) magical slashing damage, plus 18 (4d8) necrotic damage and 3 (1d6) cold damage. The weapon deals an extra 4 (1d8) magical slashing damage against targets that are not wearing armor.

Hellfire Orb (1/day). The death knight hurls a magical ball of fire that explodes at a point it can see with 120 feet it. Each creature in a 20-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

Source: Death Knight, Monster Manual

CCC-SFBAY 1-1 Plots in Motion

HUGE CHUUL

Huge Chuul

Huge aberration, chaotic evil

Armor Class 17 (natural armor) Hit Points 171 (18d10+72)

Speed 30 ft., swim 30 ft. CR 7 (2900 XP)

Senses darkvision 60 ft., passive perception 16

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	18(+4)	6(-2)	11(+0)	6(-2)

Saving Throws Str +8

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will.

This trait otherwise works like the detect magic spell but isn't itself

magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 18 (3d8 + 5) bludgeoning damage. The target is grappled (escape DC 15) if it is a huge or smaller creature and the chuul doesn't

have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a

DC 15 Constitution saving throw or be poisoned for 1 minute. Until

this poison ends, the target is paralyzed. The target can repeat the

saving throw at the end of each of its turns, ending the effect on

itself on a success.

CCC-TRI-01 - Into the Darkness

SISTER ANA

Sister Ana

Medium humanoid (half-elf), neutral good

Armor Class 17 (petrified mushroom scale mail, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Condition Immunities stun and charm effects

Saving Throws Wis +6, Cha +6

Skills Deception +6, Insight +6, Perception +6,

Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elvish, Infernal

Challenge 5 (1,800 XP)

Fey Ancestry. Ana has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Ana is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Ana has the following spells prepared from the druid spell list:

Cantrips (at will): guidance, produce flame, thorn whip
1st level (4 slots): entangle, cure wounds, jump, thunderwave

2nd level (3 slots): gust of wind, lesser restoration, hold person

3rd level (3 slots): call lightning, plant growth, wind wall

4th level (3 slots): grasping vine, wall of fire

5th level (1 slot): wall of stone

Poison Strike (3/Day). Once per turn, when Sister Ana hits with a melee attack, she can expend a use of this trait to deal an extra 9 (2d8) poison damage.

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

Varyth Legendary Actions

Varyth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time as long as Varyth is not incapacitated, and only

at the end of another creature's turn. Varyth regains spent legendary actions at the start of its turn.

Legendary Save. Varyth can choose to remove one condition

currently affecting it.

Teleport (Costs 2 Actions). Varyth uses its teleport action.

Add a little Pizzaz! (Costs 3 Actions). Varyth activates its robe

of scintillating colors, if there are any charges remaining.

ARCHDRUID SISTER ANA

CCC-YLRA01-01 - Her Dying Wish

MIRAJ VIZANN

Miraj Vizann

Medium humanoid (earth genasi), neutral evil

Armor Class 10 (13 with mage armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	10 (0)	17(+3)	13(+1)	11 (0)	18(+4)

Skills Arcana +4, Deception +7

Senses passive Perception 10

Languages Common, Primordial

Challenge 6 (2,300 xp)

Earth Walk. Moving through difficult terrain made of earth or

stone costs Miraj no extra movement.

Innate Spellcasting. Miraj's innate spellcasting ability is

Constitution (spell save DC 14). Miraj can innately cast the following spells, requiring no material components:

1/day: pass without trace

Spellcasting. Miraj is an 11th-level spellcaster. Its

spellcasting

ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Miraj knows the following sorcerer spells:

Cantrips (at will): acid splash, blade ward, friends, light, message, mold earth

1st level (4 slots): chromatic orb, mage armor, magic missile

2nd level (3 slots): Maximilian's earthen grasp, shatter, suggestion

3rd level (3 slots): counterspell, erupting earth

4th level (3 slots): polymorph, stoneskin

5th level (2 slot): wall of stone

6th level (1 slot): move earth

Staff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning when used with two hands.

SHOALAR QUANDERIL

Shoalar Quanderil

Medium humanoid (water genasi), lawful evil

Armor Class 10 (13 with mage armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	16(+3)	14(+2)	10(+0)	17(+3)

Skills Arcana +4, Deception +5, Insight +2, Persuasion +5

Damage Resistances acid

Senses passive Perception 10

Languages Aquan, Common

Challenge 4 (1,100 XP)

Amphibious. Shoalar can breathe air and water.

Innate Spellcasting. Shoalar's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks).

He

can innately cast the following spells:

At will: shape water

1/day: create or destroy water

Spellcasting. Shoalar is a 5th-level spellcaster. His spellcasting

ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): acid splash, chill touch, friends, prestidigitation, ray of frost

1st level (4 slots): disguise self, mage armor, magic missile

2nd level (3 slots): hold person, misty step

3rd level (3 slots): tidal wave

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

CCC-YLRA01-02 - Uneasy Lies the Head

WOBBLES

Wobbles

Gargauntuan beast, unaligned

Armor Class 9

Hit Points 225 (18d20 + 36)

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	9 (-1)	15(+2)	4 (-3)	10(+0)	4 (-3)

Skills Perception +6, Stealth +5

Senses Darkvision 120ft., Passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Hold Breath. While out of water, the Wobbles can hold his breath for 1 hour.

Water Breathing. Wobbles can breathe only underwater.

Actions

Multiattack. Wobbles makes three tentacle attacks.

Fling. One Large or smaller object held or creature grappled

by Wobbles is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Slam. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Tentacle. Melee Weapon Attack: +9 to hit, reach 30 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. Wobbles has eight tentacles, each of which can grapple one target.

Legendary Actions

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

Recover. Wobbles ends one effect on itself.

Slam or Fling. Wobbles makes one slam attack or uses its fling.

CORRUPTED PRIEST OF CHAUNTEA

Corrupted Priest of Chauntea

Medium humanoid (elf), neutral evil

Armor Class 16 (chain mail)

Hit Points 75 (10d8 +30)

Speed 30 ft, swim 30 ft.

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

Skills Nature +5, Perception +5

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elven

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Fey Ancestry. The priest has advantage on saving throws against being charmed, and magic can't put the priest to sleep.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

1/day each: call lightning, Evard's black tentacles

Actions

Thunderous Touch. Melee Weapon Attack: +5 to hit, reach 5

ft., one creature. Hit: 27 (5d10) thunder damage.

PRIEST OF CHAUNTEA

Priest of Chauntea

Medium humanoid (elf), neutral good

Armor Class 18 (chain mail, shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Religion +4, Nature +5, Perception +5,

Persuasion +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Elven

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a

spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage

increases by 1d6 for each level above 1st.

Fey Ancestry. The priest has advantage on saving throws against being charmed, and magic can't put the priest to sleep.

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

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

1st level (4 slots): cure wounds, guiding bolt, sanctuary

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

3rd level (2 slots): dispel magic, spirit guardians

Actions

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

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

CCCROZK01-2 - Zhentarim's Lament

DREAD PIRATE

Dread Pirate

Medium undead, neutral evil

Armor Class 17 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	20(+5)	19(+4)	14(+2)	16(+3)	18(+4)

Saving Throws Dex +10, Wis +8, Cha +9 Damage

Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft, passive Perception 13

Languages Common Challenge Rating 16 (15,000 XP)

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

Marshal Undead. Unless the dread pirate is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The dread pirate is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, elemental weapon
 4th level (2 slots): destructive wave (necrotic) Actions
 Multiattack. The dread pirate makes three scimitar attacks.
 Scimitar. Melee weapon attack: +10 to hit, reach 5 ft., one target(s). Hit: 8 (1d6+5) slashing damage.
 Hellfrost Orb (1/day). The dread pirate hurls a magical ball of dark energy that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. The sphere spreads around corners. A creature takes 31 (9d6) cold damage and 31 (9d6) necrotic damage on a failed save, or half as much on a successful one.

Reactions

Parry. The dread pirate adds 5 to its AC against one melee attack that would hit it. To do so, the dread pirate must see the attacker and be wielding a melee weapon.

(Based on the death knight, armor and weapon changed, CR lowered with stats to match.)

SKELETON PIRATE

Dread Pirate

Medium undead, neutral evil

Armor Class 17 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13(+1)	20(+5)	19(+4)	14(+2)	16(+3)	18(+4)

Saving Throws Dex +10, Wis +8, Cha +9 Damage

Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft, passive Perception 13

Languages Common Challenge Rating 16 (15,000 XP)

Magic Resistance. The dread pirate has advantage of saving throws against spells and other magical effects.

Marshal Undead. Unless the dread pirate is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The dread pirate is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, elemental weapon

4th level (2 slots): destructive wave (necrotic) Actions

Multiattack. The dread pirate makes three scimitar attacks.

Scimitar. Melee weapon attack: +10 to hit, reach 5 ft., one target(s). Hit: 8 (1d6+5) slashing damage.

Hellfrost Orb (1/day). The dread pirate hurls a magical ball of dark energy that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw.

The sphere spreads around corners. A creature takes 31

(9d6) cold damage and 31 (9d6) necrotic damage on a failed save, or half as much on a successful one.

Reactions

Parry. The dread pirate adds 5 to its AC against one melee attack that would hit it. To do so, the dread pirate must see the attacker and be wielding a melee weapon.

(Based on the death knight, armor and weapon changed, CR lowered with stats to match.)

STAR GOLEM

Star Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

5 ft., one target. Hit: 19 (3d8+6) bludgeoning damage.

STR	DEX	CON	INT	WIS	CHA
22(+6)	9 (-1)	20(+5)	3 (-4)	11(+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft, passive Perception 10

Languages understands the languages of its creator but can't speak Challenge Rating 10 (5,900 XP)

Star golems appear as an arrangement of bright points of light, with faint rays of light connecting them to form what appears to be a constellation. A vague and dim outline gives the constellation features of whatever the constellation represents. This is often a warrior or some fantastic beast, but can even be objects such as a cup.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, but not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lair Actions

CCCROZK01-3 - NECROMANCER'S ASCENT

DORAN PARZIFEL

Doran Parzifel

Medium undead, lawful good

Armor Class 20 (plate and shield)

Hit Points 178 (21d8 + 84)

Speed 30 ft

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

Saving Throws Wis +5, Cha +5 Skills Athletics +7,
Deception +5, Intimidation +5 Damage Immunities poison
Condition Immunities poisoned Senses darkvision 60 ft,
passive Perception 12

Languages Common Challenge Rating 11 (7,200 XP)

His skin and tissue dried and pulled taught over his bones,
Doran is a grizzly sight dressed in his ornate plate armor.
SpellguardShield. While holding his shield, Doran has
advantage on saving throws against spells and other
magical effects, and spell attacks against him are at
disadvantage.

Undead Fortitude. If damage reduces Doran to 0 hit points,
he must make a Constitution saving throw with a DC of 5 +
the damage taken, unless the damage is radiant or from a
critical hit. On a success, Doran drops to 1 hit point instead.
Spellcasting. Doran is a 13th-level spellcaster. His
spellcasting ability is Charisma (spell save DC 15, +8 to hit
with spell attacks). He has the following paladin class spells
prepared:

1st level (4 slots): command, protection from

evil and good, thunderous smite

2nd level (3 slots): aid, branding smite

3rd level (3 slots): blinding smite, dispel magic

4th level (1 slot): staggering smite

Actions

Multiattack. Doran makes three attacks with his longsword.
Longsword. Melee weapon attack: +9 to hit, reach 5 ft., one
target. Hit: 9 (1d8+4) slashing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

Doran exudes magical menace. Each enemy within 30 feet
of him must succeed on a DC 15 Wisdom saving throw or
be frightened for 1 minute. If a frightened target ends its
turn more than 30 feet away from Doran, the target can
repeat the saving throw, ending the effect on itself on a
success.

MARZELLUS MARSHWARD

Marzellus Marshward (Necromancer / Fighter)

Medium humanoid (fallen aasimar), chaotic evil

Armor Class 16 (breastplate)

Hit Points 109 (20d8 + 19)

Speed 30 ft

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

Saving Throws Int +10, Wis +7 Skills Arcana +10, History
+10 Damage Resistances necrotic, radiant Senses
darkvision 60 ft., passive Perception 11

Languages Common, Celestial, Draconic, Abyssal
Challenge Rating 14 (11,500 XP)

Command Undead. As an action, Marzellus can choose one
undead that he can see within 60 feet of himself. That

creature must make a DC 15 Charisma saving throw, or
becomes friendly to Marzellus and obeys his commands
until he uses this feature again. If it succeeds, the creature
is unaffected and cannot be targeted by this feature again.
Intelligent (8 or higher) undead have advantage of this
saving throw. If the creature fails its saving throw and has
an Intelligence of 12 or higher, it can repeat the saving
throw at the end of every hour until it succeeds and breaks
free.

Spellcasting. Marzellus is a 14th-level wizard and a 5th-
level eldritch knight. His spellcasting ability is Intelligence
(spell save DC 18, +10 to hit with spell attacks). He has the
following wizard spells prepared:

Cantrips (at will): blade ward, chill touch, fire
bolt, friends, light, mage hand, mending,
message, shocking grasp

1st level (4 slots): false life, magic missile, ray
of sickness, shield, witch bolt

2nd level (3 slots): blindness/deafness, ray of
enfeeblement, web

3rd level (3 slots): animate dead, bestow curse,
counterspell, vampiric touch

4th level (3 slots): blight, dimension door, Evard's black
tentacles, stoneskin 5th level (2 slots): Bigby's hand,
cloudkill, contagion

6th level (1 slot): circle of death

7th level (1 slot): finger of death Necromancy spell of
1st level or higher

Grim Harvest (1/turn). When Marzellus kills a creature that
is neither a construct nor undead with a spell of
1st level or higher, the necromancer regains hit points
equal to twice the spell's level, or three times if it is a
necromancy spell.

Weapon Bond. Marzellus is magically bonded to his
scimitar. He cannot be disarmed of that weapon unless he
is incapacitated. If it is on the same plane of existence, he
can summon the scimitar as a bonus action on his turn,
causing it to appear instantly in his hand.

Actions

Multiattack. Marzellus makes two withering touch attacks,
two scimitar attacks, or one of each.

Withering Touch. Melee spell attack: +10 to hit, reach 5 ft.,
one target. Hit: 5 (2d4) necrotic damage.

Scimitar. Melee weapon attack: +8 to hit, reach 5 ft., one
target. Hit: 6 (1d6 + 2) slashing damage.

Necrotic Shroud (Once Per Day).

Marzellus unleashes divine energy stored within himself, as
his eyes become pools of darkness and two skeletal,
ghostly, flightless wings sprout from his back. Creatures
within 10 feet of him must succeed on a DC 16 Wisdom
saving throw, or become frightened of him until the end of
his next turn.

This transformation lasts for 1 minute or until Marzellus
ends it as a bonus action. During this time, once on each of

his turns, Marzellus may deal 16 extra necrotic damage to one target when he deals damage to it with an attack or a spell.

Healing Hands (Once Per Day). Marzellus can touch a creature and cause it to regain 16 hit points.

Legendary Actions (if applicable)

Marzellus can take three 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. Marzellus regains spent legendary actions at the start of his turn.

Withering Touch Attack. Marzellus makes a withering touch attack against an enemy within range.

Winged Attack. Marzellus' wings propel him forward up to 30 feet, and he makes a withering touch attack against an enemy within range at the end of the movement. This does not provoke an attack of opportunity.

Chill Harvest (Costs 2 Actions). Marzellus uses the chill touch cantrip on one of his captives held in the machinery on the walls of the chamber. The captive dies, and Marzellus regains 25 hit points.

Lair Actions (if applicable) •

Regional Effects

The area within five miles of the Zhentil Spire has been saturated with necromantic energies for days, and the effect seems to be spreading. At the time of this adventure, these effects are in play.

- Undead that have been raised by the dark fog created by Marzellus Marshward come into existence under the control of the necromancer. Those who existed prior to the raising of the Spire, but were exposed to the dark fog, may not have fallen under his command, getting a DC 18 Wisdom saving throw to remain free of his influence.

- If exposed to the dark fog, a living creature must succeed on a DC 18 Constitution check, or be overcome by the power of the cloud. On that round, they fall to the ground choking and incapacitated. Greater restoration or remove curse will halt the effect if cast on an effected character this round. On the second round, the character dies, only to rise the following round as one of the following undead:

d6 Roll Undead Type

1	Skeleton
2	Zombie
3	Wight
4	Vampire Spawn
5	Wraith
6	Poltergeist

LIGHTNING SERPENT

Lightning Serpent

Gargantuan construct, neutral

Armor Class 17 (natural armor) Hit Points 168 (16d12 + 64) Speed 50 ft, climb 40 ft

STR DEX CON INT WIS CHA

23(+6) 16(+3) 18(+4) 7 (-2) 14(+2) 12 (+1)

Skills Perception +6, Stealth +7 Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone Senses darkvision 90 ft., Passive Perception 16

Languages -

Challenge Rating 12 (8,400 XP)

The lightning serpents are massive stone constructs built to protect the Chamber of He Tlik.

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

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

Magic Weapons. The lightning serpent's weapon attacks are magical.

Actions

Multiattack. The lightning serpent makes two attacks: one with its bite and one to constrict or crush.

10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee weapon attack: +10 to hit, reach 5 ft., one Huge or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) lightning damage. The target is grappled (escape DC 16) if the lightning serpent isn't already constricting a creature, and the target is restrained until this grapple ends.

Crush. Melee weapon attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Lightning Breath (Recharge 5-6). The lightning serpent exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The lightning serpent makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the lightning serpent, and it takes 21 (6d6) lightning damage at the start of each of the lightning serpent's turns. A lightning serpent can have only one creature swallowed at a time.

If the lightning serpent takes 30 damage or more on a single turn from the swallowed creature, the lightning serpent must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the lightning serpent. If the lightning serpent dies, a swallowed creature is no longer restrained or taking damage from it and can

escape from the corpse by using 15 feet of movement, exiting prone.

Based on the behir and stone golem.

SHADE

Shade

Medium undead, chaotic evil

Armor Class 14 Hit Points 110 (22d8)

Speed 0 ft, fly 50 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19(+4)	11(+0)	10(+0)	10(+0)	17 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities necrotic, poison

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

Senses darkvision 60 ft, passive Perception 10

Languages understands all languages it knew in life but can't speak Challenge Rating 9 (5,000 XP)

Incorporeal Movement. The shade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisible. The shade is invisible. For creatures that can see invisible or have true sight, a shade appears as a grouping of glowing lights that move about, seeming to momentarily coalesce into the outline of a human or other humanoid, then break apart again into separate lights.

Sunlight Sensitivity. While in sunlight, the shade has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The shade makes two forceful slam attacks.

Forceful Slam. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 17 (5d6) force damage.

Telekinetic Thrust. The shade targets a creature or unattended object within 30 feet of it. A creature must be medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the shade makes a Charisma check contested by the target's Strength check. If the shade wins the contest, it hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the shade hurls it up to 30 feet in any direction. The shade can use the object as a ranged weapon, attacking one creature along the object's path (+7 to hit) and deal 5 (2d4)

bludgeoning damage on a hit.

based on the poltergeist

EPICS

--GARBUL, HOBGOBLIN CHAMPION⁴

CRUSHING WAVE DECIEVER⁵

Medium humanoid (human), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	16(+3)	14(+2)	10(+0)	17(+3)

Skills Arcana +4, Deception +5, Insight +2, Persuasion +5

Damage Resistances acid

Senses passive Perception 10

Languages Aquan, Common

Challenge 4 (1,100 XP)

Actor. Has advantage on Charisma (Deception) and Charisma (Performance) checks to pass themselves off as a different person. Can mimic voices or the sounds made by other creatures.

Amphibious. The deceiver can breathe air and water.

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

Cantrips (at will): acid splash, chill touch, friends, prestidigitation, ray of frost

1st level (4 slots): mage armor, magic missile, shield

2nd level (3 slots): hold person, misty step

3rd level (3 slots): conjure animals, tidal wave, water breathing

Actions

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

QABARA

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	12(+1)	26 (+8)	18(+4)	17(+3)	18(+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Aquan, Common

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

⁴ DDEP1 Corruption in Kryptgarden

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. Qabara's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material component:

Cantrips (at will): create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink

3/day each: tongues, water breathing, water walk

1/day each: conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift

Actions

Multiattack. Qabara makes two trident attacks.

Trident. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft.

or range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. Qabara magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from Qabara and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

BEHOLDER EYE OF FLAME⁶

Large aberration, lawful evil

Armor Class 18 (plate)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	18(+4)	17(+3)	15(+2)	17 (+3)

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

Skills Perception +12

Condition Immunities prone

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Vulnerability Cone. The beholder's central eye creates an area of fire vulnerability in a 150-foot cone. All creatures within the cone gain vulnerability to fire. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Heated Body. A creature that touches the beholder or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

⁵ DDEP2 - Mulmaster Undone

⁶ DDEP3 Blood Above Blood Below

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage plus 14 (4d6) fire damage. Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates, except for Flame Ray), choosing one to three targets it can see within 120 feet of it.

1-2. Flame Ray. The targeted creature must make a DC 16 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful save.

3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

DDEP4 Reclamation of Phlan

FOREMAN HELLBRUN⁷

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	17(+3)	6 (-2)	10(+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Crazy Like a Fox. Foreman Hellbrun has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Never Dreaming. Foreman Hellbrun never sleeps.

Multiattack. Foreman Hellbrun makes two attacks: one with his axe and one with his club.

Stone Axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Spiked Stone Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Lair actions

On initiative count 20 (losing initiative ties), Hellbrun takes a lair action to cause the following effect; he can use the following action:

Ceiling Collapse. Hellbrun smashes his maul against the ground or walls and part of the ceiling collapses above one creature that Hellbrun can see within 120 feet of him. The creature must succeed on a DC 12 Dexterity saving throw or take 6 (2d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

HOBGOBLIN BATTLE PRIEST

Medium humanoid (goblinoid), lawful evil

Armor Class 15 (scale armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	12(+1)	10(+0)	13(+1)	14(+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages Goblin, Common

Challenge 2 (450 XP)

Battle Ready. The battle priest has advantage on saving throws against being charmed or frightened.

Spellcasting. The battle priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The battle priest has the following cleric spells prepared:

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

1st level (4 slots): command, inflict wounds, shield of faith

2nd level (3 slots): hold person, spiritual weapon

Multiattack. The battle priest makes two melee attacks.

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

HOBGOBLIN FIST

Medium humanoid (goblinoid), Lawful evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	18(+4)	12(+1)	11(+0)	12(+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

⁷ DDEP05-01 - The Iron Baron

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

Multiattack. The Fist makes two greataxe attacks.

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

NIVEK (MINOTAUR)

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	16(+3)	6 (-2)	16(+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 3 (700 XP)

Charge. If the Nivek moves at least 10 feet straight toward a target and then hits it with an impale attack on the same turn, the target takes an extra 9 (2d8) piercing 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 and knocked prone.

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

Reckless. At the start of its turn, the Nivek can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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

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

On initiative count 20 (losing initiative ties), Nivek takes a lair action to cause the following effect; Nivek can use the following action:

Hapless Shield. Nivek snatches up a prisoner and uses their body as a shield. A character can attack Nivek with ranged or melee attacks at disadvantage to avoid striking the prisoner, otherwise there is a 35% chance that the attack will strike the prisoner instead of Nivek.

Area of effect spells will automatically strike both Nivek and the prisoner. Spells that target a single creature and do not require an attack roll avoid this effect

HADUTHA THE SMITH

Large fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Iron Spikes. At the start of each of its turns, Hadutha deals 5 (1d10) piercing damage to any creature grappling it.

Clear Sight. Magical darkness doesn't impede the Hadutha's darkvision.

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

Multiattack. Hadutha makes three melee attacks: one with his flail and two with its gauntlets. Alternatively, he can use Hurl Flame twice.

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

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

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

On initiative count 20 (losing initiative ties), Hadutha takes a lair action to cause the following effect; he can use the following action:

Barrage. Hadutha activates a rune on his armor causing the shoulder plates to open and summon a shower of crazed magma mephits in a 30' cone centered on Hadutha. Any creature in the area of effect must make a DC 15 Dexterity saving throw or take 3d6 (10) fire damage and be restrained until the end of their next turn as the crazed mephits melt away.

INFERNAL DREADNAUGHT

Huge construct neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	18(+4)	7 (-2)	14(+2)	12(+1)

Skills Perception +6

Damage Immunities Fire

Senses darkvision 90 ft., passive Perception 16

Languages Giant

Challenge 11 (7,200 XP)

Multiattack. The Infernal Dreadnaught makes two attacks: one with its gauntlet and one to crush.

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

Crush. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the Infernal Dreadnaught isn't already constricting a creature, and the target is restrained until this grapple ends.

Fire Breath (Recharge 5–6). The Infernal Dreadnaught exhales a line of fire that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Swallow. The Infernal Dreadnaught makes one spiked gauntlet attack against a Medium or smaller target it is grappling. If the attack hits, the target is also thrown in the Devastator's engine, and the grapple ends. While in the engine, the target is blinded and restrained, it has total cover against attacks and other effects outside the Infernal Dreadnaught, and it takes 21 (6d6) fire damage at the start of each of the Infernal

Dreadnaught's turns. An Infernal Dreadnaught can have only one creature in the engine at a time. If the Infernal Dreadnaught takes 30 damage or more on a single turn from the creature in the engine, the Infernal Dreadnaught must succeed on a DC 14 Constitution saving throw at the end of that turn or eject the creature, which falls prone in a space within 10 feet of the Infernal Dreadnaught. If the Infernal Dreadnaught dies, a creature in the engine is no longer restrained by it and can escape from the wreckage by using 15 feet of movement, exiting prone.

IRONMONGER

Large elemental, neutral
Armor Class 18 (plate)
Hit Points 127 (17d8 + 51)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	17(+3)	8 (–1)	10(+0)	10(+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Terran

Challenge 7 (2,900 XP)

Magic Weapons. The ironmonger's weapon attacks are magical

Multiattack. The ironmonger makes two maul attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The ironmonger makes one maul attack. If the attack hits, it deals an extra 16 (3d10) thunder damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

VIGOREL

Large elemental, neutral evil
Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., burrow 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

Spellcasting. Vigorel is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells: Cantrips (at will): control flames, fire bolt, friends, light, minor illusion

1st level (4 slots): burning hands, color spray, mage armor

2nd level (3 slots): scorching ray, suggestion

3rd level (3 slots): fireball, hypnotic pattern

4th level (1 slot): fire shield (see Wreathed in Flame)

Wreathed in Flame. For the Vigorel, the warm version of the fire shield spell has a duration of "until dispelled." The fire shield burns for 10 minutes after Vigorel dies, consuming its body.

Actions

Iron Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d10 + 2) piercing damage.

On initiative count 20 (losing initiative ties), Vigorel takes a lair action to cause the following effect; he can use the following action:

Slag Blast. Vigorel causes a forge to belch an orb of molten slag. Any creature targeted must succeed a DC 15 Dexterity saving throw or be coated in molten slag taking 3d6 (10) fire damage and be slowed until the start of its next turn

KELVAN'S SIMULACRUM⁸

Medium humanoid (human), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 44

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	12(+1)	20(+5)	15(+2)	16(+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

⁸ DDEP06-02 - Return to White Plume Mountain

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Damage Immunities psychic

Senses passive Perception 12

Languages Common, Elven, Infernal, Abyssal, Ignan, Terran

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, mage armor, magic missile, shield 2nd level (4 slots): detect thoughts, mirror image, misty step

3rd level (2 slots): counterspell, invisibility, fly, lightning bolt

4th level (3 slots): banishment, stonewood

5th level (3 slot): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank

9th level (1 slot): time stop

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

DEATH GIANT (FIRE)⁹

Huge undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Resistances necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, counterspell

4th level (3 slots): banishment, staggering smite

5th level (2 slots): destructive wave (necrotic)

Actions

Multiattack. The death giant makes three longsword attacks.

Longsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Hellfire Orb (1/Day). The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it.

Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

+ - MIND FLAYER ARCANIST

A few mind flayers supplement their psionic power with arcane spells. However, they are regarded as deviants by their illithid peers and usually shunned. A mind flayer arcanist

has a challenge rating of 8 (3,900 XP) and the following trait:

Spellcasting. The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

Cantrips (at will): blade ward, dancing lights, mage hand, shocking grasp

1st level (4 slots): detect magic, disguise self, shield, sleep

2nd level (3 slots): blue, invisibility, ray of enfeeblement

3rd level (3 slots): clairvoyance, lightning bolt, sending

4th level (3 slots): confusion, hallucinatory terrain

5th level (2 slots): telekinesis, wall of force

+ - MIND FLAYER (ULITHARID)

Large aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 127 (17d10 + 34)

Speed 30 ft.

⁹ DDEP06-03 - Hecatomb

STR DEX CON INT WIS CHA
15 (+2) **12 (+1)** 15 (+2) 21 (+5) 19 (+4) 21 (+5)

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

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 2 miles

Challenge 9 (5,000 XP)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distances and direction to the creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Magic Resistance. The ulitharid has resistance on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). The ulitharid can innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis

Action

Tentacles. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DROW MATRON MUMMY LORD

Medium undead (drow), lawful evil

Armor Class 18 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR DEX CON INT WIS CHA
18 (+4) **12 (+1)** **17 (+3)** 11 (+0) 18 (+4) **17 (+3)**

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities fire

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 15 (13,000 XP)

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips (at will): sacred flame, thaumaturgy

1st level (4 slots): command, guiding bolt, shield of faith

2nd level (3 slots): hold person, silence, spiritual weapon

3rd level (3 slots): animate dead, dispel magic, counterspell

4th level (3 slots): divination, guardian of faith

5th level (2 slots): contagion, insect plague

6th level (1 slot): harm

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Actions

Multiattack. The mummy lord can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw

against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

Legendary Actions

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

Attack. The mummy lord makes one attack with its rotting fist or its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remains in its possession

DROW WAR PRIEST

Medium humanoid (drow), lawful evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Con +6, Wis +7

Skills Intimidation +6, Religion +4

Senses darkvision 120 ft., passive Perception 13

Languages Undercommon, Elvish

Challenge 9 (5,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): light, mending, sacred flame, spare the dying

1st level (4 slots): divine favor, guiding bolt, healing word, shield of faith

2nd level (3 slots): lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon

3rd level (3 slots): beacon of hope, crusader's mantle, prayer of healing, silence, spiritual weapon

4th level (3 slots): banishment, freedom of movement, guardian of faith, stoneskin

5th level (1 slot): flame strike, mass cure wounds, hold monster

Actions

Multiattack. The priest makes two melee attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

DROW WARLOCK OF THE FIEND

Medium humanoid (drow), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon, Infernal

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: alter self, false life, levitate (self only), mage armor (self only), silent image

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp
1 st-5th level (4 5th-level slots): banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur. Actions

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6 + 3) bludgeoning damage plus 10 (3d6) fire damage.

DRPW WARLORD

Medium humanoid (drow), lawful evil

Armor Class 20 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Str +9, Dex +8, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses darkvision 120 ft., passive Perception 15

Languages Undercommon, Giant

Challenge 12 (8,400 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start

of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks. Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

WRAITH (FROM DDAL00-01 WINDOW TO THE PAST)

Medium undead, neutral evil

Armor Class 14

Hit Points 116 (14d8 + 53)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; Damage Immunities silvered weapons, weapons that are not magical; necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 10 or 15 (5,900 or 13,000 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Empowered Undead. The wraith has advantage on saving throws versus magic and magic effects. Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 27 (5d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction

lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

DEATH GIANT (FIRE)

Huge undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Resistances necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): command, compelled duel, searing smite

2nd level (3 slots): hold person, magic weapon

3rd level (3 slots): dispel magic, counterspell

4th level (3 slots): banishment, staggering smite

5th level (2 slots): destructive wave (necrotic)

Actions

Multiattack. The death giant makes three longsword attacks.

Longsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Hellfire Orb (1/Day). The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6)

necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DRIDER SPELLCASTING

Dridders that were once drow spellcasters might retain their ability to cast spells. Such dridders typically have a higher spellcasting ability (15 or 16) than other dridders. Further, the

drider gains the Spellcasting trait. A drider that was a drow divine spellcaster, therefore, could have a Wisdom of **16 (+3)**

and a Spellcasting trait as follows:

Spellcasting. The drider is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with

spell attacks). The drider has the following spells prepared from the cleric spell list:

Cantrips (at will): poison spray, thaumaturgy

1st level (4 slots): bane, detect magic, sanctuary

2nd level (3 slots): hold person, silence

ADULT RED SHADOW DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Deception +13, Stealth +12

Damage Immunities fire

Damage Resistances necrotic

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a Bonus action.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft.,

one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

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

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5–6). The dragon exhales necrotic energy in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

Legendary Actions

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

- Detect. The dragon makes a Wisdom (Perception) check.
- Tail Attack. The dragon makes a tail attack.
- Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DROW ARCHMAGE

Medium humanoid (drow), any alignment

Armor Class 13 (16 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 120 ft., passive Perception 12

Languages Undercommon, Elvish, Dwarvish, Thayan, Gnomish, Netherese

Challenge 12 (8,400 XP)

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

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Spellcasting. The archmage is an 18th-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, identify, mage armor, magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield, stonewood

5th level (3 slots): cone of cold, scrying, wall of force

6th level (3 slots): globe of invulnerability

7th level (3 slots): teleport

8th level (3 slots): mind blank

9th level (3 slots): time stop

: The archmage casts these spells on itself before combat

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

DROW ASSASSIN

Medium humanoid (drow), neutral evil

Armor Class 16 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +8, Int +5

Skills Acrobatics +8, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 14

Languages Thieves' cant, Undercommon, Elvish

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against

a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

FINAL DEATH GIANT

This is the penultimate goal for the drow. The last remaining death giant has taken the form of Kiaransalee, and although it does not have the deity's full array of powers it is a terribly powerful opponent. Characters should be ready to face the fight of their lives, and Dungeon Masters should pull no punches. Adjust the final death giant's stat block as follows:

- Restore lost hit points and maximum hit points; this death giant has 247 maximum hit points.
- Her size becomes medium.
- She no longer has the ability to throw rocks, and her longsword damage becomes 12 (1d8 + 8) one-handed, or 13 (1d10 + 8) two-handed. Her longsword attacks also inflict 18 (4d8) necrotic damage on a hit.
- All of her melee attacks and melee weapon attacks count

as magical sources of damage.

- She retains any unused souls from the last combat.
- She is resistant to fire, acid, and cold damage.
- She is immune to necrotic damage, and cannot be charmed, confused, or frightened.
- On initiative count 20 (losing ties), the death giant may bring 2 tier 4 wraiths into existence if none are present.
- Until the arcane shell is broken by her destruction, nothing can teleport into or out of the shell, though teleportation between points inside this space is not affected. Spells that do not function include maze, plane shift, banishment, summon spells, and the like; spells like misty step work just fine, though.
- The death giant may transfer half of any damage she takes (rounded up) to a wraith that she can see. This does not cost a reaction, but it does consume an unused spell slot if she uses this ability.

STONE GUARD KAVALRACHNI (DUERGAR CAVALRY)

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 39 (6d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)
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Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Cavalry Training. When the duergar hits a target with a melee attack while mounted on a female steeder, the steeder can make a melee attack against the target as a reaction.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell).

Any equipment the duergar wears or carries is invisible with it.

Warhammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 4) or 9 (1d10+4) bludgeoning damage if used two handed, or 12 (2d8 + 4) or 14 (2d10+4) bludgeoning damage while enlarged and used two handed.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

DUERGAR STONESHAPER

Medium humanoid (duergar), lawful evil

Armor Class 17 (splint)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)
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Damage Resistances poison

Skills Intimidation +5, Perception +2

Senses darkvision 120ft., tremorsense 30 ft., passive

Perception 12

Languages Undercommon, Terran, Dwarven

Challenge 4 (1,100 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Death Burst. When the stoneshaper dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stoneshaper must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The stoneshaper is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in the Elemental Evil Player's Companion):

Cantrips (at will): acid splash, blade ward, light, mending, mold earth

1st level (4 slots): expeditious retreat, false life, shield

2nd level (3 slots): Maximilian's earthen grasp, shatter

3rd level (3 slots): erupting earth, meld into stone

4th level (1 slot): stoneskin

Actions

Ebonstone Rod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. The stoneshaper can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a

1st level slot, plus an additional 1d8 for each level of the slot above 1st.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell).

Any equipment the duergar wears or carries is invisible with it.

DUERGAR SPY

Medium humanoid (dwarf), lawful evil

Armor Class 15 (studded leather)

Hit Points 33 (6d8+6)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack. Once per turn, the spy can deal an extra 7 (1d6) 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two shortsword attacks. Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell).

Any equipment the duergar wears or carries is invisible with it.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 60/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

DUERGAR FLAMEKEEPER

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	9 (-1)
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Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting (Psionics). The duergar's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: friends, message

3/day: command

Spellcasting. The duergar is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The duergar has the following cleric spells prepared:

Cantrips (at will): guidance, mending, sacred flame

1st level (4 slots): bane, inflict wounds, shield of faith

2nd level (3 slots): enhance ability, spiritual weapon

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell).

Any equipment the duergar wears or carries is invisible with it.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

DUERGAR INFERNAL

Medium humanoid (duergar), lawful evil

Armor Class 17 (breastplate, shield; 15 while using a crossbow)

Hit Points 45 (7d8 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2) 13 (+1) 14 (+2) 8 (-1) 11 (+0) 13 (+1)

Skills Intimidation +3, Perception +2

Damage Resistances fire, poison

Senses darkvision 120 ft., passive Perception 12

Languages Undercommon, Dwarven, Infernal

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Flaming Weapon (Recharges after a Short or Long Rest). As a bonus action, the duergar can wreath one melee weapon it is wielding in flame. The guard is unharmed by this fire, which lasts until the end of the duergar's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell).

Any equipment the duergar wears or carries is invisible with it.

Multiattack. The duergar makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

DERRO DARKFLIER

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR DEX CON INT WIS CHA
9 (-1) 14 (+2) 12 (+1) 11 (+0) 5 (-3) 9 (-1)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving

throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight

Actions

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

Light Repeating Crossbow. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Deadly Payload. The derro uses one of the following options; the derro can use each one no more than twice per day:

1. **Acid.** The derro hurls a flask of acid. Ranged Weapon Attack: +4 to hit, range 20/40 ft., one target. Hit: 7 (2d6) acid damage.

2. **Alchemist's Fire.** The derro throws a flask of alchemist's fire. Ranged Weapon Attack: +4 to hit, range 20/40 ft., one target. Hit: 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

3. **Thunderstone.** The derro throws a rune covered stone that detonates with a deafening bang. Ranged Weapon Attack: +4 to hit, range 20/40 ft., one target. Hit: 7 (2d6) thunder damage and the target is deafened, taking disadvantage on all Wisdom (Perception) checks that rely on hearing.

DERRO INFERNAL

Small fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR DEX CON INT WIS CHA
7 (-2) 15 (+2) 12 (+1) 8 (-1) 11 (+0) 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Undercommon, Dwarven, Infernal

Challenge 1/2 (100 XP)

Death Burst. When the derro infernal dies, it explodes in a burst of fire and brimstone. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the derro infernal can set itself ablaze or extinguish its flames. While ablaze, the derro infernal sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

DERRO SHOCK TROOPER

Small humanoid (derro), chaotic evil

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)
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Skills Intimidation +2

Senses darkvision 120 ft., passive Perception 10

Languages Undercommon, Dwarven

Challenge 1/2 (100 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Actions

Multiattack. The derro makes two melee attacks.

Stone Cudgel. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Light Repeating Crossbow. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

DERRO ASSASSIN

Small humanoid (derro), chaotic evil

Armor Class 15 (studded leather)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	16 (+3)	13 (+1)	10 (+0)	5 (–3)	16 (+3)
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Skills Stealth +5

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The derro assassin's innate spellcasting ability is Charisma (spell save DC 13). It can cast the following spells requiring no material components:

At will: minor illusion

1/day: darkness, fear, shatter

Sneak Attack. The derro assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally the assassin that isn't incapacitated and the assassin does not have disadvantage on the attack roll.

Actions

Hooked Shortspear. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 (1d4 – 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

DARKFLIER MOTH

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	16 (+3)	11 (+0)	2 (–4)	12 (+1)	6 (–2)
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Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Hearing. The darkflie has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

TORMAG XORNBANE (TIER 1)

Medium humanoid (duergar), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 112 (15d8 + 45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)
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Damage Resistances poison

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon, Dwarven

Challenge 6 (2,300 XP)

Brave. Tormag has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Tormag hits with it (included in the

attack).

Duergar Resilience. Th duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Tormag makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

Legendary Actions

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

Weapon Attack. Tormag makes a weapon attack.

Command Ally. Tormag targets one ally he can see within 30 feet of it. If the target can see and hear Tormag, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). Tormag targets one enemy he can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of Tormag's next turn.

TORMAG XORNBANE (TIER 2)

Medium humanoid (duergar), lawful evil

Armor Class 20 (plate)

Hit Points 229 (27d8 + 108)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Damage Resistances poison

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses darkvision 120ft., passive Perception 15

Languages Undercommon, Dwarven

Challenge 12 (8,400 XP)

Indomitable (3/Day). Tormag can reroll a saving throw it fails. It must use the new roll.

Survivor. Tormag regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Tormag makes two weapon attacks.

Maul. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

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

Weapon Attack. Tormag makes a weapon attack.

Command Ally. Tormag targets one ally he can see within 30 feet of it. If the target can see and hear Tormag, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). Tormag targets one enemy he can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Tormag's next turn.

UMBER HULK HATCHLING

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., burrow 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Umber Hulk

Challenge 2 (450 XP)

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

Actions

Multiattack. The hatchling makes one attack with its claws. If that attack hits, the hatchling can make one bite attack against the same target.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

KELVAN'S SIMULACRUM

Medium humanoid (human), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 44

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) **12 (+1)** 20 (+5) 15 (+2) **16 (+3)**

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Damage Immunities psychic

Senses passive Perception 12

Languages Common, Elven, Infernal, Abyssal, Ignan, Terran

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (4 slots): detect thoughts, mirror image, misty step

3rd level (2 slots): counterspell, invisibility, fly, lightning bolt

4th level (3 slots): banishment, stonewood

5th level (3 slot): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank

9th level (1 slot): time stop

The simulacrum begins combat with these spells:
Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

INFERNAL DREADNAUGHT

Huge construct neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (–2)	14 (+2)	12 (+1)

Skills Perception +6

Damage Immunities Fire

Senses darkvision 90 ft., passive Perception 16

Languages Giant

Challenge 11 (7,200 XP)

Multiattack. The Infernal Dreadnaught makes two attacks: one with its gauntlet and one to crush.

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

Crush. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the Infernal Dreadnaught isn't already constricting a creature, and the target is restrained until this grapple ends.

Fire Breath (Recharge 5–6). The Infernal Dreadnaught exhales a line of fire that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Swallow. The Infernal Dreadnaught makes one spiked gauntlet attack against a Medium or smaller target it is grappling. If the attack hits, the target is also thrown in the Devastator's engine, and the grapple ends. While in the engine, the target is blinded and restrained, it has total cover against attacks and other effects outside the Infernal Dreadnaught, and it takes 21 (6d6) fire damage at the start of each of the Infernal Dreadnaught's turns. An Infernal Dreadnaught can have only one creature in the engine at a time.

If the Infernal Dreadnaught takes 30 damage or more on a single turn from the creature in the engine, the Infernal Dreadnaught must succeed on a DC 14 Constitution saving throw at the end of that turn or eject the creature, which falls prone in a space within 10 feet of the Infernal Dreadnaught. If the Infernal Dreadnaught dies, a creature in the engine is no longer restrained by it and can escape from the wreckage by using 15 feet of movement, exiting prone.

IRONMONGER

Large elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (–1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Terran

Challenge 7 (2,900 XP)

Magic Weapons. The ironmonger's weapon attacks are magical

Multiattack. The ironmonger makes two maul attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The ironmonger makes one maul attack. If the attack hits, it deals an extra 16 (3d10) thunder damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

VIGOREL

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., burrow 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

Spellcasting. Vigorel is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from Princes of the Apocalypse, Appendix B):

Cantrips (at will): control flames, fire bolt, friends, light, minor illusion

1st level (4 slots): burning hands, color spray, mage armor

2nd level (3 slots): scorching ray, suggestion

3rd level (3 slots): fireball, hypnotic pattern

4th level (1 slot): fire shield (see Wreathed in Flame)

Wreathed in Flame. For the Vigorel, the warm version of the fire shield spell has a duration of "until dispelled." The fire shield burns for 10 minutes after Vigorel dies, consuming its body.

Iron Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d10 + 2) piercing damage.

On initiative count 20 (losing initiative ties), Vigorel takes a lair action to cause the following effect; he can use the following action:

Slag Blast. Vigorel causes a forge to belch an orb of molten slag. Any creature targeted must succeed a DC 15 Dexterity saving throw or be coated in molten slag taking 3d6 (10) fire damage and be slowed until the start of its next turn.

HADUTA THE SMITH

Large fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Iron Spikes. At the start of each of its turns, Hadutha deals 5 (1d10) piercing damage to any creature grappling it.

Clear Sight. Magical darkness doesn't impede the Hadutha's darkvision.

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

Multiattack. Hadutha makes three melee attacks: one with his flail and two with its gauntlets. Alternatively, he can use Hurl Flame twice.

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

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

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

On initiative count 20 (losing initiative ties), Hadutha takes a lair action to cause the following effect; he can use the following action:

Barrage. Hadutha activates a rune on his armor causing the shoulder plates to open and summon a shower of crazed magma mephits in a 30' cone centered on Hadutha. Any creature in the area of effect must make a DC 15 Dexterity saving throw or take 3d6 (10) fire damage and be restrained until the end of their next turn as the crazed mephits melt away.

BARON UGARAK

Huge giant (fire giant), lawful evil

Armor Class 22 (plate, shields)

Hit Points 187 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant, Goblin, Ignan, Common

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

Multiattack. The giant makes two fireshield attacks.

Fireshield. Melee Weapon Attack: +13 to hit, reach 5

ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage

plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240

ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

NIVEK

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 3 (700 XP)

Charge. If the Nivek moves at least 10 feet straight toward a target and then hits it with an impale attack on the same turn, the target takes an extra 9 (2d8) piercing 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 and knocked prone.

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

Reckless. At the start of its turn, the Nivek can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

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

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

On initiative count 20 (losing initiative ties), Nivek takes a lair action to cause the following effect; Nivek can use the following action:

Hapless Shield. Nivek snatches up a prisoner and uses their body as a shield. A character can attack Nivek with ranged or melee attacks at disadvantage to avoid striking the prisoner, otherwise there is a 35% chance that the attack will strike the prisoner instead of Nivek. Area of effect spells will automatically strike both Nivek and the prisoner. Spells that target a single creature and do not require an attack roll avoid this effect.

GOBLIN BOOYAHG

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Spellcasting. The Booyahg is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 10, +2 to hit with spell attacks). It knows the following Wizard spells: 1st level (1 slot): magic missile

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

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

GENERAL GRESHOD

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The Captain has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Captain hits with it (included in the attack).

Multiattack. The Captain makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

FOREMAN HELLBRUN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Crazy Like a Fox. Foreman Hellbrun has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Never Dreaming. Foreman Hellbrun never sleeps.

Multiattack. Foreman Hellbrun makes two attacks: one with his axe and one with his club.

Stone Axe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Spiked Stone Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

On initiative count 20 (losing initiative ties), Hellbrun takes a lair action to cause the following effect; he can use the following action:

Ceiling Collapse. Hellbrun smashes his maul against the ground or walls and part of the ceiling collapses above one creature that Hellbrun can see within 120 feet of him. The creature must succeed on a DC 12 Dexterity saving throw or take 6 (2d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

LIST OF ADVENTURERS LEAGUE MONSTERS

ⁱ pronoun “she”

ⁱⁱ pronoun “he”