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

When at least ten guards gather into a troop, they form a guard troop, as the following.

Guard Troop (10 unit squad) Medium humanoid troop (any race), any alignment Armor Class 14 (chain shirt, shield); 16 each Hit Points 55 (10d8 + 10); 11 (2d8 + 2) each 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 3 (700 XP); 1/8 (25 XP) each Traits Troop. A troop takes half damage from any effect that does not target at least half the component creatures. If the effect does not deal damage, the troop is instead immune to it. If the effect targets an area, the troop is affected normally, and takes 50% extra hit damage if the effect deals damage. A troop always counts as if it has an ally within 5 feet. ACTIONS Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage; 4 (1d6 + 1) each*.* Spear Troop Attack. *Melee Weapon Attack:* Accuracy 11, reach 5 ft. or range 20/60 ft. *Hit:* 22 (5d6 + 5) piercing damage; 4 (1d6 + 1) each*.* This damage is further affected by accuracy.

7 **Troop Accuracy** Accuracy to AC Effect Equal to or greater than AC by less than 5 points Deals weapon damage Equal to or greater than AC by more than 5 points1 Deals weapon damage plus half (150%) Equal to or less than AC by less than 5 points2 Deals half weapon damage (50%)

Accuracy increases by 5 if the troop would have advantage (such as attacking while hidden), and decreases by 5 if having disadvantage (such as shooting against concealment). If the troop is at half hit points, they automatically decrease accuracy by 5 points. Whenever you make a troop attack, roll 1d20. On a roll of 20, the accuracy of the troop attack increases by 10 for that attack. If the component creature would land a critical hit on a lower result, then the dice result is what counts for this purpose instead.

1 For every 5 points above AC, the weapon damage increases again. For instance, exceeding the target‘s AC by 10 doubles the weapon damage. 2 For each 5 points below AC, the weapon damage is reduced again from half to quarter. If less than the target‘s AC by 11 points or more, the attack deals no damage. For instance, a squad of skeletons has an accuracy score of 12 (8 + 4) with their short bows. Attempting a ranged troop attack (volley) against an ancient red dragon, they compare their accuracy with the dragon‘s AC of 22 for a difference of 10 points, dealing one-quarter their normal damage (6 instead of 27). If further disadvantaged by any way (such as by being at half hit points or less, or by the dragon having cover), their accuracy drops to 7, making the dragon take no damage from the attack. *Note.* For the purposes of damage threshold (such as attacking ships or objects that require a minimum amount of damage to lose hit points), refer to the individual damage dealt by a component creature instead of the troop attack. For instance, a sailing ship has a damage threshold of 15, making it immune to damage of an individual soldier. Although when grouped as a troop, guards deal 22 damage, the individual damage (or 4) is what is compared against the damage threshold.

The following creatures often form into troops or swarms: Creature Name Treant (minor or lesser) Copse of Treants Spirit of Vengeance Legion of Spirits Dryad Squad of Dryads Core Hounds Core Hound Pack Raptors Band of Raptors Dwarven Driver -

• Gyrocopter Copter Wing

• Siege Engine Tank Brigade

• Submarine Subron D‘ Mortar Engineer Mortar Threat Dwarven Riflemen Gunner Squad Elemental (air) Storm of Elementals Elemental (fire) Blaze of Elementals Elemental (water) Tide of Elementals Elemental (earth) Quake of Elementals

E‘ Dragonhawk Rider Dragonhawk Flight Creature Name Elven Priest Holy Band Elven Sorceress High Convocation Faerie Dragon Fade of Faerie Dragons Felguard Devastation of Felguards Forsaken Apothecary Council of Apothecaries Frost Wyrm Blizzard of Wyrms Furbolg Sleuth of Furbolgs Giant Bat Cloud of Bats Giant • Mountain Summit of Giants

• Sea Wave of Giants Scorpid Nest of Scorpid Stone Golem Mountain of Golems Guardian of A‘ Kings Host of Guardians

Quilbeast Harpy Shrill of Harpies

Parcel of Quilbeasts Hippogryph Wing of Hippogryphs

Quilboar Sonder of Quilboars Human Footmen Squad of Footmen

Revenant As elementals Human Guard Squad of Guards

Satyr Skulk of Satyr Human Peasant Town Militia

Gargoyle Wing of Gargoyles Human Knight March of Knights

Ghoul Scourge of Ghouls Imp Conflagration of Imps

Necromancer Dark Council Kobold (all) Nest of Kobolds

Shade Whisper of Shades Kodo Beast Herd of Kodo

Silithid (wasp, scarab) Swarm of Silithid Doomguard (champion) Legion of Doom

Storm Crow Murder of Crows Succubus/Incubus Harem (both ways)

Tallstrider Pride of Tallstriders Makrura Prawn Cackle of Makrura

Tauren Spirit Walker Congress of Seers Mana Surge Mana Storm

Tauren Warrior Rumble of Warriors Mana Wyrm Cluster of Wyrms

Tuskarr Huddle of Tuskarr Murloc Pod of Murlocs

Trogg Horde of Troggs Naga Host of Naga

Troll Headhunter Band of Headhunters Nerubean Web of Nerubians

Troll Witch Doctor Pondering of Voodoo Night Elf Archer Squad of Archers

Undead Hexer Spirit Voodoo Messengers Night Elf Druid Circle of Druids

Voidwalker March of Voidwalkers Night Elf Huntress Skulk of Huntresses

Vrykul Band of Vrykul Ogres Torment of Ogres

Wildkin Circle of Wildkin Orc Grunt Horde of Grunts

Wisp Glimmer of Wisps Orc Peon Orc Burrowers

Wolf Pack of Wolves Orc Raider Pack of Raiders

Wyvern Wing of Wyverns Orc Shaman Spirit-Council

In the case of the swarm or troop being the standard (or extremely common), the statistics will also be provided.

Abomination *―Us hear and obey.‖* Large undead, lawful evil Armor Class 12 (Natural Armor) Hit Points 105 (10d10 + 50) Speed 20 ft. STR AGI STA INT SPI CHA 17 (+3) 6 (-2) 20 (+5) 3 (-4) 6 (-2) 5 (-3) Saving Throws Str +5, Spi +3 Skills Perception +0 Damage Resistances bludgeoning, piercing Damage Immunities cold, fel, poison Condition Immunities poisoned, exhaustion Senses darkvision 60 ft., passive Perception 10 Languages Common, Necril, Low Common (understands but doesn‘t speak so much) Challenge 4 (1,100 XP) Traits Cannibalize. The abomination can consume the corpse of any natural creature. Eating a creature takes a minute, allowing the abomination to expend hit dice to restore hit points. A natural creature may be cannibalized once before their corpse becomes unusable. Hook Handler. The abomination can use the spiked chain weapon in one hand without penalties. Undead Fortitude. If damage reduces the abomination to 0 hit points, it can make a Stamina saving throw with a DC of 5 + the damage taken, unless the damage is holy or from a critical hit. On a success, the abomination drops to 1 hit point instead. Plagued Air. The abomination emits an airborne cloud of the Undead Plague in a 5-foot radius, centered on him. Creatures that breathe the air directly must make a saving throw as if infected or risk acquiring the disease. Covering the nose and mouth and skin grants characters advantage on this check. The DC is 5 points lower than normal. ACTIONS Multiattack. The abomination makes two attacks, and can exchange any one of the two attacks with a spiked chain attack. Cleaver. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target

*Hit* 12 (2d8 + 3) slashing damage. Slam. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage, and the creature is exposed to the Undead Plague disease. Spiked Chain. *Melee Weapon Attack*: +7 to hit, reach 20 ft., one target. *Hit* 8 (1d8 + 3) slashing damage, and the target must succeed on a DC 15 Strength check or else be pulled 10 feet toward to the abomination.

Abominations are undead monstrosities created by combining many different corpses. They are slow of body and mind, but tough and strong — excellent troops for the Scourge and the Forsaken. Disease spreads about them in visible clouds, but their enchantments ensure that, while they rot, they remain horribly alive. Abominations are some of the most powerful undead creatures in Azeroth. The Forsaken use them to guard Undercity, and the Scourge employs them in a similar role. While not speedy, they are excellent at staying in one area and pounding anyone who gets close, or keeping quick creatures pinned down.

Acolyte *―I wish only to serve.‖* Medium humanoid (human), lawful evil Armor Class 10 Hit Points 7 (2d8 - 2) Mana Points 17 (14 + 2 + 1) Speed 30 ft. STR AGI STA INT SPI CHA 11 (+0) 11 (+0) 9 (-1) 13 (+1) 15 (+2) 12 (+1) Skills Medicine +4, Religion +3 Senses passive Perception 10 Languages Common, Necril Challenge 1/4 (50 XP) Traits Death Can Wait. The acolyte has advantage on all death saving throws. Spellcasting. The acolyte is a 1st level spellcaster. Its spellcasting ability is Spirit (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following spells (2) prepared from the priest spell list: *Cantrips (1 mana):* light, smite

10 *1st level (5 mana):* bane, death coil ACTIONS Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit*: 2 (1d4) piercing damage. Unarmed Strike. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit*: 1 bludgeoning damage.

Acolytes are human beings who have given themselves over to the power of Ner‘Zhul and the Scourge. These bitter, fanatical men and women will stop at nothing to promote the Lich King‘s will and maintain the secrecy and dominance of the Cult of the Damned. They view their own deaths and the possibility of becoming undead as their ultimate rewards for their service to Ner‘Zhul. An acolyte can be cast into a Scourge sacrificial pit to become a shade, so long as it is blessed by the Lich King. A shade is born by casting the *essence seal* spell (heightened to level 2) on acolyte willingly sacrificing himself in the Sacrificial Pit, and then casting the Bind spell (level 2) to maintain link to conjurer. The statistics of the Scourge Shade is below. The one maintaining the connection is usually a necromancer of influence in the Scourge, as a Shade is an excellent scout, so long as they don‘t pass a hallowed area or get detected by an Alarm spell. This ritual cannot be undone or reversed by anything short of a wish spell or divine intervention (or similar abilities).

Ancients Introduction Ancients are some of the most important creatures in night elf society. They resemble sentient trees, but their wisdom and insight are almost unparalleled. Many of them are thousands of years old. They assist their night elf allies with guidance, education (particularly in the druidic arts), and protection — they are large and powerful, and are protectors of the forest. They are large enough to carry night elves, and some are so enormous that night elves make their homes in them.

Trees of Life are so ancient in age, that many of them were present in the War of the Ancients. Having been instrumental in supporting the forces of life against the Burning Legion, they serve as advisors when demon lore is involved.

Treants. Treants are powerful, ancient trees and more primitive forms of the wise ancients that served under Cenarius in ages past. Treants resemble large moving trees with faces. Over time, treants also grow to be ancient protectors. Ancient protectors, given time, morph into full ancients. They are closely affiliated with druids, and are often seen accompanying powerful druids and keepers of the grove. Many treants were driven mad during the Third War. The destruction of the forests, as well as demonic corruption, has driven them to lash out at anyone that approaches. Pandaren brewers have, on rare occasions, infused their drinks with core-wood, which adds a breezy autumn flavor to their brews. Treants are often summoned when a druid prepares Conjure Plants (called in that case the Force of Nature spell), animating temporary treants from normal trees. Depending on the focus of the Conjure spell, the treant looks different; treants formed out ashwood trees are differently colored than treants conjured from pine or oak. A treant summon that is made permanent by the Bind spell usually has their form changing with the seasons, leaves coloring red in fall, and budding in spring. This often has a minor influence on the treant‘s disposition.

Ancient Gargantuan plant, neutral good Armor Class 11 (natural armor) Hit Points 201 (13d20 + 65) Speed 10 ft. STR AGI STA INT SPI CHA 23 (+6) 6 (-2) 21 (+5) 15 (+2) 16 (+3) 15 (+2) Damage Vulnerabilities fire Damage Resistances bludgeoning, psychic, poison, piercing, lightning Condition Immunities blinded, deafened, exhaustion, petrified

11 **Senses** blindsight 60 ft., passive Perception 13 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 11 (7,200 XP) Traits Ancient’s Ability. The ancient gains a different ability according to its focus (Lore, War, and Wind).

• *Ancient of Lore.* Ancients of Lore have the spellcasting ability of a Druid equal to its hit dice (caster level 13). The DC of its spells and abilities is equal to 15. They have 20 mana points, and use druidic spellcasting.

• *Ancient of War.* Ancients of War have the protective fighting style of the Warrior class, as well as the following benefits from the Champion martial archetype: Improved Critical 19-20, and Defense for +1 to armor.

• *Ancient of Wind.* Ancients of Lore have the spellcasting ability of a priest equal to its level (13). The DC of its spells is equal to 15. They have 20 mana points, and use priestly spellcasting. Siege Monster. The ancient deals double damage to objects and structures. Consume Tree. The ancient may consume a tree within reach that is smaller than it as a full- minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Root. The ancient can root itself in soil or ground that allow its roots to spread as an action. While rooted, the ancient protector‘s speed is 0, gains a +2 bonus to AC, advantage to any saving throw versus an effect that would move it from its position and can detect how deep water is and how healthy the nature is in a distance of 100 feet. While rooted and throwing a rock, it adds one dice of extra damage. ACTIONS Multiattack. The ancient makes two slam attacks. Slam. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage. Animate Trees (3/Day). The ancient magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a lesser 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 ancient. The tree remains animate for 1 day or until it dies; until the ancient dies or is more than 120 feet from the tree; or until the ancient takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Ancient, Tree of Life Gargantuan plant, neutral good Armor Class 12 (natural armor) Hit Points 314 (17d20 + 136) Mana Points 40 (25 + 6 + 9) Speed 10 ft. STR AGI STA INT SPI CHA 26 (+8) 6 (-2) 26 (+8) 18 (+4) 25 (+7) 19 (+4) Saving Throws Str +14, Sta +14, Spi +13 Skills Nature +11 Damage Vulnerabilities fel, fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses blindsight 60 ft., passive Perception 17 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 17 (18,000 XP) Traits Consume Tree. The ancient may consume a tree within reach that is smaller than it as a full- minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Legendary Resistance (3/rest). If the tree of life fails a saving throw, it can choose to succeed instead. Magic Resistance. The tree of life has advantage on saving throws against spells and other magical effects. This does not apply against fire or fel damage.

12 **Siege Monster.** The tree of life deals double damage to objects and structures. Root. The ancient of life can root itself in soil or ground that allow its roots to spread as an action. While rooted, the ancient protector‘s speed is 0, gains a +2 bonus to AC, advantage to any saving throw versus an effect that would move it from its position and can detect how deep water is and how healthy the nature is in a distance of 100 feet. Spellcasting. The Tree of Life is a 17th level spellcaster. Their spellcasting ability is Spirit (spell save DC 21, +13 to hit with spell attacks). The tree of life has the following spells (24) prepared from the druid spell list: *Cantrips (0 mana):* druidcraft, frostbite, guidance, gust, thorn whip, wrath *1st level (0 mana):* absorb elements, conjure fey, create or destroy water, entangling roots, mark of the wild (or inner fire), rejuvenation (1 mana) *2nd level (1 mana):* animate plants (treants), aura of thorns (retribution aura), barkskin, beast sense, warding wind *3rd level (2 mana):* wind wall, cyclone, slumber *4th level (3 mana):* detonate mana *5th level (4 mana):* teleportation circle, tranquility, geas *6th level (5 mana):* heroes‘ feast, wall of thorns *7th level (7 mana):* regenerate *8th level (8 mana):* mirage arcana, sunburst *9th level (9 mana):* foresight ACTIONS Multiattack. The ancient makes two slam attacks. Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. Animate Trees (3/Day). The ancient magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a lesser 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 ancient. The tree remains animate for 1 day or until it dies; until the ancient dies or is more than 120 feet from the tree; or until the ancient takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

LEGENDARY ACTIONS The tree of life 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 tree of life regains spent legendary actions at the start of its turn. Detect. The tree of life makes a Spirit (Perception) check. Slam Attack. The tree of life makes a slam attack. Nature's Blessing (Costs 2 Actions and 4 mana points). Each living creature within 90 feet of the tree of life magically regains 20 (3d8 + 7) hit points (including the tree of life).

Treant, Minor Medium plant, unaligned Armor Class 14 (natural armor) Hit Points 22 (3d8 + 9) Speed 20 ft. STR AGI STA INT SPI CHA 16 (+3) 10 (+0) 16 (+3) 8 (-1) 13 (+1) 9 (-1) Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses passive Perception 11 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 1 (200 XP) Traits Consume Tree. The treant may consume a tree within reach that is smaller than it as a full- minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Meld into Woods. The treant may use 10 feet of movement to meld into a tree that is at least one size category larger than it. While melded, the treant seems as part of the tree, and is indistinguishable. It can leave the tree with 10 feet of movement. ACTIONS Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Treant, Lesser** Medium plant, unaligned Armor Class 14 (natural armor) Hit Points 60 (8d8 + 24) Speed 20 ft. STR AGI STA INT SPI CHA 18 (+4) 10 (+0) 17 (+3) 8 (-1) 13 (+1) 9 (-1) Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses passive Perception 11 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 3 (700 XP) Traits Consume Tree. The treant may consume a tree within reach that is smaller than it as a full- minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. False Appearance. While the treant remains motionless, it is indistinguishable from an inanimate tree. ACTIONS Multiattack. The treant makes two claw attacks. Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Treant, Moderate (Ancient Protector) Large plant, unaligned Armor Class 15 (natural armor) Hit Points 76 (9d10 + 27) Speed 15 ft. STR AGI STA INT SPI CHA 20 (+5) 9 (-1) 17 (+3) 9 (-1) 14 (+2) 10 (+0) Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses passive Perception 12 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 5 (1,800 XP)

Traits False Appearance. While the ancient protector remains motionless, it is indistinguishable from an inanimate tree. Consume Tree. The ancient protector may consume a tree within reach that is smaller than it as a full-minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Root. The ancient protector can root itself in soil or ground that allow its roots to spread as an action. While rooted, the ancient protector‘s speed is 0, gains a +2 bonus to AC, and advantage to any saving throw versus an effect that would move it from its position. While rooted and throwing a rock, it adds one dice of extra damage, and can detect how deep water is and how healthy the nature is in a distance of 100 feet. ACTIONS Multiattack. The treant makes two claw attacks. Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target *Hit:* 12 (2d6 + 5) slashing damage. Rock. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target *Hit:* 16 (2d10 + 5) bludgeoning damage. The treant must be rooted to use this ability.

Ancient protectors guard night elven villages.

Treant, Greater (Ancient Defender) Large plant, unaligned Armor Class 15 (natural armor) Hit Points 114 (12d10 + 48) Speed 15 ft. STR AGI STA INT SPI CHA 22 (+6) 9 (-1) 18 (+4) 10 (+0) 15 (+2) 11 (+0) Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses blindsight 30 ft., passive Perception Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 7 (2,600 XP) Traits

14 **Siege Monster.** The ancient deals double damage to objects and structures. Consume Tree. The treant may consume a tree within reach that is smaller than it as a full- minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Root. The ancient defender can root itself in soil or ground that allow its roots to spread as an action. While rooted, the ancient defender‘s speed is 0, gains a +2 bonus to AC, advantage to any saving throw versus an effect that would move it from its position and can detect how deep water is and how healthy the nature is in a distance of 100 feet. While rooted and throwing a rock, it adds one dice of extra damage. ACTIONS Multiattack. The treant makes two attacks. Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target *Hit:* 13 (2d6 + 6) slashing damage. Rock. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target *Hit:* 17 (2d10 + 6) bludgeoning damage.

Ancient defenders guard night elven military installations near critical positions, such as the World Tree.

Treant, Major (Ancient Guardian) Huge plant, unaligned Armor Class 16 (natural armor) Hit Points 154 (13d12 + 70) Speed 10 ft. STR AGI STA INT SPI CHA 24 (+7) 8 (-1) 21 (+5) 12 (+1) 16 (+3) 12 (+1) Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing Condition Immunities blinded, deafened, exhaustion, petrified Senses blindsight 30 ft., passive Perception 13 Languages Understands Common, Druidic, and Elven, but can only speak Druidic and Elven (very) slowly. Challenge 9 (5,000 XP) Traits Siege Monster. The ancient deals double damage to objects and structures.

Consume Tree. The ancient guardian may consume a tree within reach that is smaller than it as a full-minute action, regaining regeneration of 5 hit points per round for one minute, up to its maximum hit points. Root. The ancient guardian can root itself in soil or ground that allow its roots to spread as an action. While rooted, the ancient guardian‘s speed is 0, gains a +2 bonus to AC, advantage to any saving throw versus an effect that would move it from its position and can detect how deep water is and how healthy the nature is in a distance of 100 feet. While rooted and throwing a rock, it adds one dice of extra damage. ACTIONS Multiattack. The treant makes two attacks. Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target *Hit:* 17 (3d6 + 7) slashing damage. Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target *Hit:* 23 (3d10 + 7) bludgeoning damage.

There are few ancient guardians in the world, and they often spend few years before becoming full-blown ancients.

Avatar of Vengeance Medium fiend (shadow), lawful evil Armor Class 13 Hit Points 55 (10d8 + 10) Speed 0 ft., fly 40 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 17 (+3) 13 (+1) 12 (+1) 15 (+2) 17 (+3) Saving Throws Spi +4, Cha +4 Skills Intimidate +6, Stealth +5, Perception +5 Damage Vulnerabilities holy Damage Resistances fel, cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons Condition Immunities blinded, deafened, exhaustion, petrified, poisoned Senses darkvision 60 ft., passive Perception 15 Languages Understands the languages in life, but speaks it in reverse (DC 15 Intelligence or Spirit saving throw understands) Challenge 3 (700 XP) Traits

**Awaken Vengeful.** By touching a corpse, the avatar of vengeance can create a spirit of vengeance that joins it on its quest for righting wrongs for up to 24 hours, or until the task is complete (whichever comes sooner). This can be done at will, but an avatar of vengeance cannot have more than twenty active spirits of vengeance. Only one spirit of vengeance can be created from a single corpse, which must have died either betrayed, in battle, or any situation where the DM decides it may have lingering desire for vengeance. The statistics of the spirit of vengeance are described below. Incorporeal Movement. The avatar of vengeance can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) arcane damage if it ends its turn inside an object. Limited Telepathy. The avatar of vengeance can magically transmit simple messages and images to any creature within 120 feet of it, so long as the creature is its conjurer, quarry, or one of the allies of both parties. This ability is usually used to intimidate its quarry or remind them of an evil deed it has committed. This form of telepathy doesn‘t allow the receiving creature to telepathically respond. Unrelenting Hunter. The avatar can use a bonus action to Dash, but only to approach its quarry or travel towards it. It also has advantage on any Spirit (Perception) checks against its quarry. Vengeful Tracker. The avatar knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows. If conjured by conjure fiend, it can track the target of its caster, but only up to 10 miles. Otherwise, she knows only its general direction. ACTIONS Multiattack. The avatar of vengeance makes two melee attacks. Moonglaive. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 7 (2d6) shadow damage. If the target is a creature against which the avatar has designated as its quarry, the target takes an extra 14 (4d6) damage.

Avatars of vengeance seek to slay all living creatures that harmed it in an effort somehow to bring peace to itself. It bears no feelings of guilt or remorse or pity, and its task very seriously, treating all beings with equal disregard and sparing none that get in its way. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks. No one knows exactly how Avatars of Vengeance form. Some claim that when a person with a great need for vengeance dies, their spirit becomes an avatar of vengeance. This story cannot be true, though, as avatars of vengeance are not undead creatures. Rather, they are beings composed of the raw energy of vengeance and vendetta; they are revenge given physical form from the Void, summoned up by negative emotions. Avatars of vengeance are rarely encountered naturally. They are born of a terrible wrong or bitter emotional state, and are sometimes summoned when a hurt victim receives (or sends out) a Call for vengeance. When an individual seeks vengeance with all of their will, they may inadvertently bring to life an avatar of vengeance. The spirit has a will of its own — even if the individual who created it remits their hate. The spirit does not stop until it claims vengeance upon the perpetrator of the act that caused its creation.

Spirit of Vengeance Medium fiend (shadow), lawful evil Armor Class 12 Hit Points 16 (3d8 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 11 (+0) 14 (+2) 12 (+1) 9 (-1) 9 (-1) 11 (+0) Skills Intimidation +2, Stealth +3 Damage Vulnerabilities holy Damage Resistances fel, cold, poison; bludgeoning, piercing, and slashing from nonmagical weapons Senses passive Perception 9 Languages Understands the languages in life, but speaks it in reverse (DC 15 Intelligence or Spirit saving throw understands). Challenge 1/2 (100 XP)

**ACTIONS** Multiattack. The vengeful makes two melee attacks. Moonglaive. *Melee Weapon Attack:* +4 to Hit, reach 5 ft., one target *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature against which the spirit has designated as its quarry, the target takes an extra 7 (2d6) damage.

Spirits of Vengeance are creatures that form when an avatar of vengeance slays a humanoid. In some ways, spirits of vengeance are like lesser versions of avatars of vengeance — they are fixated on one thought: revenge. Unlike avatars, a spirit of vengeance contains bits of humanoid soul mingled with the dark energies that animate it. The avatar of vengeance that created the spirit is treated as if it charmed the spirit. Spirits of vengeance do not speak, but they do utter things that seem like words, reverberated and spoken in reverse. Spirits of vengeance possess little of the cunning of the avatar that created them. When uncontrolled, they move toward living creatures and hack them apart. Some spirits target specific creatures particularly deserving of vengeful judgment, ignoring innocents. The weapon of a spirit of vengeance is a shadowy extension of itself. Their weapons can take many forms; most resemble either the weapon of the avatar that created them or the weapons of the living creatures from which they were summoned. The above statistics block assumes a Moonglaive (shortsword).

B Beastmen Beastmen are grotesque beings found in Drustvar that resemble humanoid/beast hybrids. They appear to be stitched together out of corpses of humans and animals. Their origin is unknown, but some theorize to be mutants or homunculi who achieved an independent presence. Beastmen can have weapons grafted onto them. One of their arms can be grafted with any melee one-handed or light weapon with a successful DC 10 Spirit (Medicine) check.

Variant Beastmen Each beastman gains different powers depending on its type. With the Beastman Butcher, the ability DCs and attack rolls increase by 2 points each, and the beak and gore attacks add another dice of damage.

PIG Charge. If the beastman moves at least 20 ft. straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 3 (1d6) damage of the same weapon type. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. REACTIONS *Relentless.* This acts as the relentless warrior talent of the same name.

RAVEN Dread Ambusher. The beastman gains a bonus their initiative rolls equal to its Spirit modifier. Also, the start of its first turn of each combat encounter, its speed increases by 10 feet, which lasts until the end of that turn. Mimicry. The beastman can mimic any sounds it heard, including voices. This talent extends to handwriting (if the beastman learned how to read and write). A creature that hears the beastman‘s imitation or sees a forgery can tell they are imitations with a successful Spirit (Insight) check or Intelligence (Investigation) check, respectively against a DC of 13. ACTIONS Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

STAG Horned Charge. If the beastman moves at least 20 ft. straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 3 (1d6) damage of the same weapon type. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed 10 feet and fall prone. ACTIONS

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

Beastman Thrall Medium humanoid (homunculus), chaotic neutral Armor Class 13 (Natural Armor) Hit Points 65 (10d8 + 20) Speed 30 ft. STR AGI STA INT SPI CHA 18 (+4) 10 (+0) 15 (+2) 8 (-1) 17 (+3) 10 (+0) Senses passive Perception 13 Languages — Challenge 4 (1,100 XP) Traits Limited Regeneration. The beastman regains 5 Hit Points at the start of its turn if its hit points are below half maximum hit points, and above 1 hit point, but only up to half the creature‘s maximum hit points (or 32 hit points). Rend and Tear. If the beastman succeeds on two weapon attacks succeed against the same target, it may also attempt a third slam attack. ACTIONS Multiattack. The beastman makes two weapon attacks. Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Beastman Butcher Large humanoid (homunculus), chaotic neutral Armor Class 14 (Natural Armor) Hit Points 102 (12d10 + 36) Speed 40 ft. STR AGI STA INT SPI CHA 21 (+5) 8 (+0) 17 (+3) 7 (-2) 15 (+2) 10 (+0) Senses passive Perception 12 Languages — Challenge 6 (2,300 XP) Traits Limited Regeneration. The beastman regains 10 Hit Points at the start of its turn if its hit points are below half maximum hit points, and above 1

hit point, but only up to half the creature‘s maximum hit points (or 51 hit points). Rend and Tear. If the beastman succeeds on two weapon attacks succeed against the same target, it may also attempt a third slam attack. ACTIONS Multiattack. The beastman makes two weapon attacks. Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Banshee *―Let my cries chill the living...‖* Medium undead, chaotic evil Armor Class 12 Hit Points 49 (11d8) Mana Points 25 (17 + 2 + 6) Speed 0 ft., fly 40 ft. (hover) STR AGI STA INT SPI CHA 5 (-3) 14 (+2) 10 (+0) 12 (+1) 11 (+0) 17 (+3) Saving Throws Spi +2, Cha +5 Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities cold, shadow, poison Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 60 ft., passive Perception 10 Languages Common, Elven, Necril Challenge 4 (1,100 XP) Traits Incorporeal Movement The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) arcane damage if she ends her turn inside an object. Banshee Magic. The banshee may cast *possession* without a container. The soul and body of the banshee effectively occupy the targeted creature. The banshee may leave the body, materializing its own after one round of leaving. The banshee may also cast the Globe of Invulnerability spell and target any creature within 30 ft. to gain the benefits of the same

spell. If this effect targets an enemy, they may make a Spirit saving throw to negate this effect. Innate Spellcasting. The banshee is naturally magical. The banhsee‘s spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). The banshee can innately cast the following spells, requiring no material components: *3rd level (4 mana):* banshee‘s curse *4th level (5 mana):* drain mana *6th level (8 mana):* antimagic shell (globe of invulnerability), drain mana ACTIONS Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Spirit saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target‘s saving throw is successful or the effect ends for it, the target is immune to the banshee‘s Horrifying Visage for the next 24 hours. Shrill Shriek. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 12 (5d4) thunder damage. This requires at least 1 mana in reserve for each d4.

Banshees were once elf women, returned to a horrible, spectral existence. Their intangible forms make them difficult to destroy, and they have numerous spell-like abilities to cripple their foes and protect their allies. Their most feared ability is that they can possess a living being, taking over its body. When the Burning Legion and the Kaldorei clashed in the War of the Ancients, 10,000 years ago, many night elf women fell. Their brutal murders returned them as banshees, and for millennia they wandered the world in lamentation, losing ever more of their dwindling sanity. Eventually, the Lich King, Ner‘zhul, learned of their existence and recruited them into the Scourge. Banshees fought in the Third War alongside other undead, and when Arthas attacked Quel‘Thalas, he found that he could make banshees of high elves as well. The

banshee‘s shrill shrieks can be heard as far as a mile.

Basilisk Medium monstrosity, unaligned Armor Class 15 (natural Armor) Hit Points 52 (8d8 + 16) Speed 20 ft. STR AGI STA INT SPI CHA 16 (+3) 8 (-1) 15 (+2) 2 (-4) 8 (-1) 7 (-2) Senses darkvision 60 ft., passive Perception 9 Languages — Challenge 3 (700 XP) Traits Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can attempt to petrify the target, forcing the creature to make a DC 12 Stamina saving throw. This does not require an action, but does require the basilisk be able to use actions (cannot be used while incapacitated, stunned, etc. or if blinded). This can be done once per round, and may maintain this state for one minute before requiring 1d4 minutes to recover. On a failed save, the target creature is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this effect must make another Stamina saving throw at the end of each of its turns. If it successfully saves three times, the effect ends, and the creature is immune to the current effect for the 1d4 minutes it takes for the Basilisk to recover. If it fails three times, the creature is turned to stone and is petrified until freed by the greater restoration spell or other magic. A creature that isn‘t surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can‘t see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze. This otherwise acts as the *Flesh to Stone* spell. ACTIONS Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Basilisks are heavily-armored, six-legged lizards which are related to the crocolisk. Basilisk stomachs are capable of dissolving nearly anything. Because of this, basilisks have a fondness for eating crystals and rocks from the area they inhabit. This not only makes their hides extremely hard, but gives them a unique power. They're best known for their ability to petrify a person with their stare. Due to this, basilisk parts are often sought by mages and alchemists for study. These powerful, enchanted creatures are something of an anomaly throughout the land of Azeroth.

Battle Chicken Tiny construct, unaligned Armor Class 15 Hit Points 65 (10d4 + 40) Speed 20 ft. STR AGI STA INT SPI CHA 5 (-3) 21 (+5) 18 (+4) 3 (-4) 11 (+0) 1 (-5) Skills Intimidation -3, Perception +3 Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 13 Languages understands the languages of its creator but can't speak Challenge 4 (1,100 XP) Traits Battle Squawk (1/long rest). The chicken casts the Abandonment Aura spell. Chicken Frenzy. The chicken has advantage on melee attack rolls whenever it is reduced to 10 hit points or below. Winged Leap. The battle chicken‘s long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start. Fuel (8 max). The battle chicken starts out with eight fuel charges, and runs on a clockwork or mechanical engine. It can be active for eight hours until it needs to be recharged. Ten minutes of winding the mechanism's interior provide one charge for it. **ACTIONS**

**Multiattack.** The battle chicken can make two drill peck attacks. Drill Peck. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage. The target must then succeed on a DC 14 Stamina saving throw or bleed for 1 minute, losing 1 hit point per round. A bleeding creature can repeat the saving throw on each of its turns, ending the effect on itself on a success. The target automatically ends the condition if they receive at least 1 hit point of magical healing.

Also known as the gnomish battle chicken, this tiny construct The gnomish battle chicken is an oversized mechanical chicken. It may look silly, but it is one tough customer. Starting an inert battle chicken involves cranking cranks, pushing buttons, turning little knobs, and speaking into flared tubes. Once started the chicken obeys the voice commands of the individual who started it, attacking his enemies and doing anything else he asks. The chicken only understands simple commands. A battle chicken costs 1,280 crafting points (engineering) as a tiny construct of challenge 4 (or 32,000 gp). It has a malfunction rating of 1-5. It costs 426 crafting points (10,650 gp) to craft.

Black Ooze Huge ooze, unaligned Armor Class 5 Hit Points 136 (13d12 + 52) Speed 20 ft., climb 20 ft. STR AGI STA INT SPI CHA 19 (+4) 3 (-4) 18 (+4) 1 (-5) 6 (-2) 1 (-5) Damage Immunities acid, cold, lightning, slashing Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8 Languages – Challenge 8 (3,900 XP) Traits Amorphous. The black ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrosive Form.** A creature that touches the black ooze or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the black ooze corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal or wood that hits the black ooze is destroyed after dealing damage. The black ooze can eat through 4-inch- thick, non magical wood or metal in 1 round. Spider Climb. The black ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. ACTIONS Multiattack. The black ooze makes two pseudopod attacks. Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 22 (5d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. REACTIONS *Split.* When a black ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new black oozes if it has at least 20 hit points. Each new black ooze has hit points equal to half the original black ooze's, rounded down. New black oozes are one size smaller than the original black ooze.

Black oozes form in the foul slag pits of mining operations, given animation by mystic forces and freed to roam and consume. Black oozes possess a corrosive touch that metal; while their anatomy remains a mystery, they clearly seek to consume flesh as well. Some theorize that angry natural forces inhabited the original black oozes, animating the contaminated waste of mining operations and using it to enact vengeance on the miners. Others postulate that some miners, working far too deep in the ground, inadvertently operated in areas of powerful buried magic. Mystic energy penetrated the miners‘ slag pits and

animated the sludgy runoff there. Whatever their origins, black oozes now exist as monsters in their own right, requiring no outside influence to live and reproduce (which they do by means of asexual splitting). Black oozes prefer to remain underground, though a few venture out onto surrounding mountainsides. They do not appear to have any sort of sentience, society, or ambition beyond engulfing whatever they encounter.

Bloodpedals Introduction Bloodpetals are ambulatory plants that dwell in the steamy jungles of the Un‘Goro Crater. They are covered in nasty thorns that exude a crippling toxin; although not terribly dangerous alone, they tend to use swarm tactics. Otherwise, not much is known about these curious creatures, although the Explorers‘ League produces a few reports. Colonies of bloodpetals, apparently always less than 30 in number, stake out a territory typically in some remote area where threats are at a minimum. They defend this area carefully while new bloodpetal sprouts grow. A sprout remains immobile for several months before its legs fully develop. Once a bloodpetal patch grows too large for nearby resources to support it, the creatures send out scouts. These scouts range far and wide, and thus are usually the first bloodpetals a visitor to Un‘Goro encounters; interestingly, a scout avoids conflict and fights only to defend itself, giving the illusion that bloodpetals aren‘t terribly aggressive, a fact that leads many explorers into trouble when they encounter an actual patch and have their escape route cut off by the suddenly-animate flora. Bloodpetals typically stand about 5 feet high and weigh about 100 pounds. They speak no languages as far as anyone knows, although they do seem capable of communicating with each other in some unknown manner.

Bloodpedal Trapper Medium plant, unaligned Armor Class 12 (natural armor) Hit Points 37 (5d8 + 15) Speed 10 ft., climb 10 ft.

**STR AGI STA INT SPI CHA** 16 (+3) 14 (+2) 17 (+3) 2 (-4) 10 (+0) 10 (+0) Damage Vulnerabilities fire Condition Immunities blinded, deafened, exhaustion, petrified Senses passive Perception 11 Challenge 2 (450 XP) Traits False Appearance. While the bloodpedal trapper remains motionless, it is indistinguishable from an inanimate plant. ACTIONS Thorn. *Melee Weapon Attack:* +5 to hit, 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target must make a DC 13 Stamina saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bloodpedal Lasher Large plant, unaligned Armor Class 13 (natural armor) Hit Points 66 (7d10 + 28) Speed 15 ft., climb 15 ft. STR AGI STA INT SPI CHA 19 (+4) 15 (+2) 18 (+4) 2 (-4) 12 (+1) 10 (+0) Damage Vulnerabilities fire Condition Immunities blinded, deafened, exhaustion, petrified Senses passive Perception 11 Challenge 4 (1,100 XP) Traits False Appearance. While the bloodpedal lasher remains motionless, it is indistinguishable from an inanimate plant. Serrated Thorns. A bloodpetal lasher‘s thorn attacks are particularly vicious, dealing three times normal damage on a critical hit. ACTIONS Thorn. *Melee Weapon Attack:* +6 to hit, 10 ft., one target. *Hit:* 11 (1d8 + 4) piercing damage. The target must make a DC 14 Stamina saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Bog Beast Large plant, unaligned

Armor Class 16 (Natural Armor) Hit Points 90 (12d8 + 48) Speed 25 ft. STR AGI STA INT SPI CHA 22 (+6) 15 (+2) 18 (+4) 4 (-3) 10 (+0) 7 (-2) Skills Perception +3, Stealth +5 Damage Vulnerabilities fire Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical weapons Senses darkvision 60 ft., passive Perception 13 Languages – Challenge 5 (1,800 XP) Traits Swamp Lord. The bog beast has advantage on Agility (Stealth) checks to move silently and hide within swamps, can ignore the movement penalty from swamp difficult terrain, and can see through bog mists without disadvantage. Hold Breath. The bog beast can hold its breath for 30 minutes. ACTIONS Multiattack. The bog beast attacks twice with its claws Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) slashing damage. If the target is Medium or smaller, it is either grappled (escape DC 17) and restrained until the grapple ends or pushed 10 feet away from the bog beast.

Bog beasts are large plant-like creatures, often found in temperate marshes of Azeroth. These massive plants may be mistaken for a thick clump of vegetation... if not for their vaguely humanoid shapes and surprising mobility. As the name suggests, bog-beasts are massive, shambling monsters that are *half plant* and *half beast*. Not much is known about these secretive lords of the swamp, except that they are territorial and rather aggressive. Explorers have recorded stories of their immense strength and resilience to harm. Bog-beasts are known to wander the Dustwallow Marsh, south of the Barrens. Bog-beasts use their strength to slam into their enemies, crushing opponents' defenses with their fists and whatever large objects they can throw at them.

**Broken Stalker** *―We will share our ways...‖* Medium humanoid (broken draenei), chaotic Armor Class 13 (leather armor) Hit Points 11 (2d8 + 2) Speed 30 ft. STR AGI STA INT SPI CHA 10 (+0) 14 (+2) 12 (+1) 10 (+0) 12 (+1) 10 (+0) Skills Perception +3, Stealth +4 Damage Resistances fel Senses darkvision 60 ft., passive Perception 13 Languages Eredun (uncorrupted) Traits Sneak Attack (1/round). Whenever making a successful melee or ranged attack roll when having advantage, or when an allied unit is adjacent to the enemy, the broken draenei adds 3 (1d6) extra damage to the roll. Adapter. Can always act in a surprise round, and has advantage versus weather effects. Challenge 1/8 (25 XP) ACTIONS Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., loading, one target. *Hit:* 6 (1d8 + 2) piercing damage.

C Carrion Grub Huge beast, unaligned Armor Class 7 Hit Points 126 (12d12 + 48) Speed 20 ft., burrow 5 ft. STR AGI STA INT SPI CHA 21 (+5) 3 (-4) 18 (+4) 1 (-5) 4 (-3) 1 (-5) Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8 Languages – Challenge 8 (3,900 XP) Traits Corrosive Form. A creature that touches the carrion grub or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any

nonmagical weapon made of metal or wood that hits the carrion grub corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal or wood that hits the carrion grub is destroyed after dealing damage. The carrion grub can eat through 4-inch- thick, non magical wood or metal in 1 round. ACTIONS Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 22 (5d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Acid Spit. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6 + 5) acid damage. This attack also corrodes as the Corrosive Form ability. Acid Breath (Recharge 5-6). The carrion grub exhales acid gas in a 60-foot cone. Each creature in that area must make a DC 15 Stamina saving throw, taking 31 (9d6) acid damage on a failed save, or half as much damage on a successful one. This attack also corrodes away 4 inches thick of wood or metal. REACTIONS *Death Throes.* When the carrion grub dies, it explodes, and each creature within 15 feet of it must make a DC 15 Stamina saving throw, taking 6d6 acid damage on a failed save, or half as much damage on a successful one.

Carrion grubs are disgusting worms that roam the Plaguelands searching for corpses to consume. They devour prey by gripping it in acid- coated mandibles, dissolving it, and sucking it up through their relatively tiny mouths. If they cannot find dead or dying creatures to feed upon, any living flesh will do. Carrion grubs prefer mammals, but will dine on reptiles or fish — they are voracious eaters that can consume close to half their body weight in a day. They cannot digest vegetable matter.

Carrion grubs roam only, and have appeared the Plaguelands there only in recent years. It is unclear if they are the result of horrible experiments by overzealous necromancers, or simply a mutation created by the Scourge. Since they pursue undead flesh as readily as the living, it seems unlikely anyone created them on purpose. Carrion grubs move about haphazardly, constantly seeking food. If they detect suitable prey with their blindsense, they move to investigate, attacking rapaciously if the prey proves edible. If the food source moves out of blindsense range, the grub continues moving in the same direction until it catches up, comes to an obstacle, or detects another food source. Although grubs are stupid, their blindsense is quite acute and they will not, for example, pursue prey over the edge of a cliff. If confronted by a foe that cannot be attacked, such as flying archers, the grub escapes by burrowing. A carrion grub can wriggle its way only into soft earth, sand, or materials of a similar consistency. Most carrion grubs are 6 to 8 feet long and weigh 300 to 500 pounds, although much larger specimens exist.

Cenarion (Children of Cenarius) Introduction Children of Cenarius The Children of Cenarius are the offspring of the demigod Cenarius, the child of the moon- goddess Elune. His children either share in night elven culture, or (in the case of centaurs) profusely refuse the culture and wish to tear it down.

Traits Ability Score Increase. Your Agility score increases by 1. **Type.** All offspring of Cenarius are fey creatures, not humanoids. They are immune to effects that specify humanoids. **Age.** Offspring of Cenarius typically reach adulthood around a hundred to two hundred years old, and some (such as the Grovekeepers) are immortal.

**Speed.** Your base walking speed is 40 feet, and you are a quadruped. You have disadvantage on climbing checks. **Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can‘t discern color in darkness, only shades of gray. Divine Blood. You gain proficiency with Perception and Athletics, and while you are wearing medium, light or no armor, you gain +1 to Armor Class. **Herb-lore.** You have proficiency with the Alchemy skill, though you use herbs to create mixtures. You can create herbal mixtures as if a 1st level alchemist. You have to store alchemical formula in a formula book, which you may start out with at 1st level. If you later gain Alchemy, you gain expertise in the skill instead. **Languages.** You can speak, read, and write Common and Druidic. Subrace. Three main subraces claim descent from the demigod Cenarius: dryads, his favored daughters; grovekeepers, his favored sons; and centaurs, his bastard offspring.

Centaur Centaurs are treated as a subrace of the Children of Cenarius (see below). **Affiliation.** Independent. The centaurs hate to their dryad and grovekeeper kin, as well as the night elves, their allies, the tauren (and their allies). Even the demonic Legion cannot tame the furious and empty spirit of the Centaurs. Size. Centaurs range between 7 to 8 feet tall and average between 700 pounds to 1 ton. Your size is Large. Ability Score Increase. Your Strength score increases by 2. Charge. If moving at least 30 feet straight toward a target, the next hit deals extra damage equal to 1d6 per two Hit Dice. Natural Weapons. You can treat your hooves as natural weapons. They deal 2d4 bludgeoning damage.

Night elves claim that centaur are the bastard children of the demigod Cenarius. Despite their

origins, these primitive, barbaric horsemen are the embodiment of savagery. Centaur tribes terrorize the Barrens of Kalimdor and ransack the indigenous peoples‘ villages and cities. They have an especially violent hatred of tauren, who return the racial animosity with fervor. Centaur have little in common with their cousins, dryads and keepers of the grove. While it is unknown how these creatures came to be, centaur prove to be a thorn in both night elf and tauren sides.

**Cenarion Centaur Outrunner** *―To battle!‖* Large monstrosity (centaur), lawful evil Armor Class. 13 (natural armor) Hit Points 45 (6d10 + 12) Speed 50 ft. STR AGI STA INT SPI CHA 18 (+4) 14 (+2) 14 (+2) 9 (-1) 13 (+1) 11 (+0) Skills Athletics +6, Perception +3, Survival +3 Senses passive Perception 13 Languages Elven, Low Common, Sylvan Challenge 2 (450 XP) Traits Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a battleaxe or hoof attack on the same turn, the target takes an extra 7 (2d6) damage of the same damage type. ACTIONS Multiattack. The centaur makes two attacks: one with its battleaxe and one with its hooves or two with its longbow. Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Dryad **Affiliation.** Independent or Alliance. The dryads aid the night elves so long as it is in the best interests of the lands. When their brothers, the

grovekeepers go to war, many dryads tag along for the ride. Size. Dryads range between 6 to 7 feet tall and average between 300 to 500 pounds. Your size is Medium. Ability Score Increase. Your Charisma score increases by 2. Abolish Magic. You may touch a target as a melee spell attack and replicate the effects of Dispel Magic, with an effective spell level equal to half your hit dice. This may be used once per day per point of Charisma modifier (minimum 1). Spell Resistance. You are exceptionally resistant to spells and spell-like abilities, and have advantage versus all spells that allow for spell resistance.

**Cenarion Dryad Fawn** *―For the trees!‖* Medium fey (dryad), chaotic good Armor Class 15 (natural armor) Hit Points 33 (6d8 + 6) Speed 40 ft. STR AGI STA INT SPI CHA 11 (+0) 16 (+3) 12 (+1) 12 (+1) 13 (+1) 18 (+4) Skills. Perception +3, Survival +3, Persuasion +6 Senses Passive Perception 13 Languages Common, Elven, Sylvan Challenge 2 (200 XP) Traits Spell Resistance. The dryad has advantage on all saving throws against spells that allow for spell resistance. She is immune to spells of level 2 or lower. ACTIONS Abolish Magic (4/rest). The dryad may touch a target as a melee spell attack and replicate the effects of Dispel Magic, with an effective spell level equal to 3. If the spell‘s level is higher than 3, roll d20 check with +4, against a DC of 10 + spell level to dispel the effect. The dryad could spend two uses instead of one to make the ability at a range of 30 feet. Javelin. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 30/120 ft., one target *Hit*: 5 (1d6 + 2) piercing damage, plus 1d6 poison damage. The target must succeed against a DC 13

Stamina saving throw or be poisoned for one minute. Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage.

Dryads are daughters of the demigod Cenarius. They monitor the health of Kalimdor‘s forests, ever watchful against the depredations of evil magic. Acting as teachers, healers, and playmates to the Kaldorei, dryads rally to fight those who encroach upon their forests, and serve the wilds with unwavering faith and a joyous smile.

Grovekeeper The enchanted keepers of the grove are the favored sons of Cenarius. Like their dryad sisters, the keepers protect the woodlands from harm. Though they typically remain within the sacred Moonglade of Mount Hyjal, the keepers have been seen in other forests throughout Kalimdor. They are quick to heed the call to arms whenever there is a threat to the natural order. **Affiliation.** Independent or Alliance. The grove- keepers staunchly aid the night elves and preserve the forests, rivers, and wild lands of Kalimdor. When the demons‘ taint spreads in the world, grove-keepers awaken, rouse their night elven druid students, and hurry to repel the invaders before they can do too much harm. Size. Grove-keepers range between 7 to 8 feet tall and average between 800 pounds to 1 ton. Your size is Large. Ability Score Increase. Your Spirit score increases by 2. Barbed Whip. You gain the Thorn Whip cantrip if you don‘t already have it, and always have it prepared if you do, with the following differences: Casting it never costs mana; its reach improves to 50 feet, and it can pull or push a creature up to 15 feet from you. It also deals an extra 1d6 damage. Land, Lord, and Master. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In

addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell. If you ever take enough levels in druid to gain Land‘s Stride, you may grant this bonus as a 30-foot aura to your allies. Nature Resistance. You have advantage on saving throws against poison, and you have resistance against poison and lightning damage.

**Cenarion Keeper of the Grove Hero** *―Who threatens the wilds?‖* Large fey (grovekeeper), lawful neutral Armor Class 15 (natural armor) Hit Points 71 (11d8 + 22) Mana Points 27 (19 + 3 + 5) Speed 40 ft. STR AGI STA INT SPI CHA 14 (+2) 16 (+3) 14 (+2) 12 (+1) 19 (+4) 14 (+2) Damage Resistances lightning, poison Skills. Perception +8, Survival +8, Persuasion +7 Senses Passive Perception 18 Languages Common, Elven, Sylvan Challenge 7 (2,600 XP) Traits Land, Lord, and Master. With an action, the keeper of the grove may emit a 20-foot aura that allows for all allies to move without penalty in natural nonmagical difficult terrain. They also take no damage from thorns, spines, or similar hazards, and have advantage against spells that replicate such effects. Healing Lore. With a bonus action, the keeper of the grove may alter the target of an active sigil spell. The spell‘s effects take place at the new target‘s turn as usual. Extended Growth. The maximum duration of healing sigil spells is doubled, and he gains advantage on the roll to maintain a sigil spell. Seed of Life. The keeper of the grove may cast any druidic spell as a seed, keeping the spell‘s effects latent until discharged with a mental command (costs no action). Until the spell is discharged, the keeper can sense the relative health of the target of this ability. This can be used at will, but a single given creature can benefit only once every 24 hours.

**Spellcasting**. The keeper of the grove is an 11th level spellcaster. His spellcasting ability is Spirit (spell save DC 16, +6 to hit with spell attacks). The keeper of the grove has the following spells (14) prepared from the druid spell list: *Cantrips (0 mana):* move earth, druidcraft, guidance, thorn whip (free) *1st level (2 mana):* entangling roots, rejuvenation, faerie fire, speak with animals *2nd level (3 mana):* gust of wind, moonbeam, thorns aura (retribution aura), barkskin (free) *3rd level (4 mana):* speak with plants, plant growth (free) *4th level (6 mana):* dominate beast, grasping vine, divination *5th level (7 mana):* tranquility, commune with nature, dream (free) *6th level (8 mana):* heal ACTIONS Barbed Whip (0 mana). *Ranged Spell Attack:* +6 to hit, reach 50 feet, one target. *Hit:* 14 (4d6) piercing damage, and the creature is pulled or pushed 15 feet in any direction. Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) bludgeoning damage. Wisp Amulet. The wearer of this amulet may transform into a wisp for up to 1 minute. This is a polymorph effect. This property of the amulet can‘t be used again until the next sundown. The DM has the wisp‘s statistics. Equipment. Wisp amulet

Chimaera Large dragon, unaligned Armor Class 14 (natural Armor) Hit Points 114 (12d10 + 48) Speed 30 ft., fly 60 ft. STR AGI STA INT SPI CHA 19 (+4) 11 (+0) 19 (+4) 3 (-4) 14 (+2) 10 (+0) Skills Perception +8 Senses darkvision 60 ft., passive Perception 18 Languages Draconic, and understands Elven but cannot speak it Challenge 6 (2,300 XP) Traits Two-Headed. The Chimaera has advantage on Spirit (Perception) checks and on saving throws

against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. ACTIONS Multiattack. The Chimaera makes two attacks: one with its bite on each head, or with its claws. When its magic breath is available, it can use the breath in place a bite. Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Magic Breath (Recharge 5–6). The Chimaera spits a torrent of corrosive acid or fire in a 15-foot cone. Each creature in that area must make a DC 15 Agility saving throw, taking 31 (7d8) acid or fire damage on a failed save, or half as much damage on a successful one.

This huge creature has two reptilian heads that operate independently. Its forelimbs unfold into a pair of mighty wings, and it clutches at rocky outcrops and great trees with its powerful hind legs. Its deep purple scales gleam in the moonlight. Chimaera are strong allies of the night elves, protecting the forests and the great tree Nordrassil from danger. They are highly reclusive, sentient creatures, but do not possess the ability to speak. They strive foremost to protect the balance of nature. Chimaera hate seeing any natural races or creatures being harmed or oppressed. Those who victimize such creatures under the chimaera‘s protection will soon find a chimaera‘s wrath to be very formidable.

Clockwork Creations Clockwork Goblin Small construct, unaligned Armor Class 14 (armor plating) Hit Points 13 (2d8 + 4) Speed 25 ft. STR AGI STA INT SPI CHA 10 (+0) 16 (+3) 14 (+2) 3 (-4) 11 (+0) 1 (-5) Challenge 1/2 (100 XP) Traits

27 **Constructed Mind.** Mechanized creatures do not have a true mind, but are instead programmed to perform certain actions congruent with those of similar natural creatures. Thus, instead of Animal Handling checks, a creature handling or riding a mechanized animal makes checks with engineer‘s tools. Its new form is immune to all living creature-specific effects. It also consumes 1 charge (energy type determined by the creator) every hour of activity. It may remain latent, and activate on a trigger to save charges. Fuel (8 max). The clockwork goblin starts out with eight fuel charges, and runs on a combustion engine, consuming one vial of phlogiston per hour. The hull‘s capacity is equal to 8 vials of phlogiston. ACTIONS Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. Explode. The clockwork goblin explodes, dealing 9 (2d8) concussive damage in a 10-foot-sphere. This destroys the clockwork goblin. ACTION *Death Throes.* When reduced to 0 hit points or dying, the clockwork goblin may attempt a Strength saving throw against a DC of 10. If it succeeds, it explodes. If the goblin used the explode action already, it may roll the saving throw with disadvantage, but deals double damage on a success. If it fails the saving throw, it loses the reaction.

A clockwork goblin costs 20 crafting points (engineering) as a construct of challenge 1/2 (or 500 gp). It has a malfunction rating of 1-2. It costs 6 crafting points (150 gp) to craft.

Clockwork Pest Tiny construct, unaligned Armor Class 14 (natural armor) Hit Points 7 (2d4 + 2) Speed 0 ft., fly 40 ft. STR AGI STA INT SPI CHA 4 (-3) 16 (+3) 12 (+1) 3 (-4) 11 (+0) 1 (-5) Damage Immunities poison 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 1/4 (50 XP) Traits Potent Injection (1/long rest). If the pest hits a creature with its stinger, it can inject a larger dose of poison. The target must succeed on a DC 12 Stamina saving throw or become poisoned for 1 hour. It can use better-grade poisons than normal if the user provides it (requires an action per poison to set up). Fuel (8 max). The clockwork pest starts out with eight fuel charges, and runs on a clockwork or mechanical engine. It can be active for eight hours until it needs to be recharged. Ten minutes of winding the mechanism's interior provide one charge for it. ACTIONS Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Stamina saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

A clockwork pest costs 20 crafting points (engineering) as a construct of challenge 1/2 (or 500 gp). It has a malfunction rating of 1-2. It costs 6 crafting points (150 gp) to craft.

Cloud Serpent Introduction The origin of the cloud serpents are unknown. They are, however, not part of the "whole Aspects scene" and are not really related to the classic Azerothian dragonflights. According to Loh-Ki, an otherworldly storm was summoned by Lei Shen, the Thunder King, in his final moments, and blanketed the Vale of Eternal Blossoms with rainfall and struck jagged spears of lightning into the hills. With its final breath, the storm struck the center of the lake, igniting the very water itself. The lake burned with a crimson hue for many days. When the blaze subsided, a cloud serpent hatchling could be seen flying around the center of the lake. Its scales sparked with storm and fire, and where it flew, great clouds formed

in the sky. The pandaren named it Alani, the Stormborn. One of Jiang's cloud serpent riders battling a Zandalari on a dinosaur. Thousands of years ago, the cloud serpents were feared as monsters and wild animals, both cunning and dangerous. During the Zandalari Troll Wars, a century after the founding of the Pandaren Empire, a young girl named Jiang took a small cloud serpent named Lo into her care. The Zandalari numbers were vast, and their bat riders fought in such a way the pandaren had no counter to. Jiang and her cloud serpent friend however swooped in, plucking the Zandalari from the bridge and striking down their bat riders. The war would still take many months to win, but this was the turning point. Soon Ji was training other pandaren how to ride as she did, upon the backs of other serpents. From that day forward, the serpent became a symbol of hope to the pandaren people, and the Order of the Cloud Serpent was founded. Cloud serpents are wild and tempestuous by nature and, if mistreated, may still grow to be that way as adults. But a cloud serpent is not bound by its nature, no more than any of the sapient races. Cloud serpent eggs are rare and look like jewels, and were once worth their weight in solid gold. The serpents are known to lay their eggs in nests at only two places in Pandaria: on the beach of Shan'ze Dao off the coast of Townlong Steppes, where the local wood sprites are known to steal them whenever they can, and on Windward Isle, off the east coast of the Jade Forest. Cloud serpent eggs sell for 25,000 gp. Hatched cloud serpents usually have aversion to the idea of being sold, bonding with whoever they hatched to or take a liking to.

Variant Cloud Serpents Each cloud serpent gains different powers depending on its ancestry.

AZURE SCALE Good Fortune. The cloud serpent may bless a creature with good fortune. It has a pool of fortune points equal to its Charisma bonus. Each point can reroll one d20 check that is a saving

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throw or ability check. Fortune points are restored to full after a long rest. The cloud dragon can allow a number of creatures equal to its Spirit modifier access to this feature, although they all spend from the same pool. The cloud dragon can deny good fortune to save it to whoever it wishes, and knows who requests it and their degree of need.

CRIMSON Sensitivity to Nature (1/long rest). The crimson cloud serpent can cast the Commune with Nature spell. Strange Journey. The cloud serpent may designate a willing mortal creature to serve as its ward, so long as the two are within 1 mile of one another. Until the quest is done, the cloud serpent always knows the location of its ward, so long as they are both on the same plane. The cloud serpent can have only one ward active at any given time. This is usually used to find aid to resolve quests the cloud serpent finds when communing with nature.

GOLDEN Grace of Heaven. The cloud serpent may use their bonus action to Dash. While doing dashing, they have advantage on Agility saving throws, and add +1 bonus to their AC for until the start of its turn in the next round.

JADE Jade Flash. When the cloud dragon makes a melee attack against a creature, it doesn‘t provoke opportunity attacks from that creature for the rest of the turn, whether they hit or not. Furthermore, they may use a bonus action to perform the Bite attack.

ONYX. Descent of Night. The cloud dragon may cast the Berserker Rage spell on itself as a bonus action. The cloud dragon does not gain a level of exhaustion at the end. This rage continues until the cloud dragon ends it with a bonus action, or until the rage ends early (as described in the spell). This can be done a number of times equal to the cloud dragon‘s proficiency bonus. If the cloud dragon can cast spells, they may attempt a

29 Spirit saving throw against a DC of 20. If they succeed, they can cast spells for that round as normal.

Cloud Serpent Adolescent Large dragon, neutral good Armor Class 15 (natural armor) Hit Points 19 (3d10 + 3) Speed 30 ft., burrow 15 ft., fly 60 ft. (hover) STR AGI STA INT SPI CHA 15 (+2) 10 (+0) 13 (+1) 10 (+0) 12 (+1) 13 (+1) Damage Resistances thunder, lightning Saving Throws Agi +2, Sta +3, Spi +2, Cha +3 Skills Perception +3, Stealth +2 Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13 Languages Draconic Challenge 1 (200 XP) ACTION Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Storm Breath (Recharge 5-6). The cloud dragon exhales lightning in a 20-foot-line that is 5 feet wide. Each creature in that line must make a DC 12 Agility saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Cloud Serpent Adult Large dragon, neutral good Armor Class 15 (natural armor) Hit Points 52 (7d10 + 14) Speed 40 ft., fly 60 ft. (hover) STR AGI STA INT SPI CHA 17 (+3) 12 (+1) 15 (+2) 11 (+0) 14 (+2) 14 (+2) Damage Resistances thunder, lightning Saving Throws Agi +4, Sta +5, Spi +5, Cha +5 Skills Perception +5, Stealth +4 Senses blindsight 30 ft., darkvision 90 ft., passive Perception 15 Languages Draconic Challenge 5 (1,800 XP) **Traits**

**Heavenly Resistance (1/Day).** If the cloud dragon fails a saving throw, it can choose to succeed instead. ACTION Multiattack. The cloud dragon makes two attacks. Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 3) piercing damage. Claw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) piercing damage. Storm Breath (Recharge 5-6). The cloud dragon exhales lightning in a 40-foot-line that is 5 feet wide. Each creature in that line must make a DC 13 Agility saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Cloud Serpent Ancient Huge dragon, neutral good Armor Class 15 (natural armor) Hit Points 126 (12d12 + 48) Speed 40 ft., fly 80 ft. (hover) STR AGI STA INT SPI CHA 21 (+5) 14 (+2) 19 (+4) 13 (+1) 16 (+3) 17 (+3) Damage Immunities thunder, lightning Damage Resistances acid, fire, cold Saving Throws Agi +5, Sta +7, Spi +6, Cha +6 Skills Perception +6, Stealth +5 Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16 Languages Draconic Challenge 8 (3,900 XP) Traits Heavenly Resistance (3/Day). If the cloud dragon fails a saving throw, it can choose to succeed instead. ACTION Multiattack. The cloud dragon makes one attack with its bite and two with its claws. Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

30 **Storm Breath (Recharge 5-6).** The cloud dragon exhales lightning in a 60-foot-line that is 5 feet wide. Each creature in that line must make a DC 15 Agility saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Couatl Introduction Couatl nest in trees and crags dotting the coasts of Azeroth. Some are venomous, some are magical, some are both, and some are neither. Couatl occasionally disrupt magic, which makes some people think that they have an understanding or intelligence of it. This idea is incorrect — couatl are nonsentient animals— except for Couatl Ancients, which are alien- minded beings. Recently, naga have returned to the surface of Azeroth and domesticated couatl. The naga breed these tamed couatl in order to optimize the lethality of their venom and train them to be fiercely loyal to their naga masters.

Couatl Adolescent Medium beast, unaligned Armor Class 13 (natural armor) Hit Points 27 (5d8 + 5) Speed 5 ft., fly 30 ft. (hover) STR AGI STA INT SPI CHA 15 (+2) 14 (+2) 12 (+1) 7 (-2) 12 (+1) 6 (-3) Damage Resistances poison Skills Perception +3 Senses passive Perception 13 Challenge 2 (450 XP) ACTIONS Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. The target must make a DC 11 Stamina saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. Poison Spit. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) poison damage. Dispelling Touch (1/rest). The Couatl can touch an ongoing spell effect. Roll a d20. On a result of 11 or higher, this Couatl can cast Dispel Magic.

Once it successfully works, it cannot be used again until after a rest.

Couatl Adult Large beast, unaligned Armor Class 15 (natural armor) Hit Points 52 (7d10 + 14) Speed 5 ft., fly 40 ft. (hover), Swim 10 ft. STR AGI STA INT SPI CHA 15 (+2) 17 (+3) 14 (+2) 7 (-2) 17 (+3) 6 (-3) Damage Resistances acid Damage Immunities poison Condition Immunities poisoned Skills Perception +6 Senses darkvision 60 ft., passive Perception 16 Challenge 5 (1,800 XP) Traits Flyby. The Couatl doesn't provoke an opportunity attack when it flies out of an enemy's reach. Magic Resistance. The Couatl has advantage on saving throws against spells and other magical effects. ACTIONS Multiattack. The Couatl can make a bite attack and a poison spit. It can exchange any of the attacks for a dispelling touch. Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target must make a DC 13 Stamina saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. Poison Spit. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) poison damage. Dispelling Touch (3/rest). The Couatl can touch an ongoing spell effect, casting the Dispel Magic spell.

Couatl Ancient Huge beast, chaotic Armor Class 17 (natural armor) Hit Points 95 (10d12 + 30) Speed 5 ft., fly 60 ft. (hover), Swim 30 ft. STR AGI STA INT SPI CHA 17 (+3) 20 (+5) 17 (+3) 10 (+0) 18 (+4) 10 (+0)

31 **Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities poisoned Skills Perception +7 Senses darkvision 60 ft., passive Perception 17 Challenge 7 (2,900 XP) Traits Flyby. The Couatl doesn't provoke an opportunity attack when it flies out of an enemy's reach. Innate Magic. The Couatl‘s weapon attacks are magical. Magic Resistance. The Couatl has advantage on saving throws against spells and other magical effects. Limited Telepathy. Using telepathy, the Couatl can magically communicate with any other Couatl or naga (or creature of elven descent) within 60 feet of it. ACTIONS Multiattack. The Couatl can make two attacks. It can exchange any of the attacks for a dispelling touch. Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. The target must make a DC 14 Stamina saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. If a target‘s hit points is reduced to 0 this way, they are unconscious but stable for 24 hours. Poison Spit. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 21 (6d6) poison damage. Dispelling Touch (3/rest). The Couatl can touch an ongoing spell effect, casting the Dispel Magic spell.

Combat Armor, Gnomish Medium construct (mecha), unaligned Armor Class 18 (natural Armor) Hit Points 33 (6d8 + 6) Speed 25 ft. STR AGI STA INT SPI CHA 14 (+2) 11 (+0) 13 (+1) 3 (-4) 11 (+0) 1 (-5) Skills -4 Perception Damage Immunities poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 6 Languages — Challenge 1 (200 XP) Traits Mecha. This construct may be controlled by sitting in the compartment, but only if the user is of Small or smaller size. When in the compartment, the user may use their action to access the construct‘s attack (or multiattack), and move with the construct‘s speed. Any damage taken by the construct is divided between the user and the construct itself. Fuel (8 max). The combat armor starts out with eight fuel charges, and runs on a steam engine, consuming four pounds of coal per hour. The hull‘s capacity is equal to thirty-two pounds of coal. ACTIONS Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) bludgeoning damage.

Customization. The crafter may choose one of the below two features for free to customize the armor.

• *Multiattack.* The armor makes two melee attacks.

• *Quick Startup.* The combat armor takes one round to activate.

This combat armor may be commanded as a suit if the creature is of medium size, or a mecha if small size or smaller. The combat armor is fueled by a tank of oil or a battery compartment (eight charges, regardless), and it consumes one charge every hour. A combat armor costs 80 crafting points (engineering) to construct as a construct of challenge 1 (or 2,000 gp). It costs 26 crafting points (650 gp) to craft.

Core Hound Introduction Core hounds use simple tactics, attacking the most obviously threatening target first. They will typically attempt an improved grab or bull rush to

32 push their target into nearby lava. A core hound with flaming breath takes hold of a victim before using its flaming breath, thus preventing the victim from escaping the effect. Core hounds grow and gain power throughout their lives. They come in two varieties, the much more common, and larger, two-headed variant, and the smaller one-headed variant. The latter are used by the Dark Iron dwarves as racial mounts.

When harvested, core hound leather is usually used to make infusions focused on fire. It provides 20% extra value of materials for leather- worked materials.

Core Hound Ancient Huge elemental, unaligned Armor Class 16 Hit Points 190 (20d10 + 80) Speed 40 ft. STR AGI STA INT SPI CHA 22 (+6) 10 (+0) 18 (+4) 3 (-4) 16 (+3) 6 (-2) Skills Perception +8 Damage Vulnerabilities cold Damage Immunities fire Condition Immunities burning Senses darkvision 120 ft., passive Perception 18 Languages Kalimag Challenge 13 (10,000 XP) Traits Fire Aura. A creature that touches the core hound ancient or hits it with a melee attack while within 10 feet of takes fire damage equal the core hound‘s bite damage (minus its Strength or Agility). Two-Headed. The core hound has advantage on Spirit (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. ACTIONS Multiattack. The core hound makes two bite attacks, one with each head. The core hound can replace either attacks with a Hysteric Howl attack. Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, plus 10 (3d6) fire damage and the target is grappled (escape DC 19). Until this grapple ends, the target is

restrained. The core hound ancient has two heads, each of which can hold one creature. Hysteric Howl. Each creature of the core hound‘s choice that is within 60 feet of it and able to hear it must succeed on a DC 11 Spirit 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 core hound‘s Hysteric Howl for the next 24 hours. Lava Breath (Recharge 5-6). The core hound ancient regurgitates a torrent of lava in a 30-foot cone. Each creature in that area must make a DC 17 Agility saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. A creature restrained by the core hound ancient has disadvantage to their saving throw against this ability. The lava that affects the area deals half as much damage at the beginning of the core hound‘s turn in the round (halved with a successful Stamina saving throw with the same DC), and then rapidly cools, becoming part of the terrain.

Ancient core hounds are of the first generation sired of Magmadar, the sire of the race. Magmadar himself is has a Strength score of 25 and a Charisma score of 15 (adjust attack, damage, and DC for grappling appropriately, and the DC for Hysteric Howl becomes 15 instead of 11).

Core Hound, Two headed Large elemental, unaligned Armor Class 14 Hit Points 60 (8d8 + 24) Speed 40 ft. STR AGI STA INT SPI CHA 19 (+4) 14 (+2) 16 (+3) 3 (-4) 14 (+2) 6 (-2) Skills Perception +5 Damage Vulnerabilities cold Damage Immunities fire Condition Immunities burning Senses darkvision 120 ft., passive Perception 15 Languages Kalimag Challenge 3 (200 XP)

33 **Traits** Fire Aura. A creature that touches the core hound or hits it with a melee attack while within 5 feet of takes fire damage equal the core hound‘s bite damage (minus its Strength or Agility). Two-Headed. The core hound has advantage on Spirit (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. ACTIONS Multiattack. The core hound makes two bite attacks. Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, plus 7 (2d6) fire damage.

Core Hound Medium elemental, unaligned Armor Class 12 Hit Points 39 (6d8 + 12) Speed 40 ft. STR AGI STA INT SPI CHA 15 (+2) 14 (+2) 14 (+2) 3 (-4) 13 (+1) 6 (-2) Skills Perception +5, Stealth +4 Damage Resistances fire Condition Immunities burning Senses darkvision 120 ft., passive Perception 15 Languages Kalimag Challenge 1 (200 XP) ACTIONS Multiattack. The core hound makes two bite attacks. Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 3 (1d6) fire damage.

Crowd Pummeler 9-60 *―Curfew instituted in this sector. Citizens, return to your homes.‖* Huge construct, unaligned Armor Class 12 Hit Points 76 (8d12 + 24) Mana Pool 0 (maximum 8, consumes 1 mana point per hour of activation) Speed 40 ft. STR AGI STA INT SPI CHA

22 (+6) 9 (-1) 17 (+3) 3 (-4) 13 (+1) 6 (-2) Skills Perception +3, Insight +3 Senses passive Perception 10 Languages Common, plus any languages its creator knows Challenge 4 (1,100 XP) Traits Attuned Core. The crowd pummeler‘s slam attacks are treated as magical. Crowd Control. If the crowd pummeler moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the crowd pummeler can make one slam attack against it as a bonus action. Fuel (8 max). The crowd pummeler starts out with eight arcane charges, and runs on an arcane engine. It can be active for eight hours until it needs to be recharged. Flash Bombs. The crowd pummeler can hold up to eight flash bombs, and suffers no chance of malfunction when using them. ACTIONS Multiattack. Can make two slam attacks. It can't make both attacks against the same target. The crowd pummeler may throw a flash bomb in place of an attack. Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. REACTIONS *Crowd Tactics.* If the crowd pummeler is struck by a creature within reach that the pummeler didn‘t attack on its previous round, the pummeler can make a single slam attack against them.

Crowd Pummelers (Model 9–60) are cheap and easy to maintain constructs made for sentry duty. Patrolling the streets of Gnomeregan, Crowd Pummelers bash anything they notice that violates the laws programmed into them. Since Gnomeregan‘s fall, most are programmed to attack anything that is not a leper gnome. Crowd Pummelers recognize and speak Common, but answer to only to the correct technological codes.

34 Before Gnomeregan‘s fall, crowd pummelers warned violators and protestors aloud, giving them a short time to halt their offences, and kept their targets stable after a beating, but now all they shout is ―Intruder!‖ or ―Stop resisting!‖ before charging and pummeling the unfortunate victim to death. A crowd pummeler 9-60 costs 2,560 crafting points (engineering) as a huge construct of challenge 4 (or 64,000 gp). It has a malfunction rating of 1-5. It costs 853 crafting points (21,325 gp) to craft.

C'Thrax Huge aberration (void), neutral evil Armor Class 19 (natural armor) Hit Points 250 (20d12 + 120) Speed 50 ft. STR AGI STA INT SPI CHA 25 (+7) 8 (-1) 23 (+6) 16 (+3) 18 (+4) 15 (+2) Saving Throws Str +12, Sta +11, Spi +9, Cha +7 Skills Intimidation +7, Insight +9, Persuasion +7 Damage Resistances cold, fel, fire, psychic Damage Immunities poison, shadow Condition Immunities confusion, poisoned Senses darkvision 60 ft., passive Perception 14 Languages Shath‘yar, telepathy 120 ft. Challenge 16 (15,000 XP) Traits Aggressive. The C‘thrax use a bonus action Dash, but only to approach a hostile creature. Corrupt Life. The C‘thrax can corrupt living beings into becoming void creatures. This requires killing a target and 1 minute of contact with its corpse. The target is allowed a DC 17 Spirit saving throw to avoid this fate. If they fail two saving throws out of three, they are returned to life at 1 hit point, and gain the Void Beast template or become a homunculus (DM‘s discretion). Once done, this ritual cannot be undone or reversed by anything short of a *wish* spell or divine intervention (or similar abilities). Magic Resistance. The C‘thrax has advantage on saving throws against spells and other magical effects. Might of the Void. Weapon attacks are treated as magical.

Limited Immortality. If reduced to 0 hit points, the C‘thrax must succeed on a DC 21 Stamina saving throw. If it succeeds, it falls into a catatonic state for 30 days instead of dying. After the 30th day passes, it regains 1 hit point and awakens. If buried in a place without air (but not underwater), it does not awaken until exposed to air or water. If it fails the saving throw, it dies. Regeneration. The C‘thrax regains 10 Hit Points at the start of its turn if it has at least 1 hit point. Shadow Sight. Magical darkness doesn't impede the void beast‘s darkvision. ACTIONS Multiattack. The C‘thrax makes four weapon attacks. The C‘thrax can exchange any one weapon attack in the round with a Shadow Blast. Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage. If the target is Large or smaller, the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The C‘thrax has two claws, each two of which can grapple one target. Pincer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage. If the C‘thrax spends a bonus action as part of a successful attack, the target must succeed on a Strength saving throw against a DC of 21 or else be knocked back 10 feet. This is a strike effect. Shadow Blast. *Ranged Spell Attack:* +9 to hit, range 40 ft., one target. *Hit:* 20 (8d4) shadow damage. This does not require mana in reserve. Shadow Volley (Recharge on 5-6). The C‘thrax can release five Shadow Blasts at any number of enemies within range of the ability, or focus them on one target. This attack cannot deal increased damage on a target affected by Binding Shadows. Binding Shadows (Recharge on 3-6). *Ranged Spell Attack:* +9 ro hit, range 40 ft., one target. *Hit:* 77 (14d10) shadow damage, and the target‘s speed is reduced to 0 for 1 minute. The target can spend an action to free itself. So long as a creature‘s speed is 0, the C‘thrax‘s Shadow Blast deals triple damage against them. If the C‘thrax misses with this attack, it can spend a hit dice to heal itself.

35 **Charm.** The C‘thrax targets one humanoid it can see within 30 feet of it. If the target can see the C‘thrax,, it must succeed on a DC 17 Spirit saving throw against this magic or be charmed by the C‘thrax. The charmed target regards the C‘thrax as a trusted friend to be heeded and protected. Although the target isn't under the C‘thrax‘s control, it takes its requests or actions in the most favorable way it can. Each time the C‘thrax or the C‘thrax'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 C‘thrax is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect. REACTIONS *Darkness Falls.* The C‘thrax can use Binding Shadows as a reaction against any creature that successfully deals damage to it.

C'Thraxxi (singular C'Thrax) are monstrous warbringers far larger and more resilient than other lesser n'raqi. They seem to usually serve as protectors within places of great importance to the Old Gods, and as commanders and generals of the Old Gods' forces. The C'Thrax Warlord Zon'ozz was one of the two faceless generals that led the assault on Wyrmrest Temple during the final battle against Deathwing. C'Thraxxi possess arthropod-like features, along with great strength and brutal intellect. They are capable of warping mind and body, turning creatures into corrupted versions of themselves by suffusing them with void magic, or by flesh- warping them into unthought-of creatures. Even after what mortals might consider death, C'Thraxxi can still slowly regain their energy and return to life through external help. The Twilight's Hammer made one such attempt to awaken Zakajz, and trolls have in the past succeeded to do so via blood rituals such as those that awakened Kith'ix and Mythrax.

D Dinosaurs Dinosaurs exist in Azeroth either in ancient primeval forests and jungles, such as on the

isolated rainforests in the great sea, or in lands where trolls are found. Trolls have a special kinship with dinosaurs, and although it does not as close as the ties that bind gryphon and wildhammer dwarf, they remain close to one another.

Devilsaur Huge beast, unaligned Armor Class 13 (Natural Armor) Hit Points 105 (10d12 + 40) Speed 50 ft. STR AGI STA INT SPI CHA 25 (+7) 10 (+0) 19 (+4) 2 (-4) 12 (+1) 9 (-1) Skills Perception +4 Senses passive Perception 14 Challenge 8 (3,900 XP) Traits Fearsome Charge. When the devilsaur uses its action to Dash, they can use a bonus action to make one bite attack at the end of it. If it moves at least 10 feet in a straight line immediately before taking this bonus action, they gain a +5 bonus to the attack‘s damage roll. ACTIONS Multiattack. The devilsaur 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:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the devilsaur can't bite another target Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

This giant lizard walks on two powerfully muscled hind legs. Two stunted, taloned forelimbs stretch out before it, and rows of bloodstained teeth fill its maw. The devilsaur takes its name from its vicious, relentless attacks, during which it utterly savages its victims to death. The devilsaur uses its bite to assault its prey, and its powerful hind legs and sheer size allow it to chase down almost any chosen prey.

36 Despite the ferocity of this ill-tempered beast, hunters prize its tough but supple hide and often seek it out. Devilsaurs can grow to heights exceeding thirty feet and can weigh almost sixteen tons. Females tend to be smaller and lighter than males, but are even more aggressive. In a reversal of most creatures‘ natural gender roles, a female devilsaur abandons her eggs as soon as she lays them; male devilsaurs can identify a clutch of eggs they've fathered by scent, and will protect that clutch until the eggs hatch. The devilsaur uses its intimidating speed to charge prey as soon as they are within range. It typically targets the smallest creatures in a pack first, closing its powerful jaws over them and lifting them off the ground. The devilsaur mauls its prey, biting and shaking until it or the enemy stops moving, swallows, and then moves on to the next target. Badly wounded devilsaurs have been known to flee, sometimes carrying opponents with them.

Devilsaur King Huge beast, unaligned Armor Class 13 (Natural Armor) Hit Points 172 (15d12 + 75) Speed 50 ft. STR AGI STA INT SPI CHA 27 (+8) 10 (+0) 21 (+5) 2 (-4) 12 (+1) 9 (-1) Skills Perception +4 Senses passive Perception 14 Challenge 9 (5,000 XP) Fearsome Charge. When the devilsaur king uses its action to Dash, it can use a bonus action to make one bite attack at the end of it. If he moves at least 10 feet in a straight line immediately before taking this bonus action, he gains a +5 bonus to the attack‘s damage roll. ACTIONS Multiattack. The devilsaur king 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:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the

target is restrained, and the devilsaur king can't bite another target Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

This terrifying specimen includes devilsaurs as King Mosh or King Krush, and other terrors.

Diemetradon Huge beast, unaligned Armor Class 14 (natural armor) Hit Points 85 (9d12 + 27) Speed 30 ft., swim 30 ft. STR AGI STA INT SPI CHA 21 (+S) 9 (-1) 17 (+3) 2 (-4) 10 (+0) 7 (- 2) Skills Stealth +5, Perception +3 Senses passive Perception 13 Languages – Challenge 5 (1,800 XP) Traits Hold Breath. The Diemetradon can hold its breath for 30 minutes. Razor Crest. The razor-sharp crests along a diemetradon‘s back prove a good defense against those who get too close. Anyone grappling a diemetradon takes 2d6 points of slashing damage per round. Stability. The diemetradon‘s powerful legs and low body make it exceptionally stable. It has advantage on saving throws and checks rolled against being tripped, pushed, or moved against its will. ACTIONS Multiattack. The Diemetradon makes two attacks: one with its bite and one with its tail. Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Diemetradon can't bite another target. Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the Diemetradon. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

37 The diemetradon — one of the strongest predators in the Un‘Goro Crater — stalks its prey and rips it apart without mercy. This creature uses both its squat, strong legs tipped with sharp claws and its wickedly fanged mouth to great advantage, tearing apart its prey without a second thought.

Pterrordax Large beast, unaligned Armor Class 16 (natural armor) Hit Points 59 (7d10 + 21) Speed 10 ft., fly 90 ft. STR AGI STA INT SPI CHA 16 (+3) 20 (+5) 17 (+3) 2 (-4) 16 (+3) 7 (-2) Skills Perception +5 Senses darkvision 60 ft., passive Perception 15 Languages – Challenge 4 (1,100 XP) Traits Keen Sight. The pterrordax has advantage on Spirit (Perception) checks that rely on sight. ACTIONS Multiattack. The pterrordax can make two attacks. Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Pterrordax soar through the air, using their keen predator‘s senses to satisfy their taste for fresh meat. These fierce creatures stand as tall as a horse and weigh up to 1,500 pounds. Their pigmentation ranges from moss green to deep emerald. While weaker than other dinosaurs, pterrordax possess great agility. Pterrordax prefer to hunt alone; normally, adventurers encounter them in pairs only during mating season, a two-week period in the springtime. Pterrordax may form flights when their breeding grounds are threatened by a strong foe, but disband once they eliminate the threat.

Raptor Medium beast, unaligned Armor Class 13 (natural armor) Hit Points 26 (4d8 + 8) Speed 40 ft.

STR AGI STA INT SPI CHA 15 (+2) 15 (+2) 14 (+2) 4 (-3) 12 (+l) 6 (-2) Skills Perception +3, Stealth +5 Senses passive Perception 13 Languages – Challenge 1 (200 XP) Traits Pounce. If the raptor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the raptor can make one bite attack against it as a bonus action. Rend and Tear. If the raptor succeeds on a bite attack, it may attempt a claw attack as part of the same attack. If the claw attack succeeds, it may also attempt a third claw attack. It cannot make more than 3 total attacks per round, including the bite from the Pounce feature. ACTIONS Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (ld8 + 2) piercing damage. Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 6 (ld8 + 2) slashing damage.

The raptor can be used as a mount for medium creatures, and is the favored racial mounts of trolls.

Ravasaur Large beast, unaligned Armor Class 14 (natural armor) Hit Points 45 (7d8 + 14) Speed 40 ft. STR AGI STA INT SPI CHA 17 (+3) 14 (+2) 15 (+2) 4 (-3) 14 (+2) 6 (-2) Skills Perception +4, Stealth +5 Senses passive Perception 14 Languages – Challenge 3 (700 XP) Pounce. If the ravasaur moves at least 20 feet straight toward a creature and then hits it with a claw 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

38 ravasaur can make one bite attack against it as a bonus action. ACTIONS Multiattack. The ravasaur can make two attacks, only one of which can be a bite. Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

The ravasaurs of Un'Goro are large, raptor-like dinosaurs who're highly intelligent, volatile, and have a sense or code of conduct. Lar'korwi is the most dangerous. In Taur-ahe, its name means "Sharp Claw," but that does not do him justice. The ravasaurs of Zandalar are more distinct from raptors than the Un'Goro breed are, with crests of feathers on their heads and tails. Ravasaurs may be common throughout other lands than just Un'Goro, as they are common troll companions alongside raptors. The females produce an awful smell from a gland in their heads that allow males to know they are ready to breed.

**Venomhide** The venomhide ravasaurs are extremely deadly, with poisonous blood, poisonous spit and even poisonous skin. Attempting to mount one without first building up a resistance to their toxins will result in death only a few hours later. Venomhide ravasaurs are cousins to normal ravasaurs. They act identical except for the following.

Damage Resistances poison Traits Venomous Hide. The hide of this ravasaur carries a contact poison, in which case bare skin contact with it deals 1d6 points of poison damage once touched, and again for every hour of contact until washed off. ACTIONS Multiattack. The ravasaur can make two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must make a DC 12 Stamina saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The target must make a DC 12 Stamina saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Stegodon Huge beast, unaligned Armor Class 17 (natural armor) Hit Points 114 (13d12 + 39) Speed 20 ft. STR AGI STA INT SPI CHA 22 (+6) 9 (- 1) 17 (+3) 2 (-4) 11 (+0) 5 (-3) Senses passive Perception 10 Languages – Challenge 7 (2,900 XP) Traits Trampling Charge. If the Stegodon 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 13 Strength saving throw or be knocked prone. If the target is prone, the Stegodon can make one stomp attack against it as a bonus action. ACTIONS Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage. Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 28 (4d10 + 6) bludgeoning damage. Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. REACTIONS *Tail Slap.* If the Stegodon is attacked by a creature it didn‘t attack during the last round, it can make one tail attack against it.

Stegodons are short-tempered, aggressive, but herbivorous dinosaurs. Easily irritated, they

39 attack trespassers on sight, but rarely venture from their territories. They consume vast quantities of plant matter and grow angry when logging, mining, and other such activities disturb their food sources.

Threshadon Large beast, unaligned Armor Class 16 (natural armor) Hit Points 76 (9d10 + 27) Speed 20 ft., swim 50 ft. STR AGI STA INT SPI CHA 19 (+4) 15 (+2) 16 (+3) 4 (-3) 13 (+1) 4 (-3) Skills Perception +3, Stealth +5 Senses darkvision 120 ft., passive Perception 17 Languages – Challenge 5 (1,800 XP) Traits Blood Frenzy. The threshadon has advantage on melee attack rolls against any creature that doesn't have all its hit points, so long as the creature is in water. Hold Breath. The threshadon can hold its breath for 4 hours. ACTIONS Multiattack. The threshadon makes two attacks, but only one bite per round. Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Though it resides primarily in the water, a threshadon breathes only air. A threshadon has a total length of some 15 feet, including a tail about half as long as the main portion of its body, and weighs about 1,000 pounds. Observers who see only its head or tail might easily mistake it for a massive serpent. A threshadon is aggressive and attacks virtually anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Dragons Aspects The aspects of Azeroth are dragons bestowed upon with the blessing of the god-like titans. Five aspects rule Azeroth‘s powers. Before they were dragons, the Aspects were proto- dragons. They stood united against a bloodthirsty monster who threatened their race, the Father of Dragons known as Galakrond. After the ordering of Azeroth, Keeper Tyr, the greatest titan-forged warrior, stood against Galakrond and with the help of five powerful and intelligent proto-dragons - Alexstrasza, Malygos, Neltharion, Nozdormu and Ysera - that held dominion over their brethren, they defeated the massive Father of Dragons.

Alexstrasza the Life-Binder – the red leviathan chosen by the titan Eonar to safeguard all living creatures on the world. Nozdormu the Timeless One – the massive bronze dragon chosen by the titan Aman'Thul to guard time itself and police the ever-spinning pathways of fate and destiny. Ysera the Awakened, formerly the Dreamer – Alexstrasza's younger sister, chosen by the titan Eonar to watch over the growing wilds of the world from her verdant realm, the Emerald Dream. Malygos the Spell-Weaver – the blue dragon originally chosen by Norgannon as the guardian of magic and hidden arcanum. Neltharion the Earth Warder (now known as Deathwing the Destroyer) – the mighty black wyrm chosen by Khaz'goroth and given dominion over the earth and the deep places of the world. He was driven mad by the whispers of the Old Gods and managed to drive the blue dragonflight to near extinction.

**Onyxia, Spawn of Deathwing** Huge dragon, chaotic evil Armor Class 19 (natural armor) Hit Points 229 (17d12 + 119) Mana Points 30 (20 + 6 + 4) Speed 40 ft., fly 80 ft., swim 40 ft. STR AGI STA INT SPI CHA 26 (+8) 10 (+0) 25 (+7) 16 (+3) l3 (+1) 20 (+5)

40 **Saving Throws** Agi +6, Spi +7, Sta + 13, Cha + 11 **Skills** Perception + l3, Stealth +6 Damage Immunities fire Damage Resistances acid, shadow Condition Immunities burning Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23 Languages Common, Draconic, Dwarven, Elven, Orcish, Troll Challenge 17 (18,000 XP) Traits Amphibious. Onyxia can breathe air and water. Deep Breath. Onyxia can draw in her breath as an action. This allows her to roll 3d6. On a roll of 5-6 with any of them, her Fire Breath ability is recharged. Legendary Resistance (3/Day). If Onyxia fails a saving throw, she can choose to succeed instead. Innate Spellcasting. Onyxia‘s innate spellcasting ability is Charisma (spell save DC 19, +11 to spell attacks). Onyxia can innately cast the following spells, requiring no material components: *Cantrips (0 mana):* fire bolt, produce flame *1st level (3 mana):* charm person *2nd level (5 mana):* detect thoughts, nondetection, suggestion *3rd level (6 mana):* fireball *4th level (7 mana):* globe of invulnerability ACTIONS Multiattack. Onyxia can use her Frightful Presence. She then makes three attacks: one with her bite and two with her 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:* 17 (2d8 + 8) bludgeoning damage. Change Shape. Onyxia magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to its true form if she dies. Any equipment she is wearing or carrying is

absorbed or borne by the new form (her choice). In a new form, Onyxia retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Spirit, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form. Frightful Presence. Each creature of Onyxia's choice that is within 120 feet of her and aware of her must succeed on a DC 19 Spirit 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 Onyxia‘s Frightful Presence for the next 24 hours. Fire Breath (Recharge 5-6). Onyxia exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Agility saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. LEGENDARY ACTIONS Onyxia 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. Onyxia regains spent legendary actions at the start of her turn. Detect. Onyxia makes a Spirit (Perception) check. Tail Attack. Onyxia makes a tail attack. Wing Attack (Costs 2 Actions). Onyxia beats her wings. Each creature within 10 feet of Onyxia must succeed on a DC 22 Agility saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Onyxia can then fly up to half her flying speed.

ONYXIA’S LAIR Onyxia's lair is in a volcanic cave in Dustwallow Marsh. The floor of the main cavern is just solid enough that Onyxia can sit on it normally without cracking the floor and revealing the lava below. She has over one hundred eggs in her clutch, but her mate is unknown. If an egg is ready to hatch,

it spawns a black dragon wyrmling (who can breathe fire instead of acid). Onyxia‘s lair is also protected by black dragonflight wyrmkin.

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

• Magma erupts from a point on the ground Onyxia can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Agility saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

• A tremor shakes the lair in a 60-foot radius around Onyxia. Each creature other than Onyxia on the ground in that area must succeed on a DC 15 Agility saving throw or be knocked prone.

• Volcanic gases form a cloud in a 20-foot- radius sphere centered on a point Onyxia can see within 120 feet of her. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Stamina saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

REGIONAL EFFECTS The region in Dustwallow Marsh where Onyxia has her lair is warped by her magic, which creates the following effects:

• The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted, and the swamps are thick with reeking mud.

• Water sources within 1 mile of the lair are supernaturally fouled. Enemies of Onyxia that drink such water regurgitate it within minutes.

• Fog lightly obscures the land within 6 miles of the lair. If Onyxia dies, vegetation remains as it has grown, but other effects fade over 1d10 days.

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Onyxia is the daughter of Deathwing and his Prime Consort Sintharia and the temporary broodmother of the black dragonflight on Azeroth. Long ago, Onyxia drove the Stonemaul ogres from the caves in Dragonmurk, not with any specific ill will, but merely for a place to raise her numerous children, who would then leave to infest the Wyrmbog. She and her children became known for terrorizing any travelers who strayed too close to her home. Though Onyxia has been sighted traveling to and from Blackrock Mountain in Eastern Kingdoms, her main lair is located in a fiery cave below the Dragonmurk in Kalimdor, a dismal swamp located within Dustwallow Marsh. She is guarded there by her kin, the remaining members of the insidious black dragonflight. There also her brood of new eggs is hidden, awaiting maturation. Should anyone ever threaten Onyxia within her lair — within distance of her precious eggs — her wrath would be terrible beyond comprehension.

Plans After carefully calculating her plans for many years, she entered into a pact with her elder brother, Nefarian, to take over for their missing father and gain control of the entire flight. To this end, she had begun manipulating many mortals and dragons alike to her own ends and wielded considerable political power over many groups. Since Deathwing's departure, his eldest children have risen to lead their brethren and recoup their failing numbers. Deathwing's eldest son, the malicious and cunning Nefarian, has claimed the burning fortress of Blackrock Spire as his aerie. There, aided by his loyal dragonspawn, he subverted the remaining Blackrock Clan and ensnared the black dragons not already under his control. One of Nefarian's mightiest supporters is his younger sister, Onyxia. A clever, highly intelligent black dragon, she delights in corrupting the mortal races by meddling in their political affairs. To this end, she takes on various humanoid forms and uses her charm and power to influence

42 delicate matters between the different races. Onyxia has even assumed an alias once used by her father: the title of the royal House Prestor. Though Onyxia is relatively small for a black dragon of her age, she shares the same powers and abilities as the rest of her terrible flight. Her searing breath weapon can melt both stone and iron. Her physical attacks, whether bites, scrapes or tail lashes, are lightning quick and nearly unstoppable. When cornered, Onyxia is fond of taking flight and blasting her troublesome prey from above.

Dreadlord (Nathrezim) Large fiend (demon), chaotic evil Armor Class 16 (natural armor) Hit Points 144 (17d8 + 68) Mana Points 28 (18 + 5 + 5) Speed 30 ft., Fly 60 ft. (hover) STR AGI STA INT SPI CHA 18 (+4) 14 (+2) 18 (+4) 17 (+3) 15 (+2) 18 (+4) Saving Throws Agi +9, Spi +7, Cha +9 Skills Perception +7, Stealth +9 Damage Resistances fel; bludgeoning, piercing, and slashing from nonmagical weapons Senses darkvision 120 ft., passive Perception 17 Languages All non-restricted languages, and Eredun. Challenge 13 (10,000 XP) Traits Spellcasting. The dreadlord is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The dreadlord has the following spells (13) prepared from the warlock spell list: *Cantrips (0 mana):* friends, prestidigitation, fire bolt, minor illusion *1st level (2 mana):* animate undead, conjure fiend, false life *2nd level (3 mana):* detect thoughts, invisibility *3rd level (5 mana):* gaseous form, sleep (9d8), major image *4th level (6 mana):* polymorph, drain life *5th level (7 mana):* conjure fiend (lesser infernal), carrion swarm, vampiric aura, teleportation circle ACTIONS Multiattack. The dreadlord makes two claw attacks.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage. Instead of dealing damage, the dreadlord can grapple the target (escape DC 18). Charm. The dreadlord targets one humanoid it can see within 30 feet of it. If the target can see the dreadlord, it must succeed on a DC 15 Spirit saving throw against this magic or be charmed by the dreadlord. The charmed target regards the dreadlord as a trusted friend to be heeded and protected. Although the target isn't under the dreadlord's control, it takes the dreadlord's requests or actions in the most favorable way it can. Each time the dreadlord or the dreadlord'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 dreadlord is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Dreadlords, masters of trickery, deceit, and guile, take pride in the fiendish destruction they have wrought on Azeroth. Affiliated with the Burning Legion for centuries, the dreadlords — also termed Nathrezim — acted as commanders of undead legions during the Burning Legion‘s second invasion, slaughtering thousands with their unnatural hordes. The dreadlords lost much power when several of their most influential members fell to the Forsaken armies under Sylvanas Windrunner‘s banner. Now the dreadlords seem almost a myth, a story told to frighten children. People feel safer when they think the dreadlords a remote tale; some instead comfort themselves with the lie that the great Varimathras is the only surviving dreadlord. More practical sorts know that evil never truly dies and that just because they cannot see something does not mean it is not there. Dreadlords invariably stay behind the scenes and effect change through proxies. Adventurers might go their whole lives and never realize a dreadlord has acted against them in countless, seemingly unrelated ways. Only after much exertion and investigation do the heroes uncover the dreadlord behind a plot. Even then, the task of

tracking and slaying a dreadlord can overwhelm the most competent hunter of evil. Dreadlords live in heavily fortified lairs or march at the center of an army.

Dwarven Driver *―They’ll never hear me coming!‖ (Clunk, clunk)* Medium humanoid (bronzebeard dwarf), lawful good Armor Class 13 (chain shirt) Hit Points 19 (3d8 + 6) Speed 25 ft. STR AGI STA INT SPI CHA 12 (+1) 14 (+2) 14 (+2) 13 (+1) 13 (+1) 9 (-1) Skills engineer‘s tools +5, stealth +5 Damage Resistances poison Senses darkvision 60 ft., passive Perception 13 Languages Common, Dwarven Challenge 1 (200 XP) Traits Cunning Action (Driver). The driver may, as a bonus action, hide, dash, disengage, or make an attack with his Gyrocopter. ACTIONS Heavy Wrench. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. Heavy Grenade. *Ranged Weapon Attack:* Agility save 12 halves, malfunction 1-3, 30/60 ft., 10-foot radius sphere. *Hit:* 10 (3d6) concussive damage. REACTIONS *Stoneform (1/rest).* When the dwarf takes damage, they can roll 1d12 + 2, and can reduce the damage by that total. If the damage exceeds any ongoing bleed damage he takes, he ends the effect as well.

The ingenious dwarven engineers, taking a nod from their inventive gnomish cousins, construct, and drive the powerful war machines of the Alliance of all types, covering air (gyrocopters), land (siege engines), and sea (submarines).

Gyrocopter Large construct (vehicle), unaligned Armor Class 14 (light armor plating)

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Hit Points 26 (4d8 + 8) Speed 0 ft., fly 60 ft. STR AGI STA INT SPI CHA 14 (+2) 18 (+4) 14 (+2) 1 (-5) 3 (-4) 1 (-5) Damage Immunities poison, psychic Condition Immunities blinded, deafened, frightened, paralyzed, petrified, poisoned Senses passive Perception 6 Languages – Challenge 1 (200 XP) Traits Anti-Earth Capacity. As a bonus action, the gyrocopter driver may launch land-to-earth rockets stored in the vehicle. The attack roll is instead equal to the cannon‘s own, though may only target an earthbound creature. By default, it has 3 default rockets. Each deals 7 (2d6) damage concussive in a 10-foot-sphere on point of impact, with an Agility save to half damage, with a range of 120/360 feet. It can use better-grade rockets than normal if the driver provides it (requires an action per rocket to set up). Burst of Speed. As a bonus action, the gyrocopter can move again. Fuel (8 max). The gyrocopter starts out with eight fuel charges, and runs on a gas engine, consuming one pint of gas per hour. The hull‘s capacity is equal to eight pints of gas. ACTIONS Ram. *Melee Weapon Attack:* +4 to hit, range 5 ft., one creature, object, or structure. *Hit*: The target takes 9 (2d6 + 2) bludgeoning damage. Flak Cannon. *Ranged Weapon Attack (Malfunction 1-3):* +6 to hit, range 200/800 ft., one creature, object, or 10-foot-area. *Hit*: 15 (2d8 + 6) piercing damage.

The gyrocopter is the ultimate airborne scout vehicle. The gyrocopters are small but versatile flying machines that can cover great distances at speed and evade enemy ground forces. Though the contraptions are somewhat rickety, they are armed with mounted cannons and bombs, and piloted by the daring – if not insane – dwarven drivers.

44 A gyrocopter costs 120 crafting points (engineering) as a large construct of challenge 1 (or 3,000 gp), and may carry up to two medium- sized units. It has a malfunction rating of 1-2. It costs 40 crafting points (1,000 gp) to craft. The flak cannon is a common heavy firearm, and can be exchanged for more damage.

Siege Engine Huge construct (vehicle), unaligned Armor Class 18 (plate armor plating) Hit Points 76 (8d12 + 24) Speed 25 ft. STR AGI STA INT SPI CHA 19 (+4) 14 (+2) 16 (+3) 1 (-5) 3 (-4) 1 (-5) Damage Immunities poison, psychic Condition Immunities blinded, deafened, frightened, paralyzed, petrified, poisoned Senses passive Perception 6 Languages – Challenge 4 (1,100 XP) Traits Anti-Air Capacity. As a bonus action, the siege engine driver may launch land-to-air rockets stored in the vehicle. The attack roll is instead equal to the cannon‘s own, though may only target a flying or airborne creature. By default, it has 3 default rockets. Each deals 7 (2d6) damage concussive in a 10-foot-sphere on point of impact, with an Agility save to half damage, with a range of 120/360 feet. It can use better-grade rockets than normal if the driver provides it (requires an action per rocket to set up). Charge. If the siege engine moves at least 30 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. The siege engine may count a previous round‘s movement as if it contributed to the total movement, so long as it remains on a single direction. Explosive Shells. The siege engine can use its cannon to throw explosives that have the solid coating modification. Upon impact, the explosives blow up, adding to the damage of the cannon. Fuel (8 max). The siege engine starts out with eight fuel charges, and runs on a steam engine, consuming four pounds of coal per hour. The

hull‘s capacity is equal to thirty-two pounds of coal. Siege Weapon. The siege engine deals double damage to structures, but half to creatures with its ram and cannon attacks. ACTIONS Ram. *Melee Weapon Attack:* +6 to hit, range 5 ft., one creature, object, or structure. *Hit*: The target takes 13 (2d8 + 4) bludgeoning siege damage. Cannon. *Ranged Weapon Attack, Malfunction 1:* +4 to hit, range 200/800 ft., one creature, object, or structure *Hit*: The target takes 22 (4d8 + 4) bludgeoning damage.

The sturdy Dwarven siege engines (otherwise known as steam tanks) are recent additions to the Alliance forces. The stalwart dwarven drivers have been known to ram enemy structures at high speeds, and reduce whole fortifications to dust under the siege engine‘s wheels. The massive cannon is nothing to scoff at, either, and its cloud of steam before going into a destructive charge is well-remembered in the nightmares of military commanders. With the siege engine‘s thick hull, damage resistances, and anti-airborne capabilities, these steel vehicles have been the bane of many who called the Alliance foes. A siege engine costs 2,560 crafting points (engineering) to construct as a huge construct of challenge 4 (or 64,000 gp), and may carry up to four medium-sized creatures within it. It has a malfunction rating of 1-5. It costs 853 crafting points (21,325 gp) to craft. The cannon is an uncommon heavy firearm modified for reliability, and can be exchanged for the below rare firearm.

Field Cannon (Malfunction 1-2). *Ranged Weapon Attack:* +4 to hit, range 200/800 ft., one creature, object, or structure. *Hit*: The target takes 31 (6d8 + 4) bludgeoning damage.

Submarine Large construct (vehicle), unaligned

45 **Armor Class** 14 (light armor plating) Hit Points 26 (4d8 + 8) Speed 0 ft., swim 60 ft. STR AGI STA INT SPI CHA 14 (+2) 18 (+4) 14 (+2) 1 (-5) 3 (-4) 1 (-5) Damage Immunities poison, psychic Condition Immunities blinded, deafened, frightened, paralyzed, petrified, poisoned Senses passive Perception 6 Languages – Challenge 1 (200 XP) Traits Underwater Capacity. As a bonus action, the submarine driver may launch torpedoes stored in the vehicle. This can only target underwater creatures. By default, it has 3 torpedoes. Each deals 7 (2d6) damage concussive in a 10-foot- sphere on point of impact, with an Agility save to half damage, with a range of 120/360 feet. It can use better-grade torpedoes than normal if the driver provides it (requires an action per rocket to set up). Fuel (8 max). The submarine starts out with eight fuel charges, and runs on a gas engine, consuming one pint of gas per hour. The hull‘s capacity is equal to eight pints of gas. ACTIONS Ram. *Melee Weapon Attack:* +4 to hit, range 5 ft., one creature, object, or structure. *Hit*: The target takes 9 (2d6 + 2) bludgeoning damage.

The submarine is a small but versatile underwater vehicle that can bypass sieges, outmaneuver ships, and fight underwater dangers. Though the contraptions are somewhat rickety, they are armed with waterproof rockets and deep sea mines, and piloted by the audacious – if not senseless – dwarven drivers. A submarine costs 150 (crafting points (engineering) to construct as a large construct of challenge 1 (120 base, 30 for air supply, or 3,750 gp), and may carry up to two medium-sized units, and enough air to sustain them for four hours. It has a malfunction rating of 1-2. It costs 50 crafting points (1,250 gp) to craft.

**Dwarven Gryphon Rider**

*―Death comes for ye!‖* Medium humanoid (wildhammer dwarf), chaotic good Armor Class 13 (Studded Leather) Hit Points 28 (5d8 + 6) Speed 25 ft. STR AGI STA INT SPI CHA 16 (+3) 12 (+1) 16 (+3) 7 (-2) 14 (+2) 10 (+0) Skills Intimidation +2, Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages Common, Dwarven, Troll Challenge 2 (450 XP) Traits Favored Enemy (troll and orc). The dwarf gains +2 to damage rolls against trolls and orcs, and has advantage to checks against them. Brave. This unit has advantage against fear effects. ACTIONS Storm Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 feet, one target *Hit:* 7 (1d8 + 3) bludgeoning damage, plus 2 thunder damage. The hammer returns to the gryphon rider after being used. REACTIONS *Stoneform (1/rest).* When the dwarf takes damage, they can roll 1d12 + 3, and can reduce the damage by that total. If the damage exceeds any ongoing bleed damage he takes, he ends the effect as well. Equipment. Storm Hammer

Brave, serious, and quite vicious, the Wildhammer clan‘s Gryphon Riders serve the Alliance are advanced scouts and lightning- powered aerial powerhouses. Armed with mystical storm hammers, they take to the skies on the backs of their steadfast gryphons to fight the threats that plague the banner of the Alliance of Lordaeron. All gryphon riders carry Storm Hammers. See equipment for more details.

Gryphon Large beast, true neutral Armor Class 13 Hit Points 59 (7d10 + 21) Speed 30 ft., fly 80 ft.

46 **STR AGI STA INT SPI CHA** 18 (+4) 15 (+2) 16 (+3) 2 (-4) 13 (+1) 8 (-1) Skills Perception +3 Senses passive Perception 13 Languages – Challenge 2 (450 XP) Traits Keen Sight. The gryphon has advantage on Spirit (Perception) checks that rely on sight. ACTIONS Multiattack. The gryphon makes two attacks, one with its beak and one with its talons. Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Dwarven Mountain King Hero *―For Khaz Modan!‖* Medium humanoid (bronzebeard dwarf), lawful good Armor Class 18 (plate) Hit Points 93 (11d10 + 33) Mana Points 20 (14 + 3 + 3) Speed 25 ft. STR AGI STA INT SPI CHA 19 (+4) 11 (+1) 16 (+3) 14 (+2) 11 (+0) 10 (+0) Saving Throws Str +7, Sta +6 Damage Resistance poison Skills athletics +7, mason‘s tools +5, smithing tools +5 Senses darkvision 60 ft., passive Perception 10 Languages Common Challenge 7 (2,900 XP) Traits Fighting Style (Two-Weapon Fighting). When the mountain king engages in two-weapon fighting, he can add his ability modifier to the damage of the second attack. Warrior Talent. The mountain king has the following warrior talents. The DC for the talents is 15. • Thunderclap, Heroic Throw Stance of the Mountain. The mountain king may enter a stance with a bonus action. So long as the stance was in effect, he reduces the physical

damage he takes by 3 points, and gains 2 extra reactions. The stance ends if he chooses to end it or if he moves more than half your normal speed. When executing a melee attack of opportunity while under the effects of this stance, he pushes the target 10 feet on a successful attack roll. Titanic Spark. The mountain king is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mountain king has the following spells (7) prepared from the mage spell list. He does not need to concentrate on the Stoneskin spell. *Cantrips (0 mana):* blade ward, mending, true strike *1st level (4 mana):* feather fall, shield, thunderwave *2nd level (5 mana):* arcane lock, enlarge/reduce, shatter *3rd level (6 mana):* glyph of warding, stoneskin ACTIONS Multiattack. The mountain king makes three melee attacks. When landing a critical hit with a slashing weapon, the target's speed is reduced to half for 1 hour or until the damage dealt is fully healed. If made with a bludgeoning weapon, the target must succeed on a Strength saving throw (DC 15). On a failed saving throw, they are stunned for 1 round. Arcanite Reaper. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. This weapon deals double damage to objects. Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. REACTIONS *Stoneform (1/rest).* When the dwarf takes damage, they can roll 1d12 + 3, and can reduce the damage by that total. If the damage exceeds any ongoing bleed damage he takes, he ends the effect as well. Equipment. Arcanite Reaper

The mountain kings, or thanes as they are known in Khaz Modan, are the mightiest dwarven warriors under the mountain. Wielding both enchanted warhammers and battleaxes, these fierce fighters live to test themselves against worthy opponents.

47 Unconcerned with their race's preoccupation with mechanical devices and mining precious minerals, Mountain Kings live only for battle. Dedicated to safeguarding the Alliance which saved their kingdom during the Second War, the mountain Kings can be counted upon to rally behind any banner that stands between freedom and the ever looming shadow of evil. If the threat is dangerous enough, they invoke their titanic spark to become an avatar of battle (by casting the enlarge and stoneskin spells) and wade into battle, shouting battle cries. He usually carries enough material components for three castings of Stoneskin.

Dwarven Mortar Engineer *―Mortar combat!‖* Medium humanoid (bronzebeard dwarf), lawful good Armor Class 14 (studded leather) Hit Points 32 (5d8 + 10) Speed 25 ft. STR AGI STA INT SPI CHA 12 (+1) 14 (+2) 14 (+2) 13 (+1) 13 (+1) 9 (-1) Skills engineer‘s tools +5, stealth +5 Damage Resistances poison Senses darkvision 60 ft. passive Perception 13 Languages Common, Dwarven Challenge 2 (450 XP) Traits Cunning Action (tinker). The mortar engineer may, as a bonus action, hide, dash, disengage, make a sleight of hand check, disarm a trap or open a lock with thieves‘ tools, or make use of any object. ACTIONS Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60, one target. *Hit:* 4 (1d6 + 1) slashing damage. Heavy Grenade. *Ranged Weapon Attack:* Agility save 12 halves, malfunction 1-3, 30/60 ft., 10-foot radius sphere. *Hit:* 10 (3d6) concussive damage. Mortar. *Gadget, Malfunction 1-3. Use:* The engineer may make use of his mortar to add 90 feet to the range of any explosive, with an arc 30 feet high. Each use of the mortar device

requires it to cool down for one round, and consumes one cylinder or vial of gas. Heavy Grenade. *Ranged Weapon Attack:* Agility save 12 halves, malfunction 1-3, 30/60 ft., 10-foot radius sphere. *Hit:* 10 (3d6) concussive damage. This damage is doubled for structures and objects, and halved for creatures. REACTIONS *Stoneform (1/rest).* When the dwarf takes damage, they can roll 1d12 + 2, and can reduce the damage by that total. If the damage exceeds any ongoing bleed damage he takes, he ends the effect as well. Equipment. The mortar team typically has a cache of six mortar shells, twelve cylinders of oil, and two heavy grenades that may be turned into mines.

This red-bearded and nearly bald dwarf has a waterproof pack of explosives at his back, and hauls with him a curious-looking bronze telescope. Typically accompanied by another who aids him in combat and carrying items, the mortar engineer is armed with a mortar device that helps him throw bombs from an improved range. Carrying mortar shells to blast apart enemy structures, anti-personnel grenades that target clusters of troops, and the ability to turn both explosives into mines, this tinker is a very effective support unit.

Dwarven Rifleman *―Shoot ta’ kill!‖* Medium humanoid (bronzebeard dwarf), lawful good Armor Class 15 (chain shirt) Hit Points 26 (4d8 + 8) Mana Points 15 (12 + 2 + 1) Speed 25 ft. STR AGI STA INT SPI CHA 11 (+0) 15 (+2) 14 (+2) 10 (+0) 12 (+1) 9 (-1) Skills engineer‘s tools +5, stealth +5 Damage Resistances poison Senses darkvision 60 ft., passive Perception 13 Languages Common, Dwarven Challenge 1 (200 XP)

48 **Traits** Natural Explorer. The rifleman is an expert on their local terrain (typically arctic or mountain). He is not slowed by difficult terrain, can move stealthily at normal pace, is always alert to danger, forages double as much food as normal, and knows the exact number, sizes, and how long a tracked quarry remained in an area. ACTIONS Boomstick. *Ranged Weapon Attack (Malfunction 1- 3):* +6 to hit, range 200/800; capacity 2 bullets, one target. *Hit:* 11 (2d8 + 2) piercing damage. Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or ranged 20/60, one creature. *Hit:* 4 (1d6 + 1) slashing target. REACTIONS *Stoneform (1/rest).* When the dwarf takes damage, they can roll 1d12 + 2, and can reduce the damage by that total. If the damage exceeds any ongoing bleed damage he takes, he ends the effect as well. Equipment. Besides his normal equipment, a rifleman typically carries one horn of powder and two bullet pouches

This dwarf has a long white beard and wears a blue, hooded cloak. He carries a long rifle against his shoulder and a scowl on his face. A rifleman‘s tactics are fairly basic; find a nice corner into which he can survey as much of the surrounding area without being spotted as possible, plot an escape route, and wait for his target to walk into his sights. The dwarven rifleman is a native of the Ironforge clans who specializes in use of the long rifle. Typically climbing their way into a good vantage point, then rain death upon their enemy from above.

E Elemental Introduction Elementals have many types. Each type has different bonuses that are applied to the above template. Elementals gain special powers depending on their origins. Increasing the elemental‘s CR and attributes increases the strength of said powers.

Each point in CR performs the following:

• Increases the elemental‘s hit dice by 2 (increasing hit points appropriately).

• Grants the elemental +2 attribute points.

• At CR 5, 10, 15, and 20, the elemental can increase their size category

• At CR 3, the elemental gains Multiattack

Bracers. Elementals and a few rare creatures (like voidwalkers) gain bracers when bound with the Bind spell. Without these bracers, the creature is compelled to return to its plane of origin as the Banish spell (unless the realm they are in is closely attuned to their plane of origin). The Banish spell‘s DC is 20. If the elemental succeeds on the saving throw three times, it is acclimated to the realm, and can remain as it is. Bracers possess hit points equal to a quarter of the maximum hit points the creature has. Destroying a single bracer has no effect on a creature.

General Elemental (Base) Medium elemental, neutral Armor Class 12 Hit Points 9 (2d8) Speed 30 ft. STR AGI STA INT SPI CHA 10 (+0) 10 (+0) 10 (+0) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities Poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 1 (200 XP) ACTIONS Slam. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) bludgeoning damage.

Air Gains the following traits Speed 0 ft., fly 90 ft. (hover) Attributes +2 STR, +4 AGI, +2 STA

49 **Damage Resistances** thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Traits Air Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 8 + proficiency + Agility or Strength). On a failure, a target takes bludgeoning damage as if the elemental struck them with two slam attacks, and is flung up a number of feet away from the elemental in a random direction equal to 5 feet per hit dice and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes damage as if hit by only one slam, damage and isn‘t flung away or knocked prone.

Air Elemental, Minor Medium elemental, neutral Armor Class 14 Hit Points 11 (2d8 + 2) Speed 0 ft., fly 90 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 14 (+2) 12 (+1) 6 (-2) 10 (+0) 7 (-2) Damage Resistances thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 1 (200 XP) **Traits**

**Air Form.** The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 12). On a failure, a target takes 13 bludgeoning damage, and is flung up 10 feet away from the elemental in a random direction and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target only takes 6 (1d8 + 2) damage, and isn‘t flung away or knocked prone.

**Air Elemental, Lesser** Medium elemental, neutral Armor Class 15 Hit Points 35 (6d8 + 8) Speed 0 ft., fly 90 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 16 (+3) 14 (+2) 6 (-2) 10 (+0) 7 (-2) Damage Resistances thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 3 (700 XP) Traits Air Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS

50 **Multiattack.** The elemental makes two slam attacks Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage. Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 13). On a failure, a target takes 15 (2d8 + 6) bludgeoning damage, and is flung up to 30 feet away from the elemental in a random direction and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target only takes 7 (1d8 + 3) damage and isn‘t flung away or knocked prone.

**Air Elemental, Moderate** Large elemental, neutral Armor Class 17 Hit Points 71 (10d10 + 16) Speed 0 ft., fly 90 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 20 (+5) 14 (+2) 6 (-2) 10 (+0) 7 (-2) Damage Resistances thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 5 (1,800 XP) Traits Air Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage. Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 16). On a failure, a target takes 28 (4d8 + 10) bludgeoning damage, and is flung up to 50 feet away from the elemental in a random direction and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target only takes 14 (2d8 + 5) damage and isn‘t flung away or knocked prone.

**Air Elemental, Greater** Large elemental, neutral Armor Class 18 Hit Points 119 (14d10 + 42) Speed 0 ft., fly 90 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 22 (+6) 16 (+3) 6 (-2) 10 (+0) 7 (-2) Damage Resistances thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 7 (2,900 XP) Traits Air Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target.

51 *Hit*: 15 (2d8 + 6) bludgeoning damage. Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 17). On a failure, a target takes 30 (4d8 + 12) bludgeoning damage, and is flung up to 70 feet away from the elemental in a random direction and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target only takes 15 (2d8 + 5) damage and isn‘t flung away or knocked prone.

**Air Elemental, Major** Huge elemental, neutral Armor Class 19 Hit Points 210 (20d12 + 80) Speed 0 ft., fly 110 ft. (hover) STR AGI STA INT SPI CHA 12 (+1) 24 (+7) 18 (+4) 6 (-2) 10 (+0) 7 (-2) Damage Resistances thunder, lightning; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 11 (7,200 XP) Traits Air Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 20 (3d8 + 7) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental‘s space must make a Strength saving throw (DC 19). On a failure, a target takes 41 (6d8 + 14) bludgeoning damage, and is flung up to 100 feet away from the elemental in a random direction and knocked prone. If the creature is larger than the elemental, they are not moved, but are still knocked prone if they fail their saving throw. If a thrown target strikes an object, such as a wall or floor, they take damage as if falling. If the target is thrown at another creature, that creature must succeed on a DC 10 Agility saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target only takes 20 (3d8 + 7) damage and isn‘t flung away or knocked prone.

Fire Gains the following traits. Speed 50 ft. Attributes +5 AGI, +4 STA Damage Vulnerabilities cold Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take fire damage equal the elemental‘s slam damage (minus its Strength or Agility). If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

52 **ACTIONS** The elemental‘s slam attack deals fire damage, not bludgeoning damage.

**Fire Elemental, Minor** Medium elemental, neutral Armor Class 14 Hit Points 13 (2d8 + 4) Speed 50 ft. STR AGI STA INT SPI CHA 10 (+0) 15 (+2) 14 (+2) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 1 (200 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take 1d8 fire damage. If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) fire damage plus ignite (if using a bonus action).

**Fire Elemental, Lesser** Medium elemental, neutral

Armor Class 16 Hit Points 36 (6d8 + 12) Speed 50 ft. STR AGI STA INT SPI CHA 10 (+0) 18 (+4) 15 (+2) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 3 (700 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take 1d8 fire damage. If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) fire damage plus ignite.

**Fire Elemental, Moderate** Large elemental, neutral Armor Class 17 Hit Points 85 (10d10 + 30) Speed 50 ft. STR AGI STA INT SPI CHA 10 (+0) 20 (+5) 17 (+3) 6 (-2) 10 (+0) 7 (-2)

53 **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 5 (1,800 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take 2d8 fire damage. If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) fire damage plus ignite.

**Fire Elemental, Greater** Large elemental, neutral Armor Class 18 Hit Points 133 (14d10 + 56) Speed 50 ft. STR AGI STA INT SPI CHA 10 (+0) 22 (+6) 19 (+4) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison

Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 7 (2,900 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take 2d8 fire damage. If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 15 (2d8 + 6) fire damage.

**Fire Elemental, Major** Huge elemental, neutral Armor Class 20 Hit Points 230 (20d12 + 100) Speed 70 ft. STR AGI STA INT SPI CHA 12 (+1) 25 (+7) 20 (+5) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag

54 **Challenge** 11 (7,200 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it, they take 3d8 fire damage. If the elemental spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature‘s space and stop there. This ignites the target as if the elemental used its fire touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 20 (3d8 + 7) fire damage.

**Phoenix** Large elemental, neutral Armor Class 17 Hit Points 85 (10d10 + 30) Mana Points 13 (10 + 3) Speed 0 ft., fly 110 (hover) STR AGI STA INT SPI CHA 10 (+0) 20 (+5) 17 (+3) 6 (-2) 10 (+0) 7 (-2) Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities fire, poison Condition Immunities burning, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages Kalimag Challenge 5 (1,800 XP) Traits Fire Touch. A creature that touches the elemental or hits it with a melee attack while

within 5 feet of it, they take 2d8 fire damage. If the phoenix spends a bonus action as part of attacking, they can ignite the target. A burning target takes the specified damage every round until put out. Pure Flame. The fire damage dealt by the phoenix treats fire immunity as fire resistance, and fire resistance as no resistance. The phoenix's fire touch also harms itself, usually burning up the phoenix in 9 rounds. Revivification. When reduced to 0 hit points, the phoenix is not considered dead or unsummoned (if it is conjured). It falls to the ground and creates a bed of ash, where a glimmer reveals the phoenix egg. After three rounds, the phoenix egg hatches, restoring the phoenix to full hit points and dispelling all negative effects they suffered. When in egg form, the phoenix has only one-eighth its maximum hit points (10 hit points), and its AC is 10. The egg retains any the Fire Touch ability. Illumination. The elemental sheds bright light in a 30 foot radius and dim light in an additional 30 feet. Water Susceptibility. For every 5 feet the phoenix moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. ACTIONS Multiattack. The phoenix makes two attacks, either with the slam or the feathers, or both. Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) fire damage plus ignite. Burning Feathers. *Ranged Weapon Attack:* area (5- foot-radius sphere), range 30/60 ft. *Hit:* 9 (2d8) fire damage. An Agility saving throw of 16 halves the damage. If attacking beyond normal range, the saving throw is done with advantage.

A mystical being summoned from the fire-plane, phoenixes are fire-birds that burn with such intensity that they burn even themselves. Shedding burning feathers and searing all that they hate, phoenixes are remarkably resilient despite this, and when presumed killed, return to life from the ashes.

55 **Water** Gains the following traits. Speed 20 ft., swim 90 ft. Armor Class +2 (natural armor) Attributes +2 STR, +2 AGI, +4 STA Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons Senses darkvision 60 ft., Tremorsense 60 ft. (only in water) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Whelm (Recharge 4–6). Each creature in the elemental‘s space must make Strength saving throw (DC 8 + proficiency + Agility or Strength) as the elemental attempts to engulf them. On a failure, a target takes bludgeoning damage as if the elemental struck them with two slam attacks, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes damage as if hit by only one slam attack. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes damage as if struck with a slam attack. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make grapple check against the elemental and succeeding.

**Water Elemental, Minor** Medium elemental, neutral Armor Class 15 Hit Points 11 (2d8 + 4) Speed 20 ft., swim 90 ft. STR AGI STA INT SPI CHA

12 (+1) 12 (+1) 14 (+2) 6 (-2) 10 (+0) 7 (-2) Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 60 ft. (only in water), passive perception 10 Languages Kalimag Challenge 1 (200 XP) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 1) bludgeoning damage. Whelm (Recharge 4–6). Each creature in the elemental‘s space must make Strength saving throw (DC 11) as the elemental attempts to engulf them. On a failure, a target takes 11 (2d8 + 2) bludgeoning damage, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes only 5 (1d8 + 1) damage. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes 5 (1d8 + 1) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make grapple check against the elemental and succeeding.

**Water Elemental, Lesser** Medium elemental, neutral

56 **Armor Class** 15 Hit Points 35 (6d8 + 8) Speed 20 ft., swim 90 ft. STR AGI STA INT SPI CHA 14 (+2) 12 (+1) 16 (+3) 6 (-2) 10 (+0) 7 (-2) Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 60 ft. (only in water), passive perception 10 Languages Kalimag Challenge 3 (700 XP) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage. Whelm (Recharge 4–6). Each creature in the elemental‘s space must make Strength saving throw (DC 12) as the elemental attempts to engulf them. On a failure, a target takes 15 (2d8 + 6) bludgeoning damage, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes only 7 (1d8 + 3) damage. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes 7 (1d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of

it by taking an action to make grapple check against the elemental and succeeding.

**Water Elemental, Moderate** Large elemental, neutral Armor Class 15 Hit Points 85 (10d10 + 30) Speed 20 ft., swim 90 ft. STR AGI STA INT SPI CHA 18 (+4) 12 (+1) 16 (+3) 6 (-2) 10 (+0) 7 (-2) Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 60 ft. (only in water), passive perception 10 Languages Kalimag Challenge 5 (1,800 XP) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage. Whelm (Recharge 4–6). Each creature in the elemental‘s space must make Strength saving throw (DC 15) as the elemental attempts to engulf them. On a failure, a target takes 26 (4d8 + 8) bludgeoning damage, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes only 13 (1d8 + 4) damage.

57 The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes 13 (1d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make grapple check against the elemental and succeeding.

**Water Elemental, Greater** Large elemental, neutral Armor Class 16 Hit Points 133 (14d10 + 56) STR AGI STA INT SPI CHA 20 (+5) 12 (+1) 18 (+4) 6 (-2) 10 (+0) 7 (-2) Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 60 ft. (only in water), passive perception 10 Languages Kalimag Challenge 7 (2,900 XP) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage. Whelm (Recharge 4–6). Each creature in the elemental‘s space must make Strength saving throw (DC 16) as the elemental attempts to engulf them. On a failure, a target takes 24 (4d8 + 10) bludgeoning damage, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the

target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes only 14 (1d8 + 5) damage. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes 14 (1d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make grapple check against the elemental and succeeding.

**Water Elemental, Major** Huge elemental, neutral Armor Class 16 Hit Points 210 (20d12 + 100) Speed 40 ft., swim 110 ft. STR AGI STA INT SPI CHA 22 (+6) 12 (+1) 20 (+5) 6 (-2) 10 (+0) 7 (-2) Damage Resistances Acid; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities Poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 60 ft. (only in water), passive perception 10 Languages Kalimag Challenge 11 (7,200 XP) Traits Water Form. The elemental can enter a hostile creature‘s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If it enters an ally‘s space and stops there, it grants the ally three-quarters cover, but inflicts concealment on the ally. Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

58 **Whelm (Recharge 4–6).** Each creature in the elemental‘s space must make Strength saving throw (DC 18) as the elemental attempts to engulf them. On a failure, a target takes 39 (6d8 + 12) bludgeoning damage, and is also grappled (only if the creature‘s size is equal to or smaller than the elemental). Until this grapple ends, the target is restrained and trapped inside the elemental (and thus has no air). If the saving throw is successful, the target is pushed out of the elemental‘s space, and takes only 19 (3d8 + 6) damage. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental‘s turns, each target grappled by it takes 19 (3d8 + 6) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make grapple check against the elemental and succeeding.

Earth Gains the following traits. Speed 30 ft., burrow 30 ft. Armor Class +4 (natural armor) Attributes +4 Strength, +4 Stamina Damage Resistances thunder; bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Senses darkvision 60 ft., tremorsense 30 ft. Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures. ACTIONS Slam deals extra 1d6 acid, plus an additional 1d6 per every 5 hit dice.

**Earth Elemental, Minor** Medium elemental, neutral Armor Class 14 Hit Points 13 (2d8 + 4) Speed 30 ft., burrow 30 ft. STR AGI STA INT SPI CHA 14 (+2) 10 (+0) 14 (+2) 6 (-2) 10 (+0) 7 (-2)

Damage Vulnerabilities thunder Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 30 ft. Languages Kalimag Challenge 1 (200 XP) Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures. ACTIONS Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) acid damage.

**Earth Elemental, Lesser** Medium elemental, neutral Armor Class 14 Hit Points 45 (6d8 + 12) Speed 30 ft., burrow 30 ft. STR AGI STA INT SPI CHA 16 (+3) 10 (+0) 16 (+3) 6 (-2) 10 (+0) 7 (-2) Damage Vulnerabilities thunder Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 30 ft. Languages Kalimag Challenge 3 (700 XP) Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures. ACTIONS

59 **Multiattack.** The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage.

**Earth Elemental, Moderate** Large elemental, neutral Armor Class 17 Hit Points 95 (10d10 + 40) Speed 30 ft., burrow 30 ft. STR AGI STA INT SPI CHA 18 (+4) 10 (+0) 18 (+4) 6 (-2) 10 (+0) 7 (-2) Damage Vulnerabilities thunder Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 30 ft. Languages Kalimag Challenge 5 (1,800 XP) Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) acid damage.

**Earth Elemental, Greater** Large elemental, neutral Armor Class 18 Hit Points 161 (14d10 + 84) Speed 30 ft., burrow 30 ft. STR AGI STA INT SPI CHA 18 (+4) 10 (+0) 22 (+6) 6 (-2) 10 (+0) 7 (-2) Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., tremorsense 30 ft. Languages Kalimag Challenge 7 (2,900 XP) Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures. ACTIONS Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) acid damage.

**Earth Elemental, Major** Huge elemental, neutral Armor Class 20 Hit Points 250 (20d12 + 120) Speed 50 ft., burrow 50 ft. STR AGI STA INT SPI CHA 22 (+6) 25 (+7) 22 (+6) 6 (-2) 10 (+0) 7 (-2) Damage Vulnerabilities thunder Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons Damage Immunities acid, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses Darkvision 60 ft., tremorsense 30 ft. Languages Kalimag Challenge 11 (7,200 XP) Traits Earth Glide. The elemental can burrow through non-magical, unworked earth and stone. While doing so, the elemental doesn‘t disturb the material it moves through. Siege Monster. The elemental deals double damage to objects and structures.

60 **ACTIONS** Multiattack. The elemental makes two slam attacks. Slam. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one creature. *Hit*: 19 (3d8 + 6) bludgeoning damage plus 14 (4d6) acid damage.

Elven Dragonhawk Rider ―Clear the skies!‖ Medium humanoid (high elf), neutral good Armor Class 14 (chain shirt) Hit Points 55 (10d10) Mana Points 22 (15 + 2 + 2 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 12 (+1) 16 (+3) 10 (+0) 15 (+2) 14 (+2) 9 (-1) Skills Perception +4 Senses darkvision 60 ft. passive Perception 14 Languages Common, Dwarven, Elven Challenge 2 (450 XP) Traits Finesse Pike. The dragonhawk rider can treat his pike as a finesse weapon. Second Wind (1/rest). The dragonhawk rider may use his bonus action to regain 1d10 + 3 hit points. Aerial Shackles. The dragonhawk rider can cast telekinesis and fog cloud as evocation spells. ACTIONS War Magic. Whenever the dragonhawk rider casts a cantrip, he may also make one weapon attack as a bonus action. Spellcasting. The dragonhawk rider is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The dragonhawk rider has the following spells (7) prepared from the mage spell list: Cantrips (0 mana): fire bolt, gust, prestidigitation (free) 1st level (5 mana): arcane missile, fog cloud, detect magic (free) 2nd level (6 mana): mana burn, gust of wind, mute (free) 3rd level (7 mana): blizzard, counterspell, telekinesis **ACTIONS**

**Pike.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

This high elf is resplendent in golden and blue armor, the helm worked in stylized wings above each ear. He bears a specially-made pike, and pats his majestic dragonhawk mount in preparation for battle. Dragonhawk riders are elite aerial warriors. As warrior-magi, dragonhawk riders tend to stay above the battle, using their spells to befuddle enemies and disable potentially dangerous foes. A favorite tactic of dragonhawk riders is to cast fog cloud over enemy battlements, rendering their ranged attacks useless. Dragonhawk riders also channel telekinesis to disable and bring down flying opponents to their allies on the ground, charge in mid-air for great effect, and make use of their support spells to aid ground units.

Dragonhawk Large beast, true neutral Armor Class 15 (natural armor) Hit Points 39 (6d10 + 6) Speed 10 ft., fly 80 ft. STR AGI STA INT SPI CHA 18 (+4) 17 (+3) 13 (+1) 8 (-1) 14 (+2) 10 (+0) Skills Perception +4 Senses passive Perception 14 Languages Understands Common and Elven but doesn't speak them Challenge 2 (450 XP) Traits Keen Sight. The dragonhawk has advantage on Spirit (Perception) checks that rely on sight. ACTIONS Multiattack. The dragonhawk makes two attacks, one with its beak and one with its talons. Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

This large, hawk-like creature is impressive. Its feathers show brilliant streaks of blue and red on

its wings and tail, but its most remarkable feature is its head, which seems like a combination of eagle and dragon. Straight, colored horns that match its plumage sprout from the beast‘s head. Dragonhawks are vicious flying predators. They are swift and deft., able to crack bones and pierce hides with their mighty beaks. They can be trained as aerial mounts, and seem to have a particular affinity with high elves. Majestic and magnificent creatures, dragonhawks and their elf riders, resplendent in lacquered dragonhide armor, make an impressive sight. Very intelligent for beasts, dragonhawks are wise enough to retreat if their rider is ever rendered incapacitated, taking them wherever they believe they can be safe. Dragonhawk eggs sell for 800 gp, and young Dragonhawks sell for about 1,600 gp. An adult and fully trained dragonhawk sells for twice the price of a youngling.

Elven Blood Mage Hero *"Burning to avenge..."* Medium humanoid (blood elf), chaotic neutral Armor Class 14 (demon skin) Hit Points 60 (11d6 + 22) + 12 temporary hit points Mana Points 27 (17 + 2 + 3 + 5) Speed 30 ft. STR AGI STA INT SPI CHA 10 (+0) 13 (+1) 14 (+2) 15 (+2) 13 (+1) 17 (+3) Saving Throws Sta +5, Cha +6 Skills Arcana +6, Deception +6, History +6, Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages Common Challenge 7 (2,900 XP) Traits Warlock Focus (Fiendish Power). The Blood Mage has +2 Soul Shards above their maximum. Soul Shards (max. 12). The Blood Mage can use a soul shard to use Cabal Casting, Enhanced Conjuring, Enhanced Concentration, Soul Magic, or Havoc abilities. Demonic Studies (Destruction). Any fire or fel spell the Blood Mage uses that deals damage also deals an additional 1d6 points of the other type (fire deals extra 1d6 fel, or vice versa). Spells that

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deal both fire and fel damage gain an additional 1d10 damage from either types (the Blood Mage‘s choice). Searing Magics (1/rest). The Blood Mage may target a creature with an action to make it more susceptible to his fire and fel magical damage. If the target is immune to fire, it becomes resistant to the damage. If it is resistant, it loses the resistance. If it has no resistance, it becomes vulnerable. If it was previously vulnerable, it takes triple damage. Spellcasting. The blood mage is an 11th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The blood mage has the following spells (14) prepared from the warlock spell list: *Cantrips (0 mana):* mage hand, firebolt, light, prestidigitation (free) *1st level (2 mana):* arcane armor, chaos bolt, detect magic (free) *2nd level (3 mana):* curse of agony, hold fiend, life tap (13 hit points for 6 mp), mute (free) *3rd level (4 mana):* dispel magic, exorcism (6d10) *4th level (6 mana):* demon skin (12 hp), banishment, elemental bane (curse of the elements), mana drain *5th level (7 mana):* conjure elemental (phoenix), flame strike (or flame crash) *6th level (8 mana):* arcane gate ACTIONS Sageblade (Longsword). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. The Blood Mage can use the blade‘s Spellstrike feature as a bonus action up to 3 times, add his Fel Blast damage to the longsword attack. Fel Blast. *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 12 (5d4) fel damage. This requires at least 1 mana in reserve for each d4.

Mystical heroes, blood mages (aka bloodmages, sometimes blood magi or bloodmagi, and blood wizards) are in majority blood elves adept at controlling magic and ranged assault. While they were still members of the Alliance, the blood elves began to turn to the darkest parts of magic, abandoning the water and frost spells of the Kirin

62 Tor for the fire and heat of what some people fear to be demonic magic. Though they used to be mages, many turned to become warlocks focused on the destructive power of the fel, using fire to fight fire. The most famous and the first of the blood mages was Kael'thas Sunstrider, the Prince of Quel'Thalas. He commanded the blood elves after the death of his father Anasterian, leading them out of the Alliance and into Illidan's service.

Elven Priest *―What ails you?‖* Medium humanoid (high elf), lawful good Armor Class 13 (studded leather) Hit Points 33 (6d8 + 6) Mana points 24 (16 + 2 + 3 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 10 (+0) 12 (+1) 12 (+1) 14 (+2) 16 (+3) 13 (+1) Saving throws +3 Stamina, +5 Spirit, +3 Charisma Skills Medicine +7, Persuasion +3, Perception +5, Religion +4 Senses darkvision 60 ft., passive Perception 15 Languages Common, Dwarven, Elven Challenge 3 (700 XP) Traits Light’s Insight. Whenever the priest casts a healing spell from the priest spell list and the dice shows the maximum possible result (such as a 6 on a d6), he may roll the maximized dice again and add the amount healed to the total. This applies to healing spells that deal damage to undead. Spellcasting. The priest is a 6th level spellcaster. Its spellcasting ability is Spirit (spell save DC 15, +7 to hit with spell attacks). The priest can prepare the following spells (9) from the priest spell list: *Cantrips (0 mana):* light, smite, prestidigitation (free) *1st level (4 mana):* holy light, inner fire, shield of faith, detect magic (free), bless (free) *2nd level (5 mana):* power word fortitude (or aid), exorcism, lesser restoration, mute (free), lesser restoration (free)

*3rd level (6 mana):* dispel magic, power word shield, beacon of hope, revivify (free) ACTIONS Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) bludgeoning damage. Divine Blast. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (3d4) holy damage. This requires at least 1 mana in reserve for each d4.

A holy field medic, these padres roam the battlefield curing the wounds of their fallen comrades. Clad in robes but protected by a suit of studded leather, this priest of the Holy Light appears tailored to look like the bastion of his faith. He fingers a holy symbol around his neck, and occasionally bows his head to say a brief prayer (or in silent, reverent, contemplation). As a priest of the Holy Light dedicated to the aspect of protection, this acolyte prefers not to wade into battle, but to serve in the middle ranks of a group of allies and support them with petitions, prayers and spells. His staff is reserved for use only when a gap in his protection is breached.

Elven Sorceress *―The flows of magic are whimsical today.‖* Medium humanoid (high elf), neutral good Armor Class 10 Hit Points 21 (6d6) Mana points 25 (17 + 2 + 3 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 10 (+0) 12 (+1) 12 (+1) 17 (+3) 13 (+1) 14 (+2) Skills Arcana +7, Perception +3, Persuasion +4 Senses darkvision 60 ft., Passive Perception 13, Languages Common, Elven, Troll Challenge 3 (700 XP) Traits Spellcasting. The elven sorceress is a 6th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The sorceress can prepare the following spells (9) from the mage spell list: *Cantrips (0 mana):* light, fire bolt, prestidigitation (free)

63 *1st level (4 mana):* arcane missile, sleep, elemental armor (frost), detect magic (free) *2nd level (5 mana):* blink step, suggestion, invisibility, mute (free) *3rd level (6 mana):* blizzard, fly, slow ACTIONS Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*: 3 (1d4 + 1) piercing damage. Arcane Blast. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (3d4) arcane damage. This requires at least 1 mana in reserve for each d4. REACTIONS *Instinctive Charm (once per short or long rest).* The sorceress, when targeted by a humanoid within 30 ft. with an attack roll, may use her reaction to divert the attack. On a failed save, the attacker must instead attack anything that is closest to itself, not including itself or the sorceress. If multiple creatures are present, the attacker chooses who to target. The Spirit DC to negate this ability is 15. This is a charm effect.

Clad in revealing robes, this elven sorceress is distinctive—perhaps for wearing far too much eye shadow. High elves are renowned for their magic, and on the battlefield, elven sorcerers often accompany Alliance troops into the thick of the fray. Although not physically powerful, the skill and bravery of these elves is beyond dispute. The elven sorcerer prefers to serve as part of a group, preferably in the rear with a few people to guard her. Mana shield is deployed to provide additional protection, while spells like slow and invisibility support their allies.

Elven Spell Breaker *―Be quick—time is mana.‖* Medium humanoid (high elf), lawful neutral Armor Class 14 (Scale) Hit Points 58 (9d8 + 18) Mana points 21 (14 + 2 + 3 + 2) Speed 30 ft. STR AGI STA INT SPI CHA 16 (+3) 15 (+2) 14 (+2) 14 (+2) 11 (+0) 10 (+0) Skills Athletics +5, Perception +4

Senses darkvision 60 ft., passive Perception 14 Languages Common, Dwarven, Elven Challenge 3 (700 XP) Traits Magic Resistance. The spellbreaker has advantage on saving throws against spells and other magical effects. If the spellbreaker succeeds in saving against a spell it is targeted with the original saving throw and the one granted by advantage, he may use a reaction to absorb its magic, gaining mana points equal to the spell‘s level. Abjuring Knight. The spellbreaker may, with an action, dispel with a touch any positive or negative spell equal to or less than 4th level. If higher, he must make spell attack against a DC of 10 + spell level. The spellbreaker may also throw his two-bladed sword, treating it as a thrown weapon with a range of 10/30 feet. This may deliver melee strikes at range, and the two-bladed sword returns after the attack roll is resolved, but allowing for only one melee strike every round. Spell Strike. The spellbreaker may, with a bonus action as part of an attack, cast one spell on his spell list that targets the opponent, or use his Abjuring Knight ability. Spellcasting. The spellbreaker is a 4th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The spellbreaker has the following spells (6) prepared from the mage spell list: *Cantrips (0 mana):* light, fire bolt, prestidigitation (free) *1st level (4 mana):* arcane missile, explosion, expeditious retreat, shield, detect magic (free) *2nd level (5 mana):* magic weapon, mana burn, scorcher, mute (free) ACTIONS Multiattack. The spellbreaker makes two two- bladed sword attacks, or can throw it once (see Abjuring Knight). Two-Bladed Sword *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

An elven warrior focused on disrupting magic, hunting spellcasters, and wading through an

64 arcane battlefield. Clad in golden scale mail, a red coat and leggings, and armor with phoenix motif, this quiet elf is deep in concentration and meditation, so to suppress his thirst for magic. Sensing arcane magics, his eyes open, and he displays a cunning grin. As a spell breaker of the alliance, this warrior heads into battle accompanying magi, or is deployed against spellcasting opponents. With his ability to dispel the beneficial spells of the enemy as Eredar Warlock Large fiend (demon), chaotic evil Armor Class 14 (natural armor) Hit Points 135 (18d8 + 54) Mana Points 37 (22 + 6 + 9) Speed 30 ft. STR AGI STA INT SPI CHA 20 (+5) 10 (+0) 17 (+3) 21 (+5) 14 (+2) 22 (+6) Saving Throws Sta +10, lnt +12, Spi +9 Skills Arcana +12, History +12, Insight +9, Perception +9, Intimidation +12 Damage Resistances cold, fire, fel; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, frightened, paralyzed, poisoned Senses truesight 120 ft., passive Perception 19 Languages Common, Eredun plus up to four other languages of its choice Challenge 20 (25,000 XP) Traits Chaos Weapons. The Eredar warlock‘s weapon attacks are magical. Magic Resistance. The eredar warlock has advantage on saving throws against spells and other magical effects. Nether Magic. The Eredar warlock may, as a bonus action while casting a spell, remove one spellcasting component, and does not need to exercise it to cast a spell. The warlock may not remove a material component. Spellcasting. The Eredar warlock is an 18th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Eredar warlock has the following spells (24) prepared from the warlock spell list:

*Cantrips (0 mana):* mage hand, prestidigitation, firebolt (4d10) *1st level (0 mana):* animate undead, conjure fiend, detect magic, magic missile, mana shield, shield *2nd level (1 mana):* detect thoughts, invisibility, shadow word pain, mirror image *3rd level (2 mana):* sleep (9d8), dispel magic, fireball *4th level (3 mana):* blight, dimension door, teleport *5th level (4 mana):* cloudkill, scrying *6th level (5 mana):* disintegrate, drain life (15/round) *7th level (7 mana):* finger of death *8th level (8 mana):* dominate, power word stun *9th level (9 mana):* demonic doom ACTIONS Multiattack. The Eredar warlock can make two attacks. Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target *Hit*: 8 (1d6 + 5) slashing damage. Fel Blast. *Ranged Spell Attack:* +11 to hit, range 30 ft., one target. *Hit:* 22 (9d4) fel damage. This requires at least 1 mana in reserve for each d4. REACTIONS *Consume Power (6/long rest).* If the Eredar succeeds in saving against a spell it is targeted with, it may use a reaction to make the save again. If it is successful again, it regains mana points equal to the spell‘s level. It may not use this ability against a divine spell, or a spell that deals holy or arcane damage.

The Eredar are a class of supremely talented magic-wielders who arose on the planet Argus countless millennia ago. They built a vast civilization of wondrous cities and upheld a peaceful way of life. Twenty-five thousand years ago, however, the tranquility of Argus was shattered, and the Eredar separated into two groups: the Draenei and the Man'ari. The Man'ari are the demon-corrupted Eredar who now lead the Burning Legion, but they are commonly referred to as the Eredar regardless. This could be due to the fact that, other than the Draenei and Man'ari, there is no evidence of

65 other species of Eredar left in existence. These Eredar are the first among the demons of the Burning Legion. Pre-eminence in Eredar warlock society depends almost entirely upon magical power. Those who command the greatest selection of paramount spells — and thus in theory the greatest magical arsenal — rise to higher ranks.

F Faceless Ones (N’raqi) *―Shur'nab... shur'nab... Yogg-Saron‖* The n'raqi, commonly known as the faceless ones or the faceless, are a monstrous race of aberrations that arose from the organic matter that seeped from the Old Gods' blighted forms during the primordial era of Azeroth. Cunning and intelligent, they serve their eldritch masters with fanatical loyalty and are known to be virtually unstoppable juggernauts. Vaguely humanoid creatures as the name implies, Faceless Ones have no discernible faces insofar as other races recognize them. One arm is much larger than the other, grotesque and misshapen, while the other is little more than a prehensile tentacle. Faceless ones have low intellects, but have a strong heritage in necromantic and illusion magic.

Faceless Trickster Medium aberration (void), neutral evil Armor Class 15 (natural armor) Hit Points 52 (7d8 + 21) Mana Points 19 (14 + 2 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 15 (+2) 12 (+1) 16 (+3) 6 (-2) 14 (+2) 12 (+1) Damage Resistances psychic, shadow Damage Immunities poison Condition Immunities blinded, confusion, poisoned Senses darkvision 60 ft., passive Perception 12 Languages Shath‘yar Challenge 3 (700 XP) Traits

**Amphibious.** The faceless one can breathe air and water. Might of the Void. The faceless one‘s attacks are treated as magical. Shadow Sight. Magical darkness doesn't impede the faceless one‘s darkvision. Suction Grip. When a creature manages to escape a faceless one‘s restraining tentacles or grapple, they suffer half the damage dealt by the tentacle attack. A successful Stamina saving throw against the grapple DC halves the damage. Void Influence. The faceless one acts as a void creature for the purposes of spells that conjure or bind it, but is an aberration for all other purposes. Innate Spellcasting. The faceless one is naturally magical. The faceless one‘s spellcasting ability is Spirit (spell save DC 12, +4 to spell attacks). The faceless one can innately cast the following spells, requiring no material components: *3rd level (7 mana):* banshee‘s curse, dispel magic ACTIONS Multiattack. The faceless one makes two attacks, and can exchange any one of the two attacks with a tentacle attack. Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, plus 7 (2d6) psychic damage. Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained.

Faceless Terror Medium aberration (void), neutral evil Armor Class 15 (natural armor) Hit Points 98 (12d8 + 44) Mana Points 22 (16 + 3 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 17 (+3) 10 (+0) 18 (+4) 6 (-2) 16 (+3) 14 (+2) Skills Intimidation +5, Perception +6, Stealth +3 Damage Resistances fel, psychic, shadow Damage Immunities poison Condition Immunities blinded, confusion, poisoned

66 **Senses** darkvision 60 ft., passive Perception 16 Languages Shath‘yar Challenge 6 (2,300 XP) Traits **Amphibious.** The faceless one can breathe air and water. Might of the Void. Weapon attacks are treated as magical. Shadow Sight. Magical darkness doesn't impede the faceless one‘s darkvision. Suction Grip. When a creature manages to escape a faceless one‘s restraining tentacles or grapple, they suffer half the damage dealt by the tentacle attack. A successful Stamina saving throw against the grapple DC halves the damage. Void Influence. The faceless one acts as a void creature for the purposes of spells that conjure or bind it, but is an aberration for all other purposes. Innate Spellcasting. The faceless one is naturally magical. The faceless one‘s spellcasting ability is Spirit (spell save DC 14, +6 to spell attacks). The faceless one can innately cast the following spells, requiring no material components: *1st level (4 mana):* animate undead (skeletons), death coil, sleep, mind blast *2nd level (5 mana):* mute, shadow word pain *3rd level (6 mana):* psychic horror ACTIONS Multiattack. The faceless one makes two attacks, and can exchange any one of the two attacks with a tentacle attack. Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, plus 10 (3d6) psychic damage. Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The faceless one has two tentacles, and can hold one creature in each tentacle. If the faceless one targets the restrained creature with an effect that deals psychic damage or causes fear, they suffer disadvantage on their saving throw against the effect (or the faceless one has advantage to the attack roll).

Faceless General Large aberration (void), neutral evil Armor Class 15 (natural armor) Hit Points 189 (18d10 + 90) Mana Points 26 (19 + 4 + 3) Speed 35 ft. STR AGI STA INT SPI CHA 22 (+6) 8 (-1) 20 (+5) 10 (+0) 19 (+4) 16 (+3) Skills Intimidation +7, Perception +8, Stealth +3 Damage Resistances fel, shadow Damage Immunities poison, psychic Condition Immunities blinded, confusion, poisoned Senses darkvision 60 ft., passive Perception 16 Languages Shath‘yar Challenge 12 (8,400 XP) Traits **Amphibious.** The faceless one can breathe air and water. Might of the Void. Weapon attacks are treated as magical. Shadow of Madness. All psychic damage dealt by the faceless one (by spell or ability) can be changed to shadow damage at the faceless one‘s will. Shadow Sight. Magical darkness doesn't impede the faceless one‘s darkvision. Suction Grip. When a creature manages to escape a faceless one‘s restraining tentacles or grapple, they suffer half the damage dealt by the tentacle attack. A successful Stamina saving throw against the grapple DC halves the damage. Void Influence. The faceless one acts as a void creature for the purposes of spells that conjure or bind it, but is an aberration for all other purposes. Innate Spellcasting. The faceless one is naturally magical. The faceless one‘s spellcasting ability is Spirit (spell save DC 16, +8 to spell attacks). The faceless one can innately cast the following spells, requiring no material components: *1st level (3 mana):* animate undead (skeletons), death coil, sleep, mind blast *2nd level (4 mana):* mute, shadow word pain *3rd level (5 mana):* psychic horror *4th level (6 mana):* detonate mana, mind vision ACTIONS

67 **Multiattack.** The faceless soldier makes two attacks, and can exchange any one of the two attacks with a tentacle attack. Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, plus 17 (5d6) psychic damage. Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The faceless one has two tentacles, and can hold one creature in each tentacle. If the faceless one targets the restrained creature with an effect that deals psychic damage or causes fear, they suffer disadvantage on their saving throw against the effect (or the faceless one has advantage to the attack roll).

Variant Faceless Ones. Some faceless ones are born with claws and pincers instead of hand-like appendages. In this case, the slam deals slashing or piercing damage instead of bludgeoning damage.

Faerie Dragon Small fey, unaligned Armor Class 13 (natural armor) Hit Points 27 (5d6 + 10) Mana Points 14 (12 + 2) Speed 5 ft., fly 40 ft. (hover) STR AGI STA INT SPI CHA 10 (+0) 15 (+2) 14 (+2) 7 (-2) 12 (+1) 10 (+0) Skills Perception +3, Stealth +4 Senses passive Perception 13 Languages — Challenge 1 (200 XP) Traits Magic Resistance. The faerie dragon has advantage on saving throws against spells and other magical effects. Channel Mana. The faerie dragon can enter a stance with a bonus action which draws from its inner reserves of power. When in this stance, the faerie dragon‘s AC becomes 16, and it radiates blue light as the Light cantrip. When in this

stance, the faerie dragon can use its mana flare ability (see reactions). ACTIONS Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. Fey Blast. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 2 (1d4) arcane damage. This requires at least 1 mana in reserve. REACTIONS *Phase Shift (4 mana).* The faerie dragon, when targeted by an effect that would deal damage to it or whenever it wishes, may use its reaction to divert the attack. When this ability is used, the faerie dragon may roll a d20. On a roll of 5 or higher, the faerie dragon phases into a corresponding location in the Emerald Dream, returning after the attack is resolved. While in this phase, the faerie dragon cannot move, attack, or perform any action. If the damage is arcane or fel, the faerie dragon has to roll an 11 or higher to phase shift to avoid the attack. This cannot be used while channeling mana. *Mana Flare (4 mana).* The faerie dragon can cast counterspell as a reaction. Whenever it successfully counters a spell, it may cause the wasted spell energies to explode into a bright flare of mana. The flare is a 10-foot sphere centered on the target of the counterspelled target, and all creatures in the area lose 1d4 + 1 mana points, taking 2 points of arcane damage for each mana point lost. If a creature loses more than 3 mana points, it is also subject to a dispel magic effect (spell level equal to 2). This can only be used when channeling mana.

Felguard Felguard are the savage foot soldiers of the Burning Legion. While most other demons rely to some extent on magic and trickery, felguard eschew these subtleties, instead relying on sheer strength to overwhelm their foes. While under the command of a higher-ranking demon or a warlock, a felguard makes the perfect soldier. Each is a disciplined follower outside of combat, calm and patient. When commanded to fight, however, they become wild and merciless;

68 an army of raging felguard is a terrifying sight. Felguard skin color varies; red, blue, yellow, and black are common. A felguard is about 7-1/2 feet tall and weighs 350 pounds.

Felguard Trooper Medium fiend (demon), chaotic evil Armor Class 15 (armor, breastplate) Hit Points 45 (6d8 +18) Mana Points 13 (10 + 2 + 1) Speed 30 ft. STR AGI STA INT SPI CHA 16 (+3) 14 (+2) 16 (+3) 10 (+0) 14 (+2) 10 (+0) Saving Throws Sta +5, Spi +4 Skills Insight +4, Perception +4 Damage Resistances fire Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 14 Languages Eredun Challenge 3 (750 XP) Traits Demon Sight. Magical darkness doesn't impede the demon‘s darkvision. Demonic Rage (2/long rest). The demon can rage as having the rage warrior talent of a level 1 warrior. Innate Spellcasting. The felguard is a 2nd level spellcaster. The felguard‘s spellcasting ability is Charisma (spell save DC 10, +2 to spell attacks). The felguard can innately cast the following warlock spells, requiring no material components: *1st level (5 mana):* detect magic, detect evil and good ACTIONS Multiattack. The demon makes two melee attacks with its greatsword. Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Felguard Elite Large fiend (demon), chaotic evil Armor Class 15 (armor, breastplate) Hit Points 95 (10d10 +40) Mana Points 19 (14 + 3 + 2)

Speed 30 ft. STR AGI STA INT SPI CHA 16 (+3) 17 (+3) 18 (+4) 12 (+1) 14 (+2) 14 (+2) Saving Throws Str +6, Sta +7, Spi +5, Cha +5 Skills Deception +5, Insight +5, Perception +8 Damage Resistances fire; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered Damage Immunities poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 18 Languages Eredun Challenge 5 (1,800 XP) Traits Demon Sight. Magical darkness doesn't impede the demon‘s darkvision. Demonic Rage (2/long rest). The demon can rage as having the rage warrior talent of a level 1 warrior. Innate Spellcasting. The felguard is a 5th level spellcaster. The felguard‘s spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). The felguard can innately cast the following warlock spells, requiring no material components: *1st level (4 mana):* detect magic, detect evil and good *2nd-level* (5 mana): dragon breath ACTIONS Multiattack. The demon makes three melee attacks with its greatsword. Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Fel Hound Medium fiend (demon), chaotic evil Armor Class 15 (natural armor) Hit Points 45 (7d8 + 14) Mana Points 0 (maximum 19 (13 + 2 + 4), see Magic Devourer) Speed 50 ft. STR AGI STA INT SPI CHA 17 (+3) 12 (+1) 14 (+2) 6 (-2) 13 (+1) 6 (-2) Skills Perception +5, Survival +3 Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren‘t silvered

69 **Damage Immunities** poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 14 Languages understands Eredun but can‘t speak it Challenge 3 (700 XP) Traits Magic Resistance. The fel hound has advantage on saving throws against spells and other magical effects. Demonic Sense. The fel hound has disadvantage to Spirit (Perception) checks with sight, but have the effects of the Detect Magic spell constantly active, within a range of 60 ft. They do not need to spend an action to sense the aura of the magic spell and its school. Magic Devourer. The felhound can, when dispelling a magic spell or successfully draining mana with its innate magic spells, regain mana equal to double the spell‘s level, or equal to the mana burnt (whichever is higher), up to a maximum of 19 mana points. Mana burn and Dispel Magic do not cost mana for the felhound. The felhound does not regain mana over time. Innate Spellcasting. The fel hound is a 7th level spellcaster. The fel hound‘s spellcasting ability is Spirit (spell save DC 11, +3 to hit with spell attacks). The fel hound can innately cast the following spells, requiring no material components: *3rd level (6 mana):* mana burn (0 mana), dispel magic (0 mana) *4th level (7 mana):* orb of annihilation ACTIONS Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage. Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage, and the target must make on a DC 12 Stamina saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Fel Hounds are demonic hounds that feed on magic; they can sense the presence of nearby magic and hunt spellcasters unerringly. Their powerful jaws are huge and filled with slender teeth. Their eyes are weak; to get around, fel

hounds rely on their upon their ability to sense magic. This sense is also how they track their pray. Fel hounds are pit lords‘ personal hunting hounds, starved for both blood and arcane energy. Pit lords grow fel hounds somewhere in the Twisting Nether. Fel hounds do not speak, though they understand Eredun. Fel hounds treat spellcasters, particularly arcane spellcasters, as layered desserts with meat on the outside and magic on the inside. Less magical characters are worth notice only if they have damaged a fel hound in the past round.

Felsteed Large fiend (demon), chaotic evil Armor Class 11 Hit Points 19 (3d10 + 3) Mana Points 14 (12 + 2) Speed 60 ft. STR AGI STA INT SPI CHA 18 (+4) 12 (+1) 13 (+1) 6 (-2) 12 (+1) 7 (-2) Damage Resistances fire Damage Immunities poison Condition Immunities burning, poisoned Senses darkvision 120 ft., passive Perception 11 Languages understands Common and Eredun but cannot speak it Challenge 1/2 (100 XP) Traits Trampling Charge. If the felsteed moves at least 20 feet straight toward a creature right before hitting it with a hooves attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can take a bonus action to make another attack with its hooves against the target. ACTIONS Ho n oves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Felsteeds are the fiery equine servants of the Burning Legion. At one time, they were common horses that became enslaved and fell to the Burning Legion‘s sinister influence. Now corrupted and evil, they feel both intense loyalty and burning hatred toward their demon masters.

70 Many warlocks choose a felsteed as a fel companion for the practical convenience of travel on demand. To the felsteed, there is no difference between a mortal master and a demon — both deserve its contempt and obedience. A felsteed is about the size of a warhorse, and uses the same statistics (except that it also has the demonic template).

Forgotten One Gargantuan aberration (void), neutral evil Armor Class 15 (old blessings) Hit Points 216 (16d20 + 48) Mana Points 32 (21 + 5 + 6) Speed 5 ft. STR AGI STA INT SPI CHA 23 (+6) 6 (-2) 17 (+3) 14 (+2) 21 (+5) 22 (+6) Saving Throws Str +11, Sta +8, Spi +10, Cha +11 Skills Arcana +7, Insight +10, Intimidation +11, Perception +10 Damage Resistances shadow, fel Damage Immunities poison, psychic Condition Immunities blinded, deafened, confusion, exhaustion, poisoned, prone Senses truesight 120 ft., passive Perception 20 Languages Shath‘Yar, telepathy 60 ft. Challenge 14 (11,500 XP) Traits Consume. If the forgotten one bites a creature below half hit points and two size categories smaller than it, it can swallow it whole, ending the grapple. The creature is trapped within the forgotten one (gaining full cover against attacks from the outside), and takes 14 (4d6) damage per round at the beginning of its turn until freed. Half the damage is acid, and half is psychic damage. The creature may cut its way out by dealing one- quarter the forgotten one‘s hit points in slashing or piercing damage (54 damage). Attacking the inside is done with disadvantage. If a creature dies from being consumed, the forgotten one regains 20 hit points and 4 mana points, and learns one important fact or secret of its history (DM‘s discretion). Immune to Magic. The forgotten is immune to any spell or effect that is based on a spell that is

below 5th level. It has advantage to saving throws against spells that are higher level. Might of the Void. The forgotten one‘s weapon attacks are treated as magical. Innate Spellcasting. The forgotten one is a 12th level spellcaster. The forgotten one‘s spellcasting ability is Spirit (spell save DC 18, +10 to spell attacks). The forgotten one can innately cast the following spells, requiring no material components: *1st level (2 mana):* burning hands, sleep *2nd level (3 mana):* suggestion, shadow word death, shadow word pain *5th level (7 mana):* cripple, dominate humanoid, flame strike, modify memory, void eruption *6th level (8 mana):* mental prison ACTIONS Multiattack. The forgotten one makes three attacks. Instead of an attack, it may spawn a tentacle or use its psychic blast attack. Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 7 (2d6) psychic damage. The forgotten one has advantage to bite any creature grappled by a tentacle. Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) piercing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained. The forgotten one has four tentacles, each of which can grapple one target. Spawn Tentacle (maximum 4). The forgotten one can create one an independent tentacle within range of 40 feet. The independent tentacle can be used to attack as if a one of the forgotten one‘s tentacles (using the forgotten one‘s multiattack), and rises to 20 feet in length, and each tentacle can grapple a target. A spawned tentacle can be attacked (treat as a construct with an armor class of 14 and 30 hit points). Drain Sanity. As an action, the forgotten one can drain the sanity from any creature it is consuming. This action deals 42 (12d6) damage instead of the damage the creature would normally when being consumed. While using this ability, the forgotten one can spend up to half its hit dice to heal. If the forgotten one has no hit

71 dice remaining, it can instead inflict one level of madness (Spirit or Charisma saving throw DC of 19). If the creature becomes fully mad, it always suffers from disadvantage towards any saving throw against the forgotten one. Psychic Blast. *Ranged Spell Attack:* +10 to hit, range 30 ft., one target. *Hit:* 15 (6d4) psychic damage. This requires at least 1 mana in reserve for each d4.

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

• A tremor shakes the lair in a 60-foot radius around the forgotten one. Each creature other than forgotten one on the ground in that area must succeed on a DC 15 Agility saving throw or be knocked prone.

• The forgotten one releases a Psychic Blast attack at any creature it chooses within range and that it can see. The attack can originate from a spawned tentacle instead of the forgotten one‘s space itself.

• A mind-fog forms in a cloud in a 20-foot- radius sphere centered on a point the forgotten one can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Any creature that starts its turn in the cloud that is not a construct, undead, elemental, or void creature must succeed on a DC 15 Stamina saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

Forgotten Ones are a term to describe massive entities related to the Old Gods. The only known was encountered and killed by Arthas Menethil and Anub'arak in the Inner Kingdom of Azjol- Nerub shortly after the Third War. It commanded the n'raqi Faceless Ones. It was described as "an unfathomable horror of a long- forgotten time" and had been released from the dark below by the earthquakes that were being caused by Illidan Stormrage's sorcery in his attempt to destroy the Frozen Throne. They are

believed in circles of old god worshippers to be fallen old ones, ones that barely survived annihilation, or beings that will ascend to the ranks of the Great Five. Forgotten ones are usually aided by faceless ones, but are able to hold their own owing to their powers of manipulation and spellcasting. Because of their limited ability to move, they usually only reside in small caverns and halls where they can reach or spawn tentacles within the limitations of the space they‘re in. A forgotten one usually attacks and restrains their enemies with their tentacles first, and then strikes the targets with area spells or brings them to be consumed, using the spellcasting capabilities only when the opposition is sufficiently powerful.

Forsaken Apothecary Medium undead, neutral evil Hit Points 27 (5d8 + 5) Speed 30 ft. STR AGI STA INT SPI CHA 8 (-1) 14 (+2) 12 (+1) 16 (+3) 12 (+1) 10 (+0) Skills Alchemist‘s Supplies +7, Healer‘s Kit +3, Investigation +5, Perception +3, Medicine +3 Damage Resistance shadow Senses darkvision 60 ft., passive Perception 13 Languages Common, Orcish, Gutterspeech Challenge 3 (700 XP) Traits Alchemy (Uncommon Quality). The apothecary is a 5th level alchemist. Her relevant ability score is Intelligence (spell save DC 13, +5 to hit with alchemical attacks). She can prepare up to 3rd level spells as potions. The alchemist can prepare potions of formulae she has in her formula book or ones she memorized. She has the following alchemist spells memorized. *Cantrips (3):* light, minor alchemy, noxious fumes (poison spray) *Level 1 (3):* explosion, animate undead, curse of agony *Level 2 (2):* rune array (vampiric), ray of enfeeblement Cannibalize. The apothecary can consume the corpse of any natural creature. Eating a creature takes a minute, allowing the apothecary to

72 expend hit dice to restore hit points. A natural creature may be cannibalized once before their corpse becomes unusable. Quick Alchemy. The apothecary can creates potions at one-eighth the base cost, and crafting them is one step of complexity faster. This does not reduce the cost of spell material components. Quick Potions (2/rest). The apothecary can create a potion with an action (or the casting time of the spell, whichever takes longer). The potion‘s spell level cannot exceed 3rd level. The apothecary can regain expended uses after she completes a short or long rest, so long as she has alchemist‘s supplies. She can have one active potion through this feature at any given time. Quick potions do not cost money or mana, except if the spell has material components (which must be provided as normal). A quick potion has a 50% failure chance when used by another character. Repair Flesh. The apothecary‘s alchemist spells that heal the living on her spell list can heal the undead and constructs (such as rejuvenation and heal). Will of the Forsaken. The apothecary has advantage against Fear effects. Weird Science: Explosives (2/rest). Can create and throw potions of the Explosion spell. The apothecary can regain expended uses after she completes a short or long rest, so long as she has alchemist‘s supplies. ACTIONS Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120, loading, one creature. *Hit:* 5 (1d6 + 2) piercing damage. Equipment. The apothecary has the following potions: rejuvenation (x2), invigorating vapors (inner fire; x1), truth serum (zone of truth, x1), blinding gas (blindness/deafness, x1), plague bomb (stinking cloud; x1), and 6 noxious gas bombs (poison spray)

**Formula Known**

*1st level (8):* endure elements, faerie fire, feather fall, heroism, invigorating vapors (inner fire), grease, rejuvenation, sleep *2nd level (4):* increase toughness (aid), blinding gas (blindness/deafness), sedative gas (calm emotions), zone of truth (truth serum) *3rd level (2):* stinking cloud, revivify

Forsaken Dark Ranger Hero Medium undead (forsaken), neutral evil Armor Class 16 (leather) Hit Points 60 (10d8 + 20) Mana Points 22 (16 + 3 + 3) Speed 30 ft. STR AGI STA INT SPI CHA 12 (+1) 18 (+4) 15 (+2) 12 (+1) 16 (+3) 12 (+1) Saving Throws Str +4, Agi +8 Skills Perception +6, Nature +4, Stealth +7, Survival +6, Poisoner‘s Kit +4 Damage Resistances shadow Senses darkvision 90 ft., passive Perception 16 Languages Common, Dwarven, Elven, Necril Challenge 7 (2,900 XP) Traits Cannibalize. The dark ranger can consume the corpse of any natural creature. Eating a creature takes a minute, allowing the dark ranger to expend hit dice to restore hit points. A natural creature may be cannibalized once before their corpse becomes unusable. Dark Ranger. The dark ranger adds the following spells to their hunter spell list: banshee‘s curse, death coil, death pact, drain life, death ward, and silence. They may also add undead to the list of creatures they can bind and conjure (allowing them to also charm and dominate undead). Fighting Style (Archery). The dark ranger has +2 to attack with ranged weapons. Favored Enemy (humans, dwarves, and undead). The dark ranger has advantage on opposed checks against her favored enemies, as well as on Intelligence checks to recall information about them, and when making an attack against them, she deals 2 extra points of damage. Instead of humans and dwarves, the dark ranger can choose the Scarlet Crusade organization as a favored enemy.

73 **Hide in Plain Sight.** The dark ranger can spend 1 minute creating camouflage from fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create her camouflage. Once camouflaged this way, she can hide by herself yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as she is. She gains a +10 bonus to Agility (Stealth) checks as long as she remain there without moving or taking actions. Once she moves or take an action or a reaction, she must camouflage herself again with an action so long as she remains in the same general terrain type. If in a different terrain, she must spend another minute. Hunter Talents. The dark ranger has the following hunter talents. The DC for the talents is 15.

• Essence Touch. Whenever the dark ranger touchs a creature with innate special abilities (such as innate spellcasting), she can gain one use of their innate special abilities, usable only once before the essence fades away. This costs no mana, but she cannot steal an ability that is also a spell unless she had the level to cast it normally.

• Natural Explorer (forest and grasslands). The dark ranger is an expert on her local terrain (typically forest or grasslands). She is not slowed by difficult terrain, can move stealthily at normal pace, is always alert to danger, forages double as much food as normal, and knows the exact number, sizes, and how long a tracked quarry remained in an area.

• Slayer’s Prey. The dark ranger can focus her ire on one foe, increasing the harm she inflicts on it. As a bonus action, she designates one creature she can see within 60 feet of her. The first time each turn that she hits that target with a weapon attack, it takes an extra 1d6 damage from the weapon. Once the creature is defeated, she can choose another target.

• Suffused Arrows. The dark ranger mastered the art of spell-casting through arrows or infusing them. She is proficient in the infusion kit, but can only infuse ranged weapons or arrows.

• Tempered Hunter. The dark ranger has advantage versus divine spells cast by her favored enemies and advantage to all checks to avoid being subject to the *scry* spell, or being detected, or identified by similar magic. Magics of such type also cannot be used to put her to sleep or to read her mind.

• Umbral Sight. The dark ranger‘s darkvision range increases by 30 feet. While in darkness, she can hide in plain sight against any creature that relies on darkvision to see her in that darkness. Spellcasting. The dark ranger is a 6th level spellcaster. The dark ranger‘s spellcasting ability is Spirit (spell save DC 13, +5 to spell attacks). The dark ranger has the following spells (8) prepared from the hunter spell list: *1st level (4 mana):* counter shot, shot array (frozen), trueshot aura *2nd level (5 mana):* banshee‘s curse, silence *3rd level (6 mana):* shot array (black), charm (undead, humanoids, beasts), banshee‘s curse Will of the Forsaken. The dark ranger has advantage against fear effects. ACTIONS Multiattack. The dark ranger makes two weapon attacks. Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. +1 Longbow. *Ranged Weapon Attack:* +10 to hit, range 100/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. Life Siphon (7 mana, 1/rest). The dark ranger casts the *drain life* spell. Once used, this cannot be used again until after a short or long rest. Equipment. Uncommon +1 Longbow (suffused by the dark ranger), 3 dark arrows (suffused with the black arrow shot spell), 2 silencing daggers (daggers suffused with silence spell).

Frost Wyrm Large undead (dracolich), lawful evil Armor Class 17 (natural armor) Hit Points 133 (14d10 + 56)

74 **Speed** 40 ft., **burrow** 20 ft., **fly** 80 ft. STR AGI STA INT SPI CHA 18 (+4) 10 (+0) 18 (+4) 6 (- 2) 11 (+0) 12 (+1) Saving Throws Agi +3, Sta +7, Spi +3, Cha +4 Skills Perception +6, Stealth +3 Damage Vulnerabilities fire Damage Resistances shadow Damage Immunities cold, poison Condition Immunities exhaustion, frightened, poisoned Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16 Languages Common, Draconic Challenge 6 (2,300 XP) Traits Ice Walk. The frost wyrm 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 moment. ACTIONS Multiattack. The frost wyrm makes three attacks: one with its bite and two with its claws. Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage. Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Stamina saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

In ages past, the ancient Dragons who were near death flew to the land of Northrend to die. To this day there are entire Dragon graveyards that are littered with massive petrified bones and skulls. When Ner'zhul the Lich King took control of Northrend, he used his powerful magics to raise the ancient Dragon skeletons from the dead. Now the skeletal Dragons radiate cold power and think of nothing other than serving their dark master. Frost Wyrms have a cold-based breath weapon that can deal shattering damage to enemies both on the ground and in the air, and

are usually used to strike a stronghold to freeze its inhabitants from within or otherwise cripple it.

Furbolg Introduction Furbolgs are a hulking, ancient race of bear-men who live in northern Kalimdor and in Northrend. Though they have no special love for war or murder, their tribes have become increasingly hostile as of late due to the corruption of the Burning Legion and the Undead Scourge in and after the Third War. The night elves, concerned by the once peaceful race's condition, have attempted to help the furbolgs settle their tensions. But the mighty bear- men retreat ever further into their territories and fall deeper into the rage that is overtaking their race. They have traditionally shared the forests of eternal night with the elves. These simple and peaceful creatures lived in harmony with the forests for generations. They were great friends and allies of the night elves, providing their Sentinels with information about the comings and goings of the forests, and warning them of potential danger.

Furbolgs as Characters Furbolg Traits **Ability Score Increase.** Your Strength increases by 2 and your Spirit by 1. **Age.** A Furbolg typically claims adulthood around the age of 50 and can live to be 150 years old. **Affiliation.** Alliance or independent. Furbolgs are mostly peace-loving creatures, but their relations with the night elves goes far indeed, and may entrench them with the Alliance against the Horde. **Size.** Furbolgs are much larger than other races. Males average 7 1/2 feet tall and 400 pounds, while females are usually a bit shorter and lighter. They have thick, powerful physiques and brawny frames most suitable for combat. They are medium sized. **Speed.** You have a base walking speed of 30 feet. **Natural Weapons.** You can use an attack action to make a bite attack with your fangs. It is a melee natural attack that deals 1d8 piercing

75 damage plus your Strength modifier. Your unarmed strike is a dangerous claw attack which deals 1d4 slashing damage plus your Strength modifier. Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can‘t discern color in darkness, only shades of gray. **Natural Armor.** Your thick fur is as hardened leather in toughness. When you aren't wearing armor, your AC is 12 + your Agility modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor. **Strong Grip.** You count as a large creature when calculating your carrying capacity. Whenever you make an unarmed attack claw or bite attack, you can use a bonus action to make an attempt to grapple the target, which is a [Strike] effect. **Languages.** Elven and Ursine.

Furbolg Tribesman Medium Humanoid (furbolg), Unaligned Armor Class 13 (Natural Armor) Hit Points 19 (3d8 + 6) Speed 30 ft. STR AGI STA INT SPI CH 18 (+4) 12 (+1) 15 (+2) 9 (-1) 12 (+1) 7 (-2) Skills Perception +3 Senses darkvision 60 ft., passive Perception 13 Languages Elven, Ursine Challenge 1 (200 XP) Traits Strong Grip. The furbolg counts as a large creature when calculating your carrying capacity. Whenever they make an unarmed attack claw or bite attack, they can use a bonus action to make an attempt to grapple the target, which is a [Strike] effect. ACTIONS Multiattack. The furbolg makes two attacks, one with its bite and one with its claws. The furbolg can use a bonus action to grapple any target of its attacks as a [strike] effect. Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit*: 9 (1d8 + 4) piercing damage. Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage, and the target is grappled (escape DC 14) and restrained.

Furbolg, Corrupted Medium Humanoid (furbolg), chaotic evil Armor Class 13 (natural armor) Hit Points 16 (3d8 + 3) Speed 40 ft. STR AGI STA INT SPI CH 18 (+4) 12 (+1) 13 (+1) 3 (-4) 12 (+1) 7 (-2) Skills Perception +3 Senses darkvision 60 ft., passive Perception 13 Languages Understands Elven and Ursine but can‘t speak them Challenge 1 (200 XP) Traits Rage (2/long rest). The furbolg can rage as having the rage warrior talent of a level 1 warrior. Strong Grip. The furbolg counts as a large creature when calculating your carrying capacity. Whenever they make an unarmed attack claw or bite attack, they can use a bonus action to make an attempt to grapple the target, which is a [Strike] effect. ACTIONS Multiattack. The furbolg makes two attacks, one with its bite and one with its claws. The furbolg can use a bonus action to grapple any target of its attacks as a [Strike] effect. Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 4) piercing damage. Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

G Giant Bat Large beast, unaligned Armor Class 13 Hit Points 37 (5d10 + 10) Speed 10 ft., fly 60 ft. STR AGI STA INT SPI CHA 15 (+2) 17 (+3) 15 (+2) 2 (-4) 12 (+1) 6 (-2)

76 **Skills** Perception +3 Senses blindsight 60 ft., passive Perception 13 Languages – Challenge 2 (450 XP) Traits Echolocation. The bat can‘t use its blindsight while deafened. Keen Hearing. The bat has advantage on Spirit (Perception) checks that rely on hearing. ACTIONS Multiattack. The bat can make two attacks. Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Bat Rider Giant bats are often used as mounts for troll headhunters. Such headhunters toss explosive potions instead of javelins, gaining the following attack. Fire Explosive Potion. *Ranged Weapon Attack:* Agility save 15 halves, range 30/60 ft., 10-foot sphere. *Hit:* 7 (2d6) fire damage. The explosion also deals 2 points of damage 5 feet away from the blast. A successful Agility saving throw against this effect negates the extra damage entirely.

Troll bat riders usually have at least ten explosive potions. They can also activate all at the same time on its space, stacking the damage up to 35 (10d6) and 10 splash damage. The troll (and the bat) have disadvantage to Agility saving throws versus this damage.

Giant, Frost Huge giant, neutral Armor Class 15 Hit Points 138 (12d12 + 60) Speed 40 ft. STR AGI STA INT SPI CHA 23 (+6) 9 (-1) 21 (+5) 9 (-1) 10 (0) 12 (+1) Saving Throws Sta +8, Spi +3, Cha +4 Skills Athletics +9, Perception +3 Damage Immunities cold Senses passive Perception 13 Languages Giant Challenge 8 (3,900 XP)

ACTIONS Multiattack. The giant makes two 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. Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. Freezing Breath (Recharge 5-6). The frost giant exhales a gale of cold wind in a 30-foot cone. Each creature in that area must make a DC 16 Stamina saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. This attack acts as if a strong wind. Stomp (3/short rest). The frost giant can cause a small localized tremor that deals 16 (3d8 + 6), in a 10-foot radius sphere centered on him as a bonus action. The damage is halved on an Agility save. Those who fail the saving throw are also knocked prone.

Frost giants (also referred as ice giants) primarily belong to the faction known as the Sons of Hodir. They are the once-allies of the Titanic Watcher Loken, and are ruled by King Jokkum. They are mostly neutral to outsiders, but will readily ally with a force that could help them survive the unnatural forces rising in Northrend.

Frost Giant, Elder Huge giant, neutral Armor Class 15 Hit Points 187 (15d12 + 90) Speed 40 ft. STR AGI STA INT SPI CHA 25 (+7) 9 (-1) 23 (+6) 12 (+1) 13 (+1) 12 (+1) Saving Throws Sta +11, Spi +6, Cha +6 Skills Athletics +12, Perception +6 Damage Immunities cold Senses passive Perception 16 Languages Giant Challenge 13 (10,000 XP) Traits

77 **Frightful Presence.** The elder frost giant can release an echoing roar as an action. Each creature of the elder giant‘s choice that is within 60 feet of it and aware of it must succeed on a DC 14 Spirit 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 giant‘s frightful presence for the next 24 hours. ACTIONS Multiattack. The elder frost giant makes two attacks. Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage. Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. Freezing Breath (Recharge 5-6). The elder frost giant exhales a gale of cold wind in a 40-foot cone. Each creature in that area must make a DC 16 Stamina saving throw, taking 52 (15d6) cold damage on a failed save, or half as much damage on a successful one. This attack acts as if a strong wind. Stomp (5/short rest). The elder frost giant can cause a small localized tremor that deals 17 (3d8 + 7), in a 10-foot radius sphere centered on him as a bonus action. The damage is halved on an Agility save. Those who fail the saving throw are also knocked prone.

Stronger frost giants include the ruler of the race, King Jokkum, as well as his retired father, Arngrim the Insatiable.

Giant, Mountain Huge giant, neutral Armor Class 17 (natural armor) Hit Points 126 (11d12 + 55) Speed 25 ft. STR AGI STA INT SPI CHA 23 (+6) 15 (+2) 20 (+5) 10 (+0) 12 (+1) 9 (-1)

Saving Throws Agi +5, Sta +8, Spi +4 Damage Resistances fire, acid; slashing and piercing from nonmagical weapons Skills Athletics +12, Perception +4, Stealth +5 Senses darkvision 60 ft., passive Perception 14 Languages Giant, and understands Elven (but can‘t speak it) Challenge 7 (2,900 XP) Traits Colossal Blow. The giant can use a bonus action to knock any creature it deals damage to prone, so long as the creature is smaller than it. The creature must succeed on a DC 17 Strength saving throw or be knocked prone. This is a [strike] effect. Stone Camouflage. The giant has advantage on Agility (Stealth) checks made to hide in rocky terrain. Uproot. If the mountain giant is adjacent to a tree that is equal to or smaller than the giant‘s size, they may uproot it with an action, treating it as a greatclub. ACTIONS Multiattack. The giant makes two attacks, such as two slams, greatclubs, or rock throws. Slam. *Melee weapon attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. This deals full damage to objects and structures. Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. REACTIONS *Rock Catching.* If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Agility saving throw, catch the missile and take no bludgeoning damage from it.

These monstrous creatures, crafted by the Titans when the world was young, are composed of living stone and stout flora. Benevolent and solitary by nature, the mountain giants have awakened to find that the tranquil world they once helped to shape has become a hectic battlefield of fire and sorrow.

78 Now the mountain giants have pledged their courage and strength to the night elves' cause -- and stand ready to banish the last remnants of the Burning Legion from the world. These massive melee units that can take incredible amounts of punishment from attackers. Mountain giants sometimes tear trees off the ground, using their great strength and size to wield them as weapons (treating them as greatclubs). These

Giant, Sea Huge giant, chaotic neutral Armor Class 15 (patchwork Armor) Hit Points 138 (12d12 + 60) Mana Points 21 (14 + 3 + 4) Speed 40 ft., Swim 60 ft. STR AGI STA INT SPI CHA 23 (+6) 9 (-1) 21 (+5) 9 (-1) 14 (+2) 12 (+1) Saving Throws Sta +8, Spi +5, Cha +4 Skills Athletics +9, Perception +5 Damage Resistances cold, acid; bludgeoning and slashing from non-magical weapons Senses passive Perception 15 Languages Giant Challenge 8 (3,900 XP) Traits Innate Spellcasting. The sea giant is a 12th-level spellcaster. The sea giant‘s spellcasting ability is Spirit (spell save DC 13, +4 to hit with spell attacks). It requires no material components to cast its spells. The sea giant can innately cast the following druid spells: *Cantrips (1 mana):* shape water *3rd level (5 mana):* tidal wave *4th level (6 mana):* control water ACTIONS Multiattack. The giant makes two attacks, such as two slams, heavy pick attacks, or rock throws. Slam. *Melee weapon attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. Heavy Pick. *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 60/160 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Titans created the sea giants to dredge the oceans and to serve as guardians of Azeroth‘s coastlines and oceans, and the fierce giants act as protectors of the waters even now. They keep a wary eye on ships and upon those who make their living on the ocean, such as fishermen. While not evil creatures, sea giants care nothing for the laws of land dwellers or the lives of the small beings that trespass in the waves. They tolerate no opposition — on the rare occasion when a sea giant issues a warning, he does so only once. Sea giants rarely interact with other races save to drive off trespassers or punish those who befoul the oceans, using sunken ships‘ anchors as weapons (treating them as heavy picks). They live underwater but rise regularly to patrol their coastlines. Ancient and wise, sea giants nonetheless display a chaotic nature as unpredictable as the sea itself. Still, adventurers who tread carefully and speak convincingly may find a sea giant willing to trade information or secure safe passage in exchange for treasure or knowledge. Sea giants sometimes build underground settlements of coral and stone, though they rarely put much effort into such constructions. As guardians of the waves, they prefer to be able to pick up and leave at a moment‘s notice to chase rumors of defilers. Sea giants are tasked to keep the oceans clean and safe. They seldom make their way to the surface world, instead preferring the isolation of the ocean bottom. They enjoy the worship of murlocs, but are the constant enemy of the naga. Of late, sea giants have taken to hunting out these corrupters, which has brought the sea giants closer and closer to the surface world. They stand around 18 feet tall and weigh about 10,000 pounds. Nomadic creatures, sea giants do not maintain lairs like others of their kind. Instead, they drag their belongings and wealth along with them in huge sacks crafted from the sails of sunken ships. Their watery home does not allow them to keep many goods, so they favor metals that will survive the ocean depths.

Giant Scorpid Large beast, unaligned

79 **Armor Class** 15 (natural armor) Hit Points 52 (7d10 + 14) Speed 30 ft., burrow 20 ft. STR AGI STA INT SPI CHA 15 (+2) 13 (+1) 15 (+2) 1 (-5) 13 (+1) 3 (-4) Skills Stealth +3 Senses blindsight 60 ft., passive Perception 11 Languages – Challenge 3 (700 XP) Traits Natural Ambusher. The giant scorpid adds +1 to their initiative rolls, and has a +10 increase to speed in their first turn of a combat encounter. ACTIONS Multiattack. The Scorpid makes two attacks. Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, and the target is grappled (escape DC 12). The Scorpid has two claws, each of which can grapple only one target. Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Stamina saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. If a target‘s hit points is reduced to 0 this way, they are unconscious but stable for 24 hours.

Giant Scorpids roam the deserts of Kalimdor, hiding in shifting sands and then burrowing out of the ground to sting or grab a hapless victim. The Scorpid‘s poison stings when near death but keeps the victim alive, so that it may drag it down to its burrow.

Goblin Shredder Medium construct (mecha), unaligned Armor Class 18 (natural Armor) Hit Points 33 (6d8 + 6) Speed 25 ft. STR AGI STA INT SPI CHA 17 (+3) 11 (+0) 15 (+2) 3 (-4) 6 (-2) 1 (-5) Damage Immunities poison, psychic Condition Immunities blinded, deafened, exhaustion, frightened, paralyzed, petrified, poisoned Senses Passive Perception 6

Skills Lumberjacking +8 Languages — Challenge 2 (200 XP) Traits Mecha. This construct may be controlled by sitting in the compartment, but only if the user is of Small or smaller size (otherwise it is a suit). When in the compartment, the user may use their action to access the construct‘s attack (or multiattack), and move with the construct‘s speed. Any damage taken by the construct is divided between the user and the construct itself. Alternate Skill. The user may use the shredder‘s lumberjacking bonus (1d20+8) instead of their own to gather lumber. Fuel (8 max). The combat armor starts out with eight fuel charges, and runs on a steam engine, consuming four pounds of oil per hour. The hull‘s capacity is equal to thirty-two pounds of coal. ACTIONS Multiattack. The Armor makes two melee attacks. Steam Saw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 3) slashing damage.

This shredder may be commanded as a suit if the creature is of medium size, or a mecha if small size or smaller. The shredder is fueled by a tank of oil (eight charges, regardless), and it consumes one pint of oil every hour. A user may use the shredder‘s bonus to lumberjacking instead of his own. The shredder is an impressive goblin mechanical creature which is usually piloted by a goblin. Shredders are used for lumbering, but they can serve in war because of the solid metal construction of the machine and the great saws they wield. The first machine designed to mimic the humanoid form, goblin shredders use the steam saws attached to their arms to cut down lumber at an incredible rate that is unmatched by peasant work crews. A goblin shredder costs 80 crafting points (engineering) to construct as a construct of challenge 2 (or 2,000 gp), and may host a medium-sized creature within it as a suit, or a

80 small-sized creature as a mech. It has a malfunction rating of 1-3. It costs 26 crafting points (650 gp) to craft.

Golem, Stone Large construct, unaligned Armor Class 17 (natural armor) Hit Points 178 (17d10 + 85) Speed 30 ft. STR AGI STA INT SPI CHA 22 (+6) 9 (-1) 20 (+5) 3 (-4) 11 (+0) 1 (-5) Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from non- magical attacks that aren't adamantine Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 120 ft., passive Perception 10 Languages understands the languages of its creator but can't speak them Challenge 10 (5900 XP) Traits Immutable Form. The golem is immune to any spell 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. Fuel (8 max). The stone golem starts out with eight mechanical charges, and runs on a clockwork or mechanical engine. It can be active for eight hours until it needs to be recharged. Ten minutes of winding the mechanism's interior provide one charge for it. ACTIONS Multiattack. The golem makes two slam attacks. Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. 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 Spirit 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.

Stone golems are magical constructs cut and chiseled from stone to appear as tall, impressive statues. Like other golems, they are nearly impervious to spells and ordinary weapons.

ALTERNATE POWER GOLEMS Golems can be constructed with different mechanisms that alter their abilities. Depending on the energy source powering it, the golem gains different abilities.

EARTH ELEMENTAL GOLEMS By using an elemental engine and earth crystals, the earth-engine golem loses the Slow Action and gains the ability to create a tremor. This costs an action to manifest, dealing 4d8 bludgeoning damage in a 20-foot radius sphere, and requiring all affected creatures to pass a DC 20 Strength or Agility saving throw or else fall prone. This can also turn into a 40-foot radius line instead.

FIRE ELEMENTAL GOLEMS By using an elemental engine and fire crystals, the fire-engine golem loses the Slow Action and gains the ability to cast Fire Nova (centered on itself), recharges on a 5-6 on a d6. It also deals 2d8 + 6 damage with its slams, but deals an extra 2d6 fire damage. The fire-engine is usually centered in the golem's stomach, releasing heat from the elemental furnace. It is also resistant to fire damage.

STEAM GOLEMS By using a steam engine and coal, the steam- engine golem loses the Slow Action and gains the ability to exhale a burst of boiling steam. This deals 3d6 fire damage on a 15-foot cone, and the effect recharges on a 3-6 on a d6 (or a 3-4 on a d4).

GOLEM, ARCANE NULLIFIER By using an arcane engine and mana crystals, the arcane-engine golem loses the Slow Action. It gains the two below abilities instead. Disruptive Slam [Strike] (Recharge 5-6). The arcane nullifier can affect any single creature it