

PATREON MONSTER HUNTER MONSTER MANUAL



HOMEBREW

A collection of variant monsters based on creatures from the original MHMM
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ABYSSAL LAGIACRUS

Abyssal Lagiacrus is a part of the Leviathan class. This Leviathan is rarely seen due to its habit of hunting for prey in the dark depths of the ocean. Its existence has been known for many years but remained impossible to prove as it was only in ancient text. The Abyssal Lagiacrus's true identity is a powerful, 100-year-old Lagiacrus, or Ivory Lagiacrus, individual that has gotten bigger over many years and has completely moved to the dark sea due to its immense size.

From living in the dark depths, Abyssal Lagiacrus's scales have become darker in color to help it camouflage. Though it has become darker in color, some of its scales have an eerie glow to them. This is due to Abyssal Lagiacrus constantly being charged up with electricity, unlike younger individuals. Abyssal Lagiacrus is constantly charged up due to a different organ from its Shell Shockers, known as an Dynamo. Very little is known about this organ, though it is being researched by the Hunter's Guild. It is said that this organ turns the sea around it into an electrified weapon.

ABYSSAL LAGIACRUS

Gargantuan leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	14 (+2)	7 (-1)

Saving Throws Str +12, Con +10, Wis +7

Skills Athletics +12, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages —

Challenge 21 (33,000 XP) **Proficiency** +7

Amphibious. The lagiacrus can breathe air and water.

Bioluminescence. The lagiacrus sheds bright light in a 10-foot radius and dim light for an additional 20 feet.

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

Lightning Aura. Lightning sparks off of the lagiacrus into the surrounding area. Any creature that ends its turn within 5 feet of the lagiacrus takes 7 (2d6) lightning damage. If the lagiacrus is submerged in water, the range of its lightning aura is increased to 30 feet.

Actions

Multiattack. The lagiacrus makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage + 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Thunderbolt. *Range Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6) lightning damage. Hit or miss, the thunderbolt then explodes. The target

and each creature within 10-feet of it must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) lightning damage and be afflicted with thunderblight on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Electric Discharge. The lagiacrus releases electricity in a 30-foot radius around it. Each creature that area must make a DC 20 Dexterity saving throw, taking 22 (4d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one.

Whirlpools (Recharge 5-6). While submerged in water, the lagiacrus spins in a circle creating three whirlpools that are 10-foot-radius, 30-foot-high cylinders. These whirlpools each appear in a different side of the lagiacrus and move in a 120-foot line away from it. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

Additionally each Large or smaller creature in the path of a whirlpool must make a DC 20 Strength saving throw, taking 35 (10d6) bludgeoning damage and be dragged to the end of the line on a failed save, or half as much damage on a successful one and isn't dragged.

Legendary Actions

The lagiacrus 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 lagiacrus regains spent legendary actions at the start of its turn.

Claw Attack. The lagiacrus makes a claw.

Detect. The lagiacrus makes a Wisdom (Perception) Check.

Lightning Charge (Costs 2 Actions). The lagiacrus moves up to its speed, without provoking attacks of opportunity, during this move it may move through other creatures. Any creature the lagiacrus moves through must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) lightning damage and is paralyzed until the end of their next turn.

Thunderbolt (Costs 2 Actions). The lagiacrus makes one attack with its thunderbolt.

THUNDERBLIGHT

- An afflicted creature has disadvantage on saving throws to be stunned.
- If the creature takes lightning or thunder damage while already under the effects of thunderblight, they must make a DC 10 Constitution saving throw or be stunned until the end of their next turn.

ABYSSAL LAGIACRUS

Challenge Rating 21

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	A.Lagi Piel	(A,W)
6-8	----	A.Lagi Shard	(A,W)
9-11	6	Lagiatus Talon	(A,W)
----	7-9	Lg Monster bone	(O)
12-13	----	Lagiatus Flail	(A,W)
14-16	10-12	A.Lagi Hardhorn	(A,W)
17-18	13-14	A.Lagi D-Shocker	(A,W)
19	15-19	Lagiatus Mantle	(A,W)
20	20	A.Lagi Dynamo	(A,W)

ARMOR MATERIAL EFFECTS

A.Lagi Piel

Olympic Swimmer+2. You have a swimming speed of 60 feet while wearing this armor and your swim speed increases by an additional 10 feet for every lagiacrus, ivory lagiacrus, or abyssal lagiacrus material you have in your weapon, armor, or trinket.

A.Lagi Shard

Current Resist. While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

Lagiatus Talon

Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Lagiatus Flail

Stam Recov. When you take a long rest, you reduce your exhaustion by 3 levels instead of 1.

A.Lagi Hardhorn

Divine Blessing+3. When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

A.Lagi D-Shocker

You have resistance to lightning and cold damage while you wear this armor.

Lagiatus Mantle

You are immune to lighting damage while you wear this armor.

A.Lagi Dynamo

Great Luck. While you are attuned to this armor, you have two luck points that you regain daily at dawn. You may use these point as if you had the Lucky feat.

WEAPON MATERIAL EFFECTS

A.Lagi Piel

Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

A.Lagi Shard

Carving Celebrity. While you are attuned to this armor, you can carve a creature of CR 15 or lower 1 extra time.

Lagiatus Talon

Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Lagiatus Flail. (Bladed Weapon Only)

Honed Blade. This weapons damage die is increased by 1 size up to a maximum of a d10. A d6 becomes a d8, and a d8 becomes a d10.

A.Lagi Hardhorn

Your weapon deals an extra 1d10 lightning damage.

A.Lagi D-Shocker

This weapon has 5 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 18 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turns, ending the effect on a success. The weapon regains 1d4+1 expended rune daily at dawn.

Lagiatus Mantle

Critical Eye. Your weapon attacks critical hit range is increased by 2.

A.Lagi Dynamo

FastCharge+2. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 3 charges, spirit, or phial charges.

OTHER MATERIAL EFFECTS

Lg Monster bone

Very rare armor upgrade material.

ASHEN LAO-SHAN LUNG

Despite its reputation as a Subspecies, Ashen Lao-Shan Lung is actually a regular Lao-Shan Lung which has been exposed to many years of volcanic debris. As a result, its carapace is highly discolored, taking on a muted grey-blue color.

They retain the city crushing strength of normal Lao-Shan Lung however their bodies are much harder to penetrate due to the ash and soot solidifying their bodies.

A nomadic monster, Ashen Lao-Shan Lung has no fixed habitat. It is generally only seen by hunters when it attacks the Fortress.

ASHEN LAO-SHAN LUNG

Gargantuan dragon (elder), unaligned

Armor Class 28 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +19, Con +19, Int +8, Wis +9 Cha +9

Damage Resistances acid, cold, poison, thunder; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages Draconic

Challenge 30 (155,000 XP or 310,000 XP as a mythic encounter)

Proficiency +9

Casual Stroll. the lao-shan lung cannot take the dash action, unless it is fleeing.

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

Magic Resistance. The lao-shan lung has advantage on saving throws against spells and other magical effects.

Natural Instinct. lao-shan lung ignores medium size or smaller creatures. If the lao-shan lung's Rock Mountain Dragon trait has activated in the last hour, it attempts to flee when it reaches one-quarter of its maximum hit points (133). While fleeing, the lao-shan Lung speed increases to 50 feet and it can only use its action to Dash.

Reflective Carapace. Any time the lao-shan lung is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the lao-shan lung is unaffected. On a 6, the lao-shan lung is unaffected, and the effect is reflected back at the caster as though it originated from the lao-shan lung, turning the caster into the target.

Rock Mountain Dragon (Recharges after a Short or Long Rest). If the lao-shan lung would be reduced to 0 hit points, its current hit point total instead resets to 533 (26d20 + 260) hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the lao-shan lung can now use its Earth-Shaking Movement bonus action during the next hour.

Siege Monster. The lao-shan lung deals double damage to objects and structures.

Siege Vulnerability. Siege weapons ignore lao-shan lungs immunities and resistances.

Walking Disaster. The lao-shan lung can enter a Large or smaller creature's space. The first time it enters a creature's space on a turn, or starts its turn adjacent to or on a creatures space, it makes one Stomp attack against the creature.

Actions

Body Slam. Melee Weapon Attack. +19 to hit, reach 5 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage.

Headbutt. Melee Weapon Attack. +19 to hit, reach 5 ft., one target. Hit: 32 (4d10 + 10) bludgeoning damage.

Stomp. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 29 (3d12 + 10) bludgeoning damage. If the target is a creature, it must make a DC 27 Strength saving throw or be pushed back 10 feet and knocked prone.

Deafening Roar (Recharge 5–6). The lao-shan lung looses a earth-shaking roar. Each creature within 60 feet of the lao-shan lung must make a DC 27 Constitution saving throw, taking 90 (20d8) thunder damage or 117 (26d8) thunder damage if the lao-shan lung's Rock Mountain Dragon trait has activated in the last hour, and is incapacitated until the start of the lao-shan lung's next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the start of the lao-shan lung's next turn. The roar can be heard out to a range of 1,200 feet.

Bonus Actions

Earth-Shaking Movement (Rock Mountain Dragon Only).

After moving at least 10 feet on the ground, the lao-shan lung sends a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 27 Constitution saving throw or the creature's concentration is broken. The shock wave deals 100 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

Legendary Actions

The lao-shan lung 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 lao-shan lung regains spent legendary actions at the start of its turn.

Move. The lao-shan lung moves up to half its speed.

Stomp Attack. The lao-shan lung makes one Stomp attack.

Shake Off (Costs 2 Actions). The lao-shan lung thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the lao-shan lung must make a DC 27 Strength or Dexterity saving throw (creature's choice), or be thrown off the lao-shan lung taking 14 (4d6) fall damage upon hitting the ground.

LAO-SHAN LUNG

Challenge Rating 30

Carves 9

Carve Chance	Material	Slots
1	Elder Dragon Blood x2	(O)
2	Elder Dragon Bone x2	(O)
3-5	Lao-Shan Scale	(A,W)
6-7	Azure Lao-Shan Shell	(A,W)
8	Azure Lao-Shan Horn	(A,W)
9-11	Lao-Shan Heavy Scale	(A,W)
12-13	Lao-Shan Carapace	(A,W)
14	Lao-Shan Ruby	(A,W)
15-16	Dragon Healing Crystal	(A,W,O)
17	Azure Lao-Shan Hardhorn	(A,W)
18-19	Azure Lao-Shan Megaclaw	(A,W)
20	Pure Dragon Blood	(A,O)

ARMOR MATERIAL EFFECTS

Lao-Shan Scale

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Azure Lao-Shan Shell

Recovery Speed+. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. Additionally, you regain all expended hit die when you finish a long rest.

Azure Lao-Shan Horn (Lance & Greatsword Only)

Your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Lao-Shan Heavy Scale

Divine Whim. While attuned to this armor, your tools used to gather resources cannot break and the first time you mine or gather on an expedition, you gain double the amount of minerals or plants you would normally receive. (This material stacks with other material effects that increase the number of resources you can obtain.)

Lao-Shan Carapace

Filthy Rich. While attuned to this armor, the gold you receive as a reward magically doubles, but only if you were attuned to this armor for the duration of the hunt or quest.

Lao-Shan Ruby

Guard Boost. While attuned to this armor and you must make a Dexterity saving throw, you can use a reaction that provides a bonus to your AC and add the bonus to your saving throw instead.

Dragon Stone

Your Constitution score is 24 while you wear this armor. It has no effect on you if your Constitution is already 24 or higher.

Azure Lao-Shan Hardhorn

Psychic Vision. While you are attuned to this armor, you know the location of all creatures within 60 feet of you, but you are vulnerable to psychic damage.

Azure Lao-Shan Megaclaw

Everlasting. The duration of consumable items is doubled while you are attuned to this armor and you no longer need to concentrate on the effect if the consumable normally requires it.

Pure Dragon Blood.

You gain the following benefits while wearing this armor

- Your armor's Armor Class is now $15 + \text{your Dexterity modifier}$, unless it is already higher than the new Armor Class.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

WEAPON MATERIAL EFFECTS

Lao-Shan Scale

Your weapon attack deals an extra 2d6 bludgeoning damage and it deals double damage to objects and structures.

Azure Lao-Shan Shell

Speed Gatherer+. When you gather a resource while attuned to this weapon and roll a 15 or higher on the check, it doesn't count against the maximum number of resources you can gain on the hunt.

Azure Lao-Shan Horn

Combination Pro. When you succeed on crafting an item while attuned to this weapon, you gain the maximum number possible.

Lao-Shan Heavy Scale

Steady Hand. Your weapon attacks critical hit range is increased by 1 and it bypasses a creature's resistance to slashing damage.

Lao-Shan Carapace

Gunnery King. While attuned to this weapon, your Cluster Ammo and Wyvernfire damage is doubled, and your Blast Coating now deals damage to adjacent targets equal to the damage the target took.

Lao-Shan Ruby

Your Strength score is 29 while you are attuned to this weapon. It has no effect on you if your Strength is already 29 or higher.

Dragon Healing Crystal

The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn. For example you could reduce the bonus to your attack and damage rolls by 2 to gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Azure Lao-Shan Hardhorn

Benediction. When you heal a creature while attuned to this weapon, you reduce the damage (from the next source of damage) by an amount equal to the number of hit points you healed.

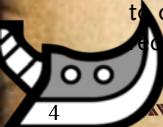
Azure Lao-Shan Megaclaw

Auto-Guard. When you use your reaction to increase your AC while attuned to this weapon, it does not count against the number of reactions you can take this round. Once you use this property, you can't use it again until the start of your next turn.

OTHER MATERIAL EFFECTS

Dragon Healing Crystal

This hard crystal made from dragon scales is highly valued and worth 25,000 gp. As an action, you can crush this crystal over a creature or speak its name to cast the *true resurrection* spell on them.



Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.

Pure Dragon Bone

Upgrades a weapon or armor to its next rarity when applied to it. *Must be used within a week of killing the laoshan lung or it becomes normal elder dragon blood.*

AZURE RATHALOS

Azure Rathalos shares almost all of the same characteristics. However, its shell that is usually fiery red is now an azure color, hence the Azure title. Its wing webbing is lime green, and its tail has one single red spike on the end.

AZURE RATHALOS

Huge wyvern (flying), unaligned

Armor Class 19 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +5, Con +10, Int +5

Skills Athletics +11, Perception +8

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 Ft. passive Perception 18

Languages —

Challenge 14 (11,500 XP)

Proficiency +5

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

Actions

Multiattack. The rathalos makes one Bite attack and one Talons attack. While flying, it one Wing attack in place of its Bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 19 (3d8 + 6) piercing damage.

Wings. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 16 (3d6 + 6) bludgeoning damage.

Talons. *Melee Weapon Attack:* +11 to hit, 10 ft., one target. *Hit* 16 (3d6 + 6) slashing damage. The target must make a DC 18 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Fireball (recharge 5-6). The rathalos exhales a fireball to a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

AZURE RATHALOS

Challenge Rating 14

Carves/Captures 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Azure Rathalos Scale	(A,W)
5-6	—	Azure Inferno Sac	(A,W)
7-10	5-10	Azure Rathalos Carapace	(A)
—	11-13	Azure Rathalos Webbing	(A)
11	14-15	Azure Rathalos Marrow	(A,W)
12-16	16-17	Azure Rathalos Tail	(W,O)
17-18	—	Azure Rathalos Wing	(A,W)
19	18-19	Azure Rathalos Plate	(A,W)
20	20	Azure Rathalos Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Azure Rathalos Scale

Cliffhanger. While wearing this armor, you have a climb speed equal to your walking speed.

Azure Inferno Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Azure Rathalos Carapace

Intimidator. While wearing this armor, you have advantage on Charisma (Intimidation) checks. Additionally CR 3 or lower beasts flee at the sight of you, but will fight if cornered.

Azure Rathalos Webbing

Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Azure Rathalos Marrow

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit

Azure Rathalos Wing

While you are attuned to this armor you can cast the *fly* spell twice, regaining all expended uses daily at dawn.

Azure Rathalos Plate

You have resistance to fire damage while you wear this armor.

Azure Rathalos Ruby

You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Azure Rathalos Scale (Range Weapon Only)

Piercing Shot. Bowgun pierce ammo deals +2 damage and your bows dragonpiercer deals an extra 1d6 damage.

Azure Inferno Sac

Your weapon deals an extra 1d8 fire damage.



Azure Rathalos Marrow

You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 50-foot radius and dim light for an additional 50 feet.

Azure Rathalos Tail

Focus. When you hit with your greatsword, longsword, or charge blade, you can use a bonus action to gain an additional charge, spirit, or phial charge.

Azure Rathalos Wing (*Range Weapon Only*)

Ammo Up. Your bowgun's normal ammo capacity doubles while you are attuned to this weapon. Additionally when coating, you can coat up to 10 additional arrows.

Azure Rathalos Plate

Critical Boost. You can roll one additional weapon damage die when determining the extra damage for a critical hit with a weapon attack.

Azure Rathalos Ruby

Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

OTHER MATERIAL EFFECTS

Azure Rathalos Tail

Very rare armor or weapon upgrade material.

BALEFUL GIGGINOX

Baleful Gigginox has golden-colored skin due to its genetic defect. This skin is similar to the ancestor of it, and Khezu, though changes to a blood red color when enraged. Where its poison organs should be, is where its electrical organs are. These special organs come from its ancestors, which once used them to capture and paralysis prey. The electricity from Baleful Gigginox is powerful but, can easily be stopped by damaging its exposed electrical organs. Like Gigginox, Baleful Gigginox have the ability to lay egg sacs. The egg sacs of Baleful Gigginox are infertile, meaning there are no Giggi that can hatch from them, and used as a weapon to protect itself. Baleful Gigginox egg sacs are highly explosive, though leave behind a shock of lightning.

The Baleful Gigginox are active predators. Despite competing with such formidable competition these wyverns are far from defenseless as their electrical attacks are powerful enough to stun a Baroth. They are aggressive monsters that actively travel outside the caves of the Tundra for food.

BALEFUL GIGGINOX

Large wyvern (flying), unaligned

Armor Class 19 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 30 ft., fly 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	16 (+3)	23 (+6)	16 (+3)	13 (+1)	13 (+1)
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Saving Throws Dex +9, Con +12, Int +9

- **Skills** Perception +7
- **Damage Resistances** fire
- **Damage Immunities** cold, lightning
- **Condition Immunities** blinded, charmed, paralyzed
- **Senses** blindsight 60 ft., passive Perception 17
- **Languages** —
- **Challenge** 17 (18,000 XP) **Proficiency** +6

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

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

Lightning Aura. At the start of each of the gigginox's turns, each creature within 5 feet of it takes 7 (2d6) lightning damage. A creature that touches the gigginox or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

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

Standing Leap. The gigginox's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Static Shock. When a creature takes lightning damage while afflicted with thunderblight caused by the gigginox, the thunderblight's save DC against being stunned is increased to 15.

Actions

Multiaction The gigginox makes two Bite or Tail attacks, or it can make three Lightning Orb attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Body Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage. If the gigginox moved at least 11 feet straight toward the target immediately before the hit, the target takes an extra 19 (3d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Lightning Orb. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 10 (3d6) lightning damage and the target must make a DC 20 Constitution saving throw or be afflicted with thunderblight for 1 minute.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Violent Roar (Recharge 5-6). The gigginox releases a guttural roar. Each creature within 15 feet of the gigginox must make a DC 20 Constitution saving throw or take 42 (12d6) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Reactions

Lightning Retreat. Immediately after being hit by a melee attack, the gigginox leaps 15 feet backwards and fire lightning orbs in a 30-foot cone in the direction of the attacker. Each creature in that area must succeed on a DC 20 Dexterity saving throw, taking 10 (3d6) lightning damage and is afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one.

Legendary Actions

The gigginox 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 gigginox regains spent legendary actions at the start of its turn.

Attack. The gigginox makes one attack with its Bite, Tail, or Lightning Orb.

Jump. The gigginox jumps 15 feet away from a creature that is within 15 feet of it without provoking opportunity attacks.

Proximity Mine (Costs 2 Actions). The gigginox vomits up a gelatinous glob that has a similar appearance to the eggs it lays. The mine can be attacked and destroyed (AC 12; hp 20; immunity to bludgeoning, poison, psychic, and lightning damage). When it is destroyed, or when a creature that isn't a giggi or gigginox enters a space within 10 feet of it, the glob explodes. Each creature and object in a 10-foot area around the mine must make a DC 20 Dexterity saving throw, taking 10 (3d6) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted on a successful one.

BALEFUL GIGGINOX

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-2	1	Pale Extract	(A,W,O)
3-7	2-3	B.Giggi Hide	(A,W)
8-11	4-5	Uncanny Hide	(A,W)
13-14	6-7	Fearsome Maw	(A,W)
15-16	8-12	Lightning Sac	(A,W)
17-18	13-15	B.Giggi Talon	(A,W)
19	16-18	Nightmarish Maw	(A,W)
20	19-20	Baleful Gem	(A,W)

ARMOR MATERIAL EFFECTS

Pale Extract

Recovery Level. Whenever you suffer an effect that deals damage to you at the start of your turn your armor flashes white and ends the effect. This could include such effects

as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc. This armor has no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

B.Giggi Hide

While wearing this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Uncanny Hide

You have advantage on saving throws against poison and the poisoned condition while you wear this armor.

Fearsome Maw

While wearing this armor, you can breathe normally in any Environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

Lightning Sac

You are immune to lightning damage while you wear this armor.

B.Giggi Talon

You can't be paralyzed or stunned while you wear this armor.

Nightmarish Maw

Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Baleful Gem

Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

Pale Extract

While you are holding this weapon, you can use an action to release a bolt of electricity in a 5-foot radius around you. Each creature in that area must succeed on a DC 13 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn. You can use this property a number of times equal to 1/2 your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

B.Giggi Hide

FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Uncanny Hide

While you hold this weapon, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Fearsome Maw

You can use an action to speak the command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

B.Giggi Talon

Stamina Drain+. When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of

your next turn. When you critically hit with this weapon, its speed is reduced by 10 feet instead.

Lightning Sac

Your weapon deals an extra 1d8 lightning damage.

Nightmarish Maw

Critical Status (thunderblight). When you hit a creature with a weapon or spell that deals lightning or thunder damage, and roll a 20 for the attack roll, the creature is afflicted with thunderblight for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Baleful Gem

This weapon has 6 runes, regaining 1d6 runes daily at dawn. When you cast a spell that deals lightning or thunder damage, you can expend a rune to add this additional effect to the spell:

- When a creature fails its saving throw, it is afflicted with thunderblight 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.

OTHER MATERIAL EFFECTS

Pale Extract

A material used for crafting Mega Demondrug & Mega Armorskin.

BERSERK TETSUCABRA

Berserk Tetsucabra has a dark green body with a grey tail and brown tusks due to the soot and gas from the explosions caused by explosive rocks. The monster's face will also become orange from each explosion as well.

From Berserk Tetsucabra's habit of using explosive rocks, its scales have become dirty from the soot and gases from the explosive rocks it uses. This has also changed the color of its face, which changes color after each rock that explodes near its face. If looked at closely, some of its original colors can still be seen. Despite its body becoming dirty, the soot and gases have actually made the Berserk Tetsucabra's scales, jaws, and shell tougher, making it resistant against the explosions of the rocks. Berserk Tetsucabra tusks are heated like iron.

BERSERK TETSUCABRA

Large beast (amphibian), unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	8 (-1)	6 (-2)

- **Saving Throws** Con +7
- **Damage Immunities** fire
- **Senses** passive Perception 9
- **Languages** —
- **Challenge** 8 (3,900 XP)

Proficiency +3

Amphibious. The tetsucabra can breathe air and water.

Reckless. At the start of its turn, the tetsucabra can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have disadvantage until the start of its next turn.

Standing Leap. The tetsucabra's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. In addition, the tetsucabra does not incur attacks of opportunity while moving with a jump.

Actions

Multiaction. The tetsucabra makes two Gore attacks and one Stomp attack; Or it makes two Boulder attacks.

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

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Rock Throw. *Range Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Deadly Leap. If the tetsucabra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 20 (3d10 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the tetsucabra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the tetsucabra's space.

Explosive Rock (Recharge 5-6) The tetsucabra digs up a giant explosive rock that fits in a 10-foot-cubed area. The rock then rolls into a space, the tetsucabra can see, within 20 feet of it.

On initiative 20, the rock explodes and each creature in a 30-foot radius around it must make a DC 15 Dexterity saving throw or take 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.



BERSERK TETSUCABRA

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1	1-4	Monsterbone+	(O)
2-6	5-6	B.Tetsucabra Shard	(A,W)
7-9	7-9	B.Tetsucabra Cortex	(A,W)
10-11	10-13	B.Tetsucabra Hardclaw	(A,W)
12-13	14-16	Vicious Visage	(A,W)
14-17	17-20	Paddock Cream	(O)
18-20	—	B.Tetsucabra Gnawrl	(A,W)

ARMOR MATERIAL EFFECTS

B.Tetsucabra Shard

Guard. You cannot be pushed or knocked backwards while you wear this armor.

B.Tetsucabra Cortex

You have advantage on saving throws against being knocked prone while you wear this armor.

B.Tetsucabra Hardclaw

Shield. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +1 bonus to your AC until the start of your next turn.

Vicious Visage

You gain a burrowing speed of 10 feet while you wear this armor.

B.Tetsucabra Gnawrl

You have resistance to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

B.Tetsucabra Shard

While attuned this weapon, you can cast the *mold earth* cantrip at will.

B.Tetsucabra Cortex

When you cast a spell that deals fire damage, it deals an extra 1d4 fire damage.

B.Tetsucabra Hardclaw (Bowgun only)

Pellet Shot. When you roll a 15 or higher on your attack roll with this weapon while using normal ammo, you can make an attack against an additional creature within 5 feet of your original target.

Vicious Visage (Ranged Weapon Only)

Deadeye+. Your weapon's normal attack range is doubled.

B.Tetsucabra Gnawrl (Sorcerer & Wizard only)

Mini-Bombardier. This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *burning hands* (1 rune) *scorching ray* (2 runes), *aganazzar's scorcher* (2 runes), or *flaming sphere* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Paddock Oil

When this oil is applied to the skin, the target gains tremorsense out to 60 feet for 1 hour.

Monsterbone+

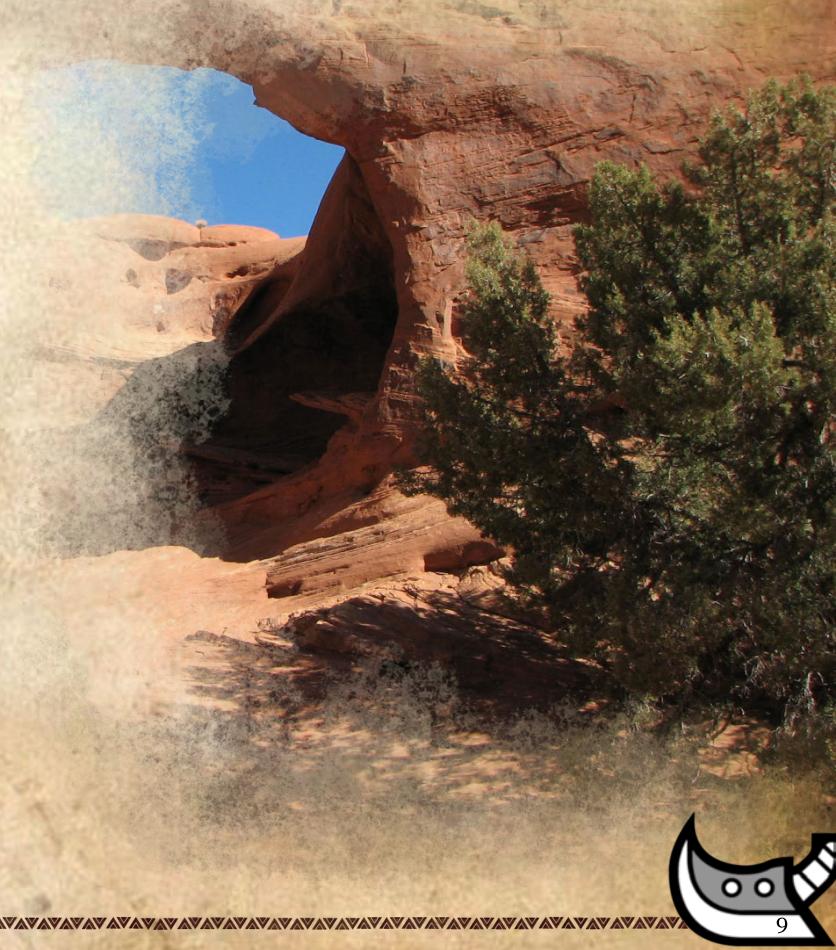
Rare weapon upgrade material.

BLACK DIABLOS

The designation as a subspecies is somewhat of a misnomer, as Black Diablos are simply female Diablos in heat. Their shell turns black during mating season to warn other monsters of their heightened aggression and hostility. It is not possible for a Black Diablos to be male.

Highly aggressive, even for such a large wyvern. Diablos are considered one of the most aggressive creatures in the Desert. Using the sand as cover, Diablos can launch devastating ambushes on intruders approaching their territory. Black Diablos behave like a normal Diablos while fighting. She is a highly territorial wyvern, and will attack members of their own species if they enter her territory, and they will also attack other monsters like the Tigrex should they approach.

Black Diablos are very aggressive hormonal monsters, making them a species that is best avoided during the Breeding Season. Though mostly solitary, female Diablos are known to pair up with male Diablos during this season for a short period of time.



BLACK DIABLOS

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft.

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

Saving Throws Str +14, Wis +9, Cha +6

Damage Immunities fire, necrotic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 12

Languages —

Challenge 22 (41,000 XP)

Proficiency +7

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

Actions

Multiattack. The diablos makes three attacks: two with her horns and one with her tail, then uses her fling.

Horn. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 29 (4d10 + 7) piercing damage. If the target is a Large or smaller creature, it is impaled (escape DC 22). While impaled the target is restrained. The diablos has two horns, it can impale one Large creature or two Medium or smaller creatures.

Tail. Melee Weapon Attack. +14 to hit, reach 10 ft., one target. **Hit:** 25 (4d8 + 7) bludgeoning damage.

Fling. One Large or smaller object or creature impaled by the diablos is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Violent Roar (Recharge 5-6). The diablos roars loudly in a 30-foot radius around her. Each creature in the area must make a DC 22 Constitution saving throw, taking 76 (17d8) thunder damage and be deafened for 1 minute on a failed saving throw or half as much damage and is not deafened on a successful one.

Bonus Actions

Underground Charge. The diablos makes one Horn attack against a creature if it moved at least 20 feet straight toward it, while underground.

Legendary Actions

The diablos 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 diablos regains spent legendary actions at the start of its turn.

Dig. The diablos burrows underground and moves up to her burrow speed.

Attack. The diablos makes a horn or tail attack.

Quake (Costs 2 Actions). The diablos strikes the ground with her maul-like tail, triggering a tremor. Each creature within 60 feet of the diablos must succeed on a DC 22 Strength saving throw or be knocked prone.

BLACK DIABLOS

Challenge Rating 22

Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Black Diablos Carapace (A,W)	
7-9	4-5	Black Diablos Fang (A,W)	
10	6-11	Black Diablos Shell (A,W)	
11	12-13	Black Diablos Ridge (A,W)	
12-15	14-16	Diablos Hardtail (A,W)	
16	17-18	Dash Extract (O)	
—	19	Blos Medulla (A,W)	
17-18	—	Blackcurl Horn (A,W)	
19	—	Black Spiral Horn (A,W)	
20	20	Diablos Brainstem (A,W)	

ARMOR MATERIAL EFFECTS

Black Diablos Carapace

Tremor-Proof. You cannot be knocked prone while you wear this armor.

Black Diablos Fang

Divine Blessing +3. When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Black Diablos Shell

You gain a burrowing speed of 30 feet while you wear this armor.

Black Diablos Ridge

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

Diablos Hardtail (*Shield required*)

While holding a shield, you have resistance to damage from ranged weapon attacks. Whenever a ranged weapon attack is made against a target within 10 feet of you, you become the target instead.

Blos Medulla

Alert. You can't be surprised while you are conscious.

Blackcurl Horn

You gain resistance to bludgeoning damage from nonmagical attacks while you wear this armor.

Black Spiral Horn

Heroics+. While below 25% of your maximum hit points your weapon attacks deal 1d6 extra damage and you have resistance to all damage except psychic damage.

Diablos Brainstem

You gain a +2 bonus to your AC while you wear this armor.

WEAPON MATERIAL EFFECTS

Black Diablos Carapace

KO+. When this material is placed into a hammer, it gains one addition use of its mighty weapon property.

Additionally, when a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, they make the save with disadvantage.

B.Diablos Fang

FastCharge+. When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

Black Diablos Shell

Partbreaker+. You deal an extra 1d10 damage when you critically hit with this weapon.

Black Diablos Ridge

Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damage you since the end of your last turn.

Diablos Hardtail

Your weapon deals an extra 1d10 piercing damage.

Blos Medulla

Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Blackcurl Horn

Critical Draw+. During the first round of combat your melee weapon attacks score a critical hit on a roll of 15 or higher.

Black Spiral Horn

Your weapon deals an extra 2d6 piercing damage.

Diablos Brainstem

Awaken+. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.

OTHER MATERIAL EFFECTS

Dash Extract

Crafting material for mega dash juice.



BLACK GRAVIOS

Although considered a subspecies, black gravios is actually a common Gravios whose shell has undergone a chemical change due to an abnormally high body temperature. As the name suggests, black gravios is covered in a black hide with red spines. They are also larger and heavier than the common Gravios.

Like its grey counterpart, the black gravios is a highly specialized mineral eater, particularly firecell stones. Because of this it really has no competition in its niche. However, they will occasionally feed on meat in order to gain protein. Its only known natural predator is akantor.

Black gravios skin has allowed them to withstand the incredible heat of the magma they swim in. A black gravios thick shell is so tough, even white sharpness weapons cannot pierce it, especially around the legs and neck. Their tail is thick and club-like, easily knocking lesser creatures and hunters out of the beast's way. Black gravios retains the creatures shovel-like face, used to assist the creature in consuming large quantities of volcanic ores. Black gravios have dark red pores all over their bodies that will vent a red hot gas especially after using its lava beam repeatedly. This is because the black gravios has more heat inside its body compared to a normal gravios. From this it has to constantly breath fiery beams and release hot flaming gas in order to stay cool. Black gravios can retreat into the lava, even if its underbelly shell has been broken.



BLACK GRAVIOS

Gargantuan wyvern (flying), unaligned

Armor Class 23 (natural armor)

Hit Points 195 (10d20 + 90)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	28 (+9)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Con +15, Wis +7

Damage Immunities fire; piercing and slashing from nonmagical attacks

Damage Resistances lightning; piercing and slashing from magical attacks; bludgeoning from nonmagical attacks

Senses passive Perception 11

Languages —

Challenge 19 (22,000 XP)

Proficiency +7

Fire Aura. At the start of each of the gravios's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the gravios or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Trampling Charge. If the gravios moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 22 Strength saving throw or be knocked prone. If the target is prone, the gravios can make one Body Slam attack against it as a bonus action.

Actions

Body Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Ram. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Expel Gas (Recharge 5-6). The gravios releases a gas from its underside. Roll a d6 to determine what type: On a 1-2: Sleep Gas. On a 3-6: Explosive Gas.

Sleep Gas. Each creature within a 15-foot radius of the gravios must make a DC 23 Constitution saving throw or, fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Explosive Gas. The gravios releases and ignites flammable gas from its underside in a 20-foot radius around it. Each creature in that area must make a DC 23 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save or half as much damage on a successful one.

Legendary Actions

The gravios 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 gravios regains spent legendary actions at the start of its turn.

Move. The gravios moves up to half its speed.

Quake. The gravios flies 15 feet into the air and crashes into the ground violently shaking the earth. Each creature within 30 feet of the gravios must succeed on a DC 22 Strength saving throw or be knocked prone.

Tail. The gravios makes a tail attack.

Heat Beam (Costs 2 Actions). The gravios exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.



BLACK GRAVIOS

Challenge Rating 19

Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	B.Gravios Cortex	(A,W)
7-8	5-8	B.Gravios Carapace	(A,W)
9	9-12	B.Gravios Conflagrant Sac	(A,W)
10	13-14	G.Coma Sac	(A,W,O)
11	15-18	Gravios Medulla	(A)
12-17	19	Gravios Fellwing	(A,W)
18	—	B.Gravios Scalp	(A,W)
19	—	B.Gravios Pallium	(A,W)
20	20	Allfire Stone	(A,W)

ARMOR MATERIAL EFFECTS

B.Gravios Cortex

Fortitude+. While you are attuned to this armor, you have advantage on survival skill checks to track, forage, or travel and you ignore the effects from the first level of exhaustion.

B.Gravios Carapace

While attuned to this armor, your skin takes on the appearance of scorched stone with glowing red veins. Additionally embers dance in the air around you while you are wearing this armor.

B. Gravios Conflagrant Sac (*Spell must be part of your class/subclass*)

While attuned to this weapon you can use an action to cast the *protection from energy (fire only)* spell from it a number of times equal to your proficiency modifier + 1, without expending a spell slot.

G.Coma Sac

While you wear this armor, you can use an action to release sleeping gas in a 10-foot radius around you. Each creature in that area must make a DC 14 Constitution saving throw or they fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

Gravios Medulla

You have resistance to fire damage while you wear this armor.

Gravios Fellwing

While you're wearing this armor, any critical hit against you becomes a normal hit.

B.Gravios Scalp

While attuned to this weapon, your Constitution score changes to 17. If your Constitution is already equal to or greater than 17, the material has no effect on you.

B.Gravios Pallium

Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

Allfire Stone

Guard Up When you fail a Dexterity or Strength saving throw, you can use your reaction to use your AC in place of your roll. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

B.Gravios Cortex

Partbreaker+2. You deal an extra 1d8 damage when you critically hit with this weapon.

B.Gravios Carapace (*Barbarian only*)

After you make a weapon attack while attacking recklessly with this weapon, you may make another attack with the same weapon against a different creature that is within 5 feet of the original target that is within range of this weapon. You can use this property once per turn.

B. Gravios Conflagrant Sac

Your weapon deals an extra 1d10 fire damage.

G.Coma Sac

When you cast the *sleep* spell while holding this weapon, you triple the amount of dice rolled.

Gravios Fellwing

When you hit a Huge or smaller creature with this weapon, it must succeed on a DC 17 Strength check or be pushed back 5 feet.

B.Gravios Scalp (*Paladin only*)

Whenever you restore a creature's hit points with your Lay on Hands feature, you and the creature gain temporary hit points equal to the amount healed until the start of your next turn.

B.Gravios Pallium

Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

Allfire Stone

While you are attuned to this weapon, you can use an action to gain the same benefits as a potion of cloud giant's strength for 10 minutes. Once you use this property, you cannot use it again for 1 week.

OTHER MATERIAL EFFECTS

G.Coma Sac

A Material that replaces the sleep herb when crafting tranq bombs or tranq ammo. (200 uses).

BLOODBATH DIABLOS

The bloodbath diablos have many of the same adaptions as diablos, with a few differences. Unlike the normal diablos, the bloodbath diablos's body is covered in bluish blood and one of its horns have developed strangely due to it being sliced off in the past. When angered, red veins will appear on some portions of this individual's body. However, it has another enraged state. When greatly enraged, the bloodbath diablos's secreted body fluids will begin to evaporate due to its intense body temperature, causing a sort of steam to spread off its body. The evaporation of the body fluids causes a steam explosion, which can easily push off foes that are near it or dare to attack it.



BLOODBATH DIABLOS

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	23 (+6)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Con +14, Wis +10

Damage Vulnerabilities cold

Damage Immunities fire

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 12

Languages —

Challenge 25 (75,000 XP)

Proficiency +8

Bloodbath (Mythic Trait; Recharges after a Short or Long Rest). If the diablos would be reduced to 0 hit points, its current hit point total instead resets to 200 hit points, its movement speed is increased by an additional 5 feet, and it regains any expended uses of Legendary Resistance. Additionally, the diablos can now use the options in the "Mythic Actions" section for 1 hour.

Blood Frenzy. The diablos has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Enrage (Recharges after a Short or Long rest). The first time the diablos drops below half of its maximum hit points (100), it enrages for 10 minutes, gaining the following benefits:

- The diablos's movement is increased by 5 feet and its burrow speed increases by 10 feet.
- Once per turn, it deals an extra 8 damage to one target when it deals damage to it with an attack.

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

Actions

Multiattack. The diablos makes one Horn attack and one Tail attack.

Horns. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +16 to hit, range 60/240 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Violent Roar (Recharge 5-6). The diablos roars loudly in a 15-foot radius around them. Each creature in the area must make a DC 22 Constitution saving throw, taking 58 (13d8) thunder damage and be deafened for 1 minute on a failed saving throw or half as much damage and is not deafened on a successful one.

Bonus Actions

Underground Charge. The diablos makes one Horn attack against a creature if it moved at least 20 feet straight toward it, while underground.

Legendary Actions

The diablos 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 diablos regains spent legendary actions at the start of its turn.

Dig. The diablos burrows underground and moves up to half its burrow speed.

Attack. The diablos makes a horn or tail attack.

Quake (Costs 2 Actions). The diablos strikes the ground with its maul like tail, triggering a tremor. All creatures on the ground within 60 feet of the diablos must succeed on a DC 24 Strength saving throw or be knocked prone.

Mythic Actions

If the diablos's Bloodbath trait has activated in the last hour, it can use the options below as legendary actions.

Charge. The diablos moves up to its speed and makes one Horn attack.

Steam Aura (Costs 2 Actions). Steam created by the diablos explodes in a 10-foot radius around it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 38 (7d10) fire damage, be pushed 10 feet away from the diablos and knocked prone on a failed save. On a successful save, the creature takes half as much damage, isn't pushed 10 feet away or knocked prone.



BLOODBATH DIABLOS

Challenge Rating 25

Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Diablos Chine	(A,W)
7-9	4-5	Bloodbath Cortex	(A,W)
10	6-11	Bloodbath Chine	(A,W)
11-14	12-16	Bloodbath Tailcase	(A,W)
15-17	17-18	Blos Medulla	(A,W)
18	19	Bloodbath Grimhorn	(A,W)
19-20	20	Blood Stone	(A,W,O)

ARMOR MATERIAL EFFECTS

Diablos Chine

When you are agitated, angry, or annoyed while wearing this armor, steam radiates from it and creates minute explosions around you.

Bloodbath Cortex

Psychic. When you drink a psychoserum (*AGtMH p.64*), the effects last an additional 1d6 days.

Bloodbath Chine

You gain a burrowing speed of 30 feet while you wear this armor.

Bloodbath Tailcase

You gain resistance to slashing & piercing damage from nonmagical attacks while you wear this armor.

Blos Medulla

Alert. You can't be surprised while you are conscious.

Bloodbath Grimhorn

Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

Bloodbath Gem

Evasion+. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

Diablos Chine

Your weapon deals an extra 1d10 bludgeoning damage.

Bloodbath Cortex

Negative Crit. While attuned to this weapon, you now critically hit when you roll a 1 on a d20 and automatically fail when you roll a 20.

Bloodbath Chine

Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

Bloodbath Tailcase

FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Blos Medulla

Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Bloodbath Grimhorn (*Barbarian only*)

Bloordrage. When you are reduced below half of your maximum hit points while raging, you can use your reaction to enter a bloordrage until your rage ends. When in a bloordrage, you gain the effects of the *haste* spell, but you do not need to concentrate on it. Once you use this property, you can't use it again until you finish a short or long rest.

Bloodbath Gem

Your weapon deals an extra 2d6 piercing damage.

OTHER MATERIAL EFFECTS

Bloodbath Gem

Legendary armor or weapon upgrade material.

BOLTREAVER ASTALOS

The boltreaver astalos has a slight turquoise tint on its scales and shell. Its wing claws, tail pincers, and head crest are all much larger than that of a regular astalos.

Just like normal astalos, the boltreaver astalos is an aggressive predator that is known to feed on lesser creatures like aptonoth, vespid, and velocidrome. From its increase in electricity, the boltreaver astalos is easily close in power to an Elder Dragon, just like some of the other Deviants. The boltreaver astalos is even considered to be equal with dreadking rathalos in terms of power. Though the dreadking rathalos's physical strength surpasses the boltreaver astalos's, the boltreaver astalos's elemental capabilities are considered to be greater than the dreadking rathalos's, making both Flying Wyverns almost even with one another.

Compared to a normal Astalos, the boltreaver astalos is larger in size and has developed a thick shell on its chest. Unlike normal individuals, the boltreaver astalos's electrical organs (Head, wings, and tail) have developed abnormally due to them being used for storing excess electricity in its body. Storing excess electricity in those parts have also caused the boltreaver astalos's body to go through some changes as well to cope with the high voltages that it produces.

From it being in this state most of the time, the boltreaver astalos has mastered the electricity of this form to its fullest, but it has another state beyond that. When enraged or allowed to build up more electricity in its organs, the boltreaver astalos is able to enter its Boltreaver State. While in this state, the boltreaver astalos's electrical organs will turn blue from the immense amount of energy that it has gathered in those parts, indicating that it has built up excess electricity in its body. The electrical voltages that this state produces is extremely high, making it deadlier to the touch than usual. Even the boltreaver astalos itself can't maintain this state for long periods of time. From the excess electricity in its body while it is in this state, the boltreaver astalos is able to produce more powerful electrical attacks that can easily kill most enemies in a single blow. While in the Boltreaver State, it can produce an electromagnetic sphere by clapping its wings together.



BOLTREAVER ASTALOS

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 175 (13d12 + 91)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	24 (+7)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +9, Con +14, Wis +9, Cha +10

Damage Immunities lightning

Senses darkvision 120 Ft., passive Perception 12

Languages —

Challenge 22 (41,000 XP) **Proficiency** +7

Boltreaver State (Mythic Trait; Recharges after a Short or Long Rest). If the astalos is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains 175 hit points and enters the boltreaver state for 1 minute. While in this state, the astalos' melee and ranged attacks deal an extra 9 (2d8) lightning damage.

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

Actions

Multiattack. The astalos makes one Tail and one Horn or Wing attack; Or it makes two Lightning Barb attacks.

Horn. Melee Weapon Attack. +12 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 9 (2d8) lightning damage.

Wing. Melee Weapon Attack. +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 9 (2d8) lightning damage.

Tail. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 9 (2d8) lightning damage. The target must make a DC 22 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

Lightning Barb. Ranged Weapon Attack. +9 to hit, range 80/320 ft., one target. *Hit:* 22 (4d10) lightning damage.

Lightning Bolt (Recharge 5-6). The astalos releases a bolt of lightning from its tail in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 36 (8d8) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one.

Legendary Actions

The astalos 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 astalos regains spent legendary actions at the start of its turn.

Attack. The astalos makes one Wing attack.

Detect. The astalos makes a Wisdom (Perception) Check.

Dash (Costs 2 Actions). The astalos moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creature the astalos moves through must succeed on a DC 20 Dexterity saving throw or takes 16 (3d6 + 5) bludgeoning damage plus 9 (2d8) lightning damage and be knocked prone.

Mythic Actions

If the astalos' mythic trait is active, it can use the options below as legendary actions for 1 minute after entering the Boltreaver State.

Lightning Blade. A lightning blade extends out from the astalos' horn striking all creatures in a 30-foot line that is 5 feet wide in front of it. Each creature in that line must make a DC 22 Dexterity saving throw, taking 18 (4d8) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one.

Lightning Pillar (Costs 2 Actions). The astalos stabs its tail into the ground causing lightning to strike in a 30-foot radius around it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 33 (6d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and isn't afflicted with thunderblight on a successful one.

Electromagnetic Sphere (Costs 3 Actions, Recharge 5-6). The astalos slams its wings together creating an electromagnetic sphere in a 10-foot cube in front of it. The sphere then travels in a straight line up to 80 feet away from the astalos. Each creature within a 15-foot radius of the sphere's path must succeed on a DC 22 Strength saving throw or be pulled to the center of the sphere and be dragged along with it, until it stops. A creature wearing metal armor or that is in the path of the sphere makes their saving throw at disadvantage. If the sphere's spaces are all occupied, the creature is still pulled so long as there's an unoccupied space within 15 feet of the sphere.

Once the sphere stops, the astalos leaps from its space, into the space containing the sphere. Each creature the astalos lands in takes 31 (9d6) bludgeoning damage plus 19 (3d12) lightning damage and be thrown 15 feet away from the astalos and knocked prone.

BOLTREAVEER ASTALOS

Challenge Rating 22

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-2	Boltreaver Shard	(A,W)
6	3	Astalos Scale+	(A,W)
7-8	4-7	Heavy Astalos Shell	(A,W)
9-11	8-11	Heavy Boltreaver Shell	(A,W)
12-13	12-15	Astalos Wingmembrane	(A,W)
14	16	Boltreaver Electric Barb	(W)
15-16	17	Astalos Scissortailblade+	(A,W)
17	18	Electroscale+	(A,W)
18-19	19	Boltscale+	(W)
20	20	Astalos Electrogem	(A,W)

ARMOR MATERIAL EFFECTS

Boltreaver Shard

While you are attuned to this armor, lightning arcs across it, creating bright light in a 10-foot radius and dim light for an additional 5 feet.

Astalos Scale+

You have resistance to necrotic damage while you wear this armor.

Heavy Astalos Shell

You have advantage on Acrobatic checks while you wear this armor.

Heavy Boltreaver Shell

You cannot be stunned while you wear this armor.

Astalos Wingmembrane

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Astalos Scissortail+

Stam Recov+. When you take a long rest, you reduce your exhaustion by 3 levels instead of 1.

Electroscale+

You are immune to lightning damage, while you wear this armor.

Astalos Electrogem

You are immune to lightning damage and resistance to thunder damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Boltreaver Shard

When you raise your weapon to the sky, you can speak its command word to call down a bolt of lightning directly behind you. You have advantage on intimidation checks for 1 hour against any creature who witnessed it.

Astalos Scale+

While holding this weapon, you can use an action to shoot a harmless spark of lightning into the air. In the open, this flare is visible for up to 1 mile. Additionally, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, by causing a blinding flash of lightning to strike the ground between you and the target. An attacker that can't be blinded is immune to this property. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Heavy Astalos Shell (*Druuids only*)

While attuned to this weapon, you can use an action to cast the *Call Lightning* spell from it twice per long rest, without expending a spell slot.

Heavy Boltreaver Shell

Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

Astalos Wingmembrane

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals lightning or thunder damage, such as *lightning bolt* or *thunderwave* spells.

Boltreaver Electric Barb

Critical Boost+. You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.

Astalos Scissortail+ (*Cleric & Paladin only*)

While you are attuned to this weapon, whenever you use a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to double the spell's level.

Electroscale+

Your weapon deals an extra 1d10 lightning damage.

Boltscale+

Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

Astalos Electrogem

While you are attuned to this weapon, your lightning spells bypass a creature's resistance to lightning damage and deal half damage to a creature that has immunity to lightning damage.

CHAOTIC GORE MAGALA

Despite the unique name, the chaotic gore magala is actually just a normal gore magala which has been traumatized or otherwise interrupted during the process of molting into a shagaru magala. As a result, only half of one side of its body has fully molted. Because of its improper molting process, it is left looking like an amalgamation of a shagaru magala and a gore magala.

A chaotic gore magala retains all of the abilities of a gore magala, but boasts increased strength and ferocity. It also has some abilities from the shagaru magala, but is more reckless with its attacks.



CHAOTIC GORE MAGALA

Huge monstrosity (unknown), chaotic evil

Armor Class 20 (natural armor)

Hit Points 304 (21d12 + 168)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	26 (+8)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Str +16, Wis +9, Cha +11

Skills Perception +9, Stealth +12

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blind, charmed, frightened, stunned

Senses blindsight 120 ft., passive Perception 19

Languages —

Challenge 24 (62,000 XP)

Proficiency +7

Frenzy. When a creature gains its third frenzy charge, it must make a DC 23 Constitution saving throw or be diseased with the frenzy virus until dispelled by a *greater restoration* or *wish* spell on a failed save, or isn't diseased and its frenzy charges reset to zero on a successful one.

Frenzy Dust. Every 15 feet the magala moves, it leaves a purple cloud filled with the frenzy virus in a 10-foot cube in a space adjacent to it. The clouds disperse after 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature starts its turn in a cloud or enters it for the first time on a turn, it gains 1 frenzy charge.

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

Actions

Multiattack. The magala makes one Bite attack and two Claw attacks or it makes two Viral Discharge attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage and the target gains 2 frenzy charges.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage and the target gains 1 frenzy charge.

Viral Discharge. *Range Weapon Attack:* +12 to hit, reach 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target gains 2 frenzy charges.

Frenzied Recharge (Recharge 5-6). The magala uses one of the following actions:

- **Virus Geysers.** The magala spreads spores in a large vortex around itself. It then launches itself 60 feet in the air, without provoking opportunity attacks, creating numerous 5-foot wide spore geysers in a 60-foot radius around them. The magala may choose up to 3 creatures in the area that must make a DC 23 Constitution saving throw, taking 63 (14d8) necrotic damage and gain 2 frenzy charges on a failed save. On a successful save, the target takes half as much damage, and does not gain any frenzy charges.
- **Viral Breath (Recharge 5-6).** The magala exhales frenzy virus in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 94 (21d8) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aggressive. The magala moves up to its speed toward a hostile creature that it can see.

Legendary Actions

The magala 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 magala regains spent legendary actions at the start of its turn.

Detect. The magala makes a Wisdom (Perception) check.

Bad Breath. The magala uses its Viral Discharge attack.

Frenzy Dash (Costs 2 Actions). The magala moves up to its speed, during this move it may move through other creatures, without provoking opportunity attacks. Each creature the magala moves through must succeed on a DC 24 Constitution saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone.

Virus Wave (Costs 3 Actions). The magala unleashes a necrotic pulse in a 30-foot radius around it. Each creature in that area must make a DC 23 Constitution saving throw, taking 31 (7d8) necrotic damage and gain 2 frenzy charges on a failed save. On a successful save, a target takes half as much damage, and does not gain any frenzy charge.

MECHANICS NOTE

When a sentient creature infected with the frenzy virus gets hit with an attack that causes them to gain more than 1 frenzy charge, they take 1d6 necrotic damage per charge gained per the vulnerability trait from the frenzy virus sentient race template.

CHAOTIC GORE MAGALA

Challenge Rating 24

Carves/Capture 6

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Gore Magala Carapace (A,W)	
4-5	6-7	Gore Magala Ripclaw (A,W)	
6	8-10	Antinomic Wing (A,W)	
7-10	—	Gore Magala Tail (A,W)	
11-13	11-13	Frenzy Crystal (O)	
14-15	14-15	Gore Magala Shredder (A,W)	
16-17	16-18	Gore Magala Plate (A,W)	
18-19	19	Gore Magala Nyctgem (A,W)	
20	20	Chaos Scale (A,W)	

ARMOR MATERIAL EFFECTS

Gore Magala Carapace

Frenzy Res. Whenever you make a saving throw against the frenzy virus, you do so with advantage.

Gore Magala Ripclaw

Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Antinomic Wing

Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

Gore Magala Tail

Your passive Perception increases by 5 and you have advantage on Dexterity (Stealth) checks made to hide while you wear this armor.

Gore Magala Shredder

Stamina Recovery. When you take a long rest, you reduce your exhaustion by 5 levels instead of 1.

Gore Magala Plate

You are immune to cold damage while you wear this armor.

Gore Magala Nyctgem

If you aren't wearing light, medium, or heavy armor; your base Armor Class is $15 + \text{your Dexterity modifier}$.

Chaos Scale

Evade Extender (L). You gain a +3 bonus to Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

Gore Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 30 feet out. It turns dim light into darkness and bright light into dim light.

Gore Magala Ripclaw (Melee Weapon Only)

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra $4d6$ weapon damage. Then roll another d20. If you roll a 20, you remove one of the target's limbs, with the effect of such

loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

Antinomic Wing

Spirit. When fighting a Huge or larger creature, your weapon deals $1d6$ extra damage and its crit range is increased by 1.

Gore Magala Tail

Your weapon deals an extra $1d8$ necrotic damage.

Gore Magala Shredder

The first time you attack with this weapon on each of your turns, you can transfer the weapon's attack rarity bonus to your damage roll, or the weapon's damage rarity bonus to your attack roll. For example, you could reduce the bonus to your attack rolls by 1 and gain a +1 bonus to your damage.

Gore Magala Plate

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon.

Gore Magala Nyctgem (Cleric & Druid only)

This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (3rd level, 3 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), *blight* (4 runes), or *circle of death* (6 runes) *eyebite(sickened)* (6 runes). This weapon regains $1d6 + 4$ expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Chaos Scale

Brutality. Your weapon attacks critical hit range is increased by 2 and you deal an extra $1d10$ damage when you critically hit with this weapon.

OTHER MATERIAL EFFECTS

Frenzy Crystal

A legendary research material (*up to your DM how this might be useful in your game*) and quite valuable.

CRYSTAL BASARIOS

The crystal basarios, as the name suggests, is covered in a beautiful pink crystalline formations that can be found sprouting from its back and around its horns. Much like its grey counterpart, the crystal basarios body is slate grey in color, but are covered in layer upon layer of rock, ore, and soil that has built up over the years into an almost impenetrable shell that sits upon its back, like a small mountain range.

Unlike the ordinary basarios, the crystal basarios is very rare and has so far only been found in the sea of trees. Basarios is the juvenile form of gravios, and therefore its main ecological goal is reaching adulthood. They are far weaker than gravios, so they rely mostly on their camouflage and hard outer shell to deter attacks.

Basarios are abandoned by their mothers shortly after being born, and spend much of their early lives feeding and looking out for themselves. Large predators such as akantor or deviljho will try to prey on the juvenile wyverns. Due to these predatory attempts, basarios must rely on their camouflage as their main defense. While ores and minerals are a large part of their diet, they will occasionally feed on meat in order to gain protein.



CRYSTAL BASARIOS

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	6 (-2)

Skills Athletics +11, Perception +4, Stealth +3

Damage Resistances fire

Senses passive Perception 14

Languages —

Challenge 9 (5,000 XP)

Proficiency +4

Boulder Charge. If the basarios moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the basarios can make one body slam attack against it as a bonus action.

Additionally, as the basarios travels, it kicks up two large boulders into the air. Each boulder lands in a location within 10 feet of it, on opposite sides of its path. If the boulder lands in is occupied, that creature or object must succeed on a DC 19 Strength saving throw, or be knocked prone.

Rollover. Whenever the basarios is knocked prone by a creature or object, it rolls over, moving 10 feet away from the creature or object that knocked it prone, before actually falling prone. If the basarios rolls into another creatures space, that creature must make a DC 19 Strength or Dexterity saving throw (creature's choice). On a failed save, the creature is knocked prone and takes 14 (4d6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the basario's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the basario's space.

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

Actions

Body Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Ram. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Combustible Gas. (Recharge 5-6). The basarios releases a swirling cloud of gas shot through with white-hot embers from its underside in a 15-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, the creature takes half as much damage and does not catch fire.

Heat Beam (Recharge 6). The basarios releases a beam of fire that it moves across a 30-foot cone. Each creature in that are must make a DC 16 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one.

CRYSTAL BASARIOS

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-5	Crystal Basarios Shell	(A,W)
10-13	6-11	Fire Sac	(A,W)
14-18	12-18	Machalite Ore x2	(O)
19	19	Crystal Basarios Wing	(A,W)
20	20	Crystal Basarios Carapace	(A,W)

ARMOR MATERIAL EFFECTS

Crystal Basarios Shell

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

Fire Sac

As an action you can speak this armor's command word to cause a swirling cloud of smoke shot through with white-hot embers appears in a 10-foot radius around you. The cloud spreads around corners and each creature in that area, except you, must make a DC 14 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

Crystal Basarios Wing

While you wear this armor, you are proficient with stealth checks and you have advantage on stealth checks made to hide in rocky terrain.

Crystal Basarios Carapace

Guts. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again for 2 days.

WEAPON MATERIAL EFFECTS

Crystal Basarios Shell

Geologist. When you successfully gather a mining resource, you instead gather 2.

Fire Sac

Your weapon deals an extra 1d6 fire damage.

Crystal Basarios Wing

This weapon has 4 runes and regains all expended runes daily at dawn. Once per turn, when you hit a creature with this weapon, you can expend a rune to gain a +2 bonus to your AC until the end of your next turn.

Crystal Basarios Carapace

(*Spellcaster Only*) The weapon has 5 runes, you can use an action to expend 1 or more of its runes to cast the following spells, using your save DC and spellcasting ability modifier: *catapult* (1 charge), *fog cloud* (1 charge), and *dragon's breath (fire)* (2 charges). This weapon regains 1d4 expended runes daily at dawn.

OTHER MATERIAL EFFECTS

Machalite Ore

Item found in (AGtMH p.32)

DEADEYE YIAN GARUGA

True to its name, this Yian Garuga only possesses one eye, yet this remaining eye glows and leaves a red contrail in its wake, similar to an enraged Nargacuga. One of the Yian Garuga's ears have also been clipped. Its wing membranes and tail tip are covered in a green moss.

While most Deviants are larger than their normal monster type, Deadeye is significantly much smaller than a normal Yian Garuga.

DEADEYE YIAN GARUGA

Large wyvern (bird), unaligned

Armor Class 22 (natural armor)

Hit Points 218 (19d10 + 11d)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	22 (+6)	14 (+2)	16 (+3)	8 (-1)

Saving Throws Con +12, Int +8

Skills Acrobatics +12, Perception +9

Damage Resistances poison; bludgeoning, slashing, and piercing from nonmagical attacks

Damage Immunities fire, lightning

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 19

Languages —

Challenge 20 (25,000 XP)

Proficiency +6

Sensitive Ear. If the yian garuga takes thunder damage or a thunder spell is used within 60 feet of it, it must succeed on a DC 18 Constitution saving throw or become stunned until the start of its next turn.

Sickening Fury. The yian garuga has advantage on melee attack rolls against any creature that is poisoned.

Actions

Multiattack The yian garuga makes three Peck attacks.

Fire Ball. *Range Weapon Attack.* +14 to hit, 80/320 ft., one target. *Hit:* 27 (5d10) fire damage.

Peck. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage. If the yian garuga moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Tail Whip. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 22 (5d8) poison damage. If the target is poisoned, it takes an extra 22 (5d8) poison damage.

Piercing Roar (Recharge 5-6). The yian garuga lets out an ear shattering roar. Each creature that is within 20 feet of the yian garuga must make a DC 20 Constitution saving throw, taking 72 (16d8) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Legendary Actions

The yian garuga 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 yian garuga regains spent legendary actions at the start of its turn.

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

Tail Flip. Choose a creature within 10 feet of the yian garuga. That creature must make a DC 20 Constitution saving throw or be poisoned 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.

Wing Attack (Costs 2 Actions). The yian garuga beats its wings. Each creature within 10 feet of the yian garuga must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The yian garuga can then fly up to half its flying speed.

Fire Ball Barrage (Costs 3 Actions). The yian garuga makes three fire ball attacks, each at a different creature within range.



DEADEYE YIAN GARUGA

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	DE.Garuga Shard	(A,W)
5-6	3-10	DE.Garuga Cortex	(A,W)
7	11-13	DE.Garuga Silverpelt	(A,W)
8	14-18	DE.Garuga Fellwing	(A,W)
9-12	—	DE.Garuga Lash	(A,W,O)
13-16	19	DE.Fancy Beak	(A,W)
17-20	20	DE.Garuga Auricle	(A,W)

ARMOR MATERIAL EFFECTS

DE.Garuga Shard

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

DE.Garuga Cortex

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

DE.Garuga Silverpelt

You can use an action to speak this armor's command word and regain one expended spell slot of up to 4th level. Once you have used this effect, it can't be used again until the next dawn.

DE.Garuga Fellwing

You cannot be poisoned and you have resistance to poison damage while wearing this armor.

DE.Garuga Lash

Guts+. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

DE.Fancy Beak

You have advantage on initiative rolls while you wear this armor.

DE.Garuga Auricle

Deadeye Soul X. While you are wearing this armor, you can't be stunned, and your critical range is increased by 1 when you are attacking a Huge or larger creature. Additionally when an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +1 AC, +1 damage, and +1 to attack rolls for 1 minute. Once this property has been used, it cannot be used again until the next dawn.

WEAPON MATERIAL EFFECTS

DE.Garuga Shard

If you coat this weapon with poison, the poison's save DC is increased by 5.

DE.Garuga Cortex

Deadeye+. Your weapon's normal attack range is doubled.

DE.Garuga Silverpelt

Critical Eye+. Your weapon attacks critical hit range is increased by 2.

DE.Garuga Fellwing

Critical Status (poison). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

DE.Garuga Lash

Reckless Abandon. When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

DE.Fancy Beak

Your weapon deals an extra 1d10 poison damage.

DE.Garuga Auricle

Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

OTHER MATERIAL EFFECTS

DE.Garuga Lash

Very Rare armor upgrade material.

DESERT SELTAS QUEEN

The Desert Seltas Queen is a very large Neopteron that is the Subspecies of the Seltas Queen and the female counterpart of the Desert Seltas.

Desert Seltas Queen are large and highly opportunistic predators that have a high position in the food chain. Herbivores are common prey. But other monsters may find themselves in risk of being eaten. Even a Desert Seltas might not be safe from her hunger. Against competitors, they have an incredibly tough exoskeleton, powerful grasping forearms, mucus balls and extremely long and deadly tail pincers. They are a force to be reckoned with.

To fit with the environment of the Dunes, the Desert Seltas Queen have evolved a thick shell with colors that look very much like the sand of the desert. Just like the Seltas Queen, Desert Seltas Queen have large pincers on their tail that are much longer than the other species'. This is due to them using their pincers to pull out sleeping Desert Seltas out of the sand and forcing them to fight along side of them. As they pull the Desert Seltas out of the sand, they will inject a special pheromone-like substance that causes the male to cease struggling. This substance will put the Desert Seltas in their complete control and will do whatever she requires of him. If in battle both the male and female will fight as one, this makes fighting the deadly Seltas Queen even deadlier as the two Neopterons will fight as one. Desert Seltas Queen can also spit balls of high-pressured watery mucus from their mandibles to slow down and injure prey, just like the Seltas Queen, however, they also do something unique with this mucus. She has an attack known to the Guild as the Beetle Cannon. This attack is performed by using a Desert Seltas and by firing highly-compressed substance with great force to attack threats with. This force sends the Desert Seltas flying at targets at great speeds before the Desert Seltas explodes into pieces on impact. After he is killed, the Desert Seltas Queen will smell around the area and dig into the ground to find a replacement Desert Seltas to replace one she used. This is why the Guild have given her the title, Cannon Beetle.

DESERT SELTAS QUEEN

Huge monstrosity (neopteron), unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Str +8, Con +10, Cha +3

Senses passive Perception 11

Languages —

Challenge 15 (13,000 XP)

Proficiency +5

Desert Drone Slave. As a bonus action, the seltas queen can stab her tail into the ground to pull out a burrowed desert seltas. The desert seltas is under the seltas queen's complete control, acts on her turn, and remains mounted atop the seltas queen until knocked off, the seltas queen falls prone, or is it used in the seltas queen's super cannon attack. Once used, the seltas queen can't use this trait again until the desert seltas dies, or it is more than 120 feet away from the seltas queen when she starts her turn.

Actions

Multiattack. The seltas queen makes one Claw attack and one Tail attack.

Claws. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The seltas queen cannot use her tail attack on another target until this grapple ends.

Water Orb. *Range Weapon Attack.* +9 to hit, reach 30/120 ft., one target. *Hit:* 14 (4d6) cold damage and the target must succeed on a DC 18 Constitution saving throw or be poisoned with waterblight for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

Super Cannon (Recharge 4-6). The seltas queen uses one of the following cannons:

Beetle Cannon. The seltas queen grapples on seltas within 10 feet of her with her tail. She then releases a highly-compressed mucus-like substance from her tail. Make a ranged weapon attack (+9 to hit, reach 80/320 ft.) On hit, the target takes 26 (5d8 + 4) bludgeoning damage. Hit or miss, the seltas then explodes. The target and each creature within 10 feet of it must make a DC 18 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Creature Cannon. One Medium or smaller object held or creature grappled by the seltas queen is fired up to 80 feet in a random direction and knocked prone. If a fired creature strikes a solid surface, the fired creature takes 3 (1d6) bludgeoning damage for every 10 feet it was fired. If the creature is fired at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Mucus Cannon. *Range Weapon Attack.* +9 to hit, reach 80/320 ft., one target. *Hit:* 26 (5d8 + 4) cold damage and the target must succeed on a DC 18 Constitution saving throw or be poisoned with waterblight for 1 hour.

Legendary Actions

The seltas queen 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 seltas queen regains spent legendary actions at the start of its turn.

Tail Attack. The seltas queen makes one tail attack.

Water Orbs (Costs 2 Actions). The seltas queen makes two water orb attacks.

Release Pheromones (Costs 2 Actions). The seltas queen releases a cloud of pheromones in a 100 foot sphere around her. The cloud remains until the end of the seltas queen next turn. All creatures in the area, except for the seltas queen and other selatas, have disadvantage on concentration checks while in the cloud. If a seltas is charmed in the area, it is no longer charmed.

Trample (Costs 3 Actions). The seltas queen moves up to its speed, during this move it may move through other creatures without provoking attacks of opportunity. Any creatures the seltas queen moves through must succeed on a DC 16 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.



DESERT SELTAS QUEEN

Challenge Rating 15

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-4	D.S.Queen Cortex	(A,W)
9	5-6	Drone Substance	(W,O)
10-13	7-12	D.S.Queen Pectus	(A,W)
14-16	13-14	D.S.Queen Hardclaw	(A,W)
17	15-16	D.S.Queen Maw	(W)
18	17-18	Flood Sac	(A,W)
19	19	D.S.Queen Concentrate	(O)
20	20	D.S.Queen Moonlash	(W)

ARMOR MATERIAL EFFECTS

D.S.Queen Cortex

While wearing this armor you can summon a seltas for 1 hour. During this time, it clings to your back and grants you a flying speed of 30 feet. Once used, you can't use this property again until the next dawn.

D.S.Queen Pectus

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

D.S.Queen Hardclaw

You have resistance to fire damage while you wear this armor.

Flood Sac

While you are attuned to this armor, you can use a bonus action to exhale an icy blast in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

WEAPON MATERIAL EFFECTS

D.S.Queen Cortex

Quick Sheath. While attuned to this weapon, you can always put it away as a free action even if you have already drawn a weapon as part of your move action.

Drone Substance

Capture Expert. Tranq bombs & ammo roll an extra 3d8 when they hit a creature.

D.S.Queen Pectus (Gunlance only)

Artillery+2. While attuned to this weapon, your wyvernfire can now be used three times per long rest and you can add your Strength or Dexterity modifier to the damage of your shell attacks.

D.S.Queen Hardclaw

Partbreaker+7. You deal an extra 1d6 damage when you critically hit with this weapon.

D.S.Queen Maw (Lance only)

While attuned to this armor, your Guard AC bonus now lasts until the start of your next turn and you cannot be knocked prone.

Flood Sac (*Spellcaster only*)

This weapon has 6 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *charm person* (1 rune), *feather fall* (1 rune), *ray of frost* (1 rune), *Enhance ability* (2 runes), or *Enthrall* (2 runes). The weapon regains 1d6 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

D.S.Queen Moonlash (*Bowgun only*)

Depending on which weapon this material is placed into, it gains the following benefits:

- **Light Bowgun.** This weapon can now use the heavy bowgun's slicing ammo and wyvern ammo.
- **Heavy Bowgun** This weapon can now use the light bowgun's armor ammo and demon ammo.

OTHER MATERIAL EFFECTS

D.S.Queen Concentrate

An upgrade material that can be used to upgrade your weapons or armor to very rare or legendary.

Drone Substance

This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if they attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

DESERT SELTAS

Unlike Seltas, Desert Seltas have a dual-pronged canopy instead of a single spiked canopy. The reason for this is because he uses this canopy to help him burrow and dig into the ground, where he spends most of his time. This canopy can pierce through rock, while also pulling out objects. The Desert Seltas also has a thin protective film layer made of his body fluids that allow him to freely dig without any problems. To help him survive in the Dunes, its color has evolved to help him camouflage with his environment. Desert Seltas have an organ that produces a paralyzing venom that spreads throughout his body that he is able to shoot from his abdomen to paralyze prey in their tracks. Like Seltas, Desert Seltas have wings that allow him to fly at break neck speeds.

Desert Seltas aren't very aggressive but will attack anything that seems like potential prey in a minute. Desert Seltas are noticeably tougher than Seltas. When the Desert Seltas is with the Desert Seltas Queen, he will become a lot more aggressive and will fall under her control from her pheromones. Many Desert Seltas that fall under her control are usually killed by her due to her using them as disposable ammo for predators.

DESERT SELTAS

Medium monstrosity (neopteron), unaligned

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 20 ft., fly 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	4 (-3)	9 (-1)	3 (-4)

Damage Immunities necrotic

Senses passive Perception 9

Languages —

Challenge 4 (1,100 XP)

Proficiency +2

Desert Camouflage. The seltas has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Underground Ambusher. While underground, the seltas has advantage on initiative rolls.

Actions

Multattack. The seltas makes two Claw attacks and one Horn attack.

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

Horn. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the seltas moved at least 20 feet immediately before the hit, the target must succeed on a DC 13 Strength saving throw or be grappled (escape DC 12). Until this grapple ends, the target is restrained and the seltas's movement is reduced to 0.

Tail. *Ranged Weapon Attack.* +6 to hit, range 30/120 ft., one target. *Hit:* 13 (3d8) poison damage and the target must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

DESERT SELTAS

Challenge Rating 4

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-8	1-3	D.Seltas Cortex	(A,W)
9	4	D.Seltas Paralysis Sac	(A,W)
10-12	5-9	D.Seltas Razorwing	(A,W)
13-15	10-13	Drone Substance	(W,O)
16-18	14-17	Monster Fluid	(O)
19-20	18-20	D.Seltas Hardhorn	(A,W)

ARMOR MATERIAL EFFECTS

D.Seltas Cortex

You reduce fire and necrotic damage you take by 2 while you wear this armor.

D.Seltas Paralysis Sac

You have a +2 bonus on saving throws against being paralyzed while you wear this armor.

D.Seltas Razorwing

Minor Guard Up When you fail a Dexterity or Strength saving throw, you can use your reaction to use your AC in place of your roll. Once you use this property you can't use it again until you finish a long rest.

D.Seltas Hardhorn

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

WEAPON MATERIAL EFFECTS

D.Seltas Cortex

Partbreaker. You deal an extra 1d4 damage when you critically hit with this weapon.

D.Seltas Paralysis Sac

When you cast a spell that deals lightning damage, you gain a +1 bonus to its spell attack roll.

D.Seltas Razorwing (*Gunlance Only*)

Artillery. While attuned to this weapon, your wyvernfire can now be used twice per long rest.

Drone Substance

Capture Novice. While attuned to this weapon, tranq bombs and tranq ammo roll an extra 2d8 when it hits a creature.

D.Seltas Hardhorn

Precision. While attuned to this weapon, you gain +1 bonus to ranged attack rolls with this weapon if the target did not move on its last turn.

OTHER MATERIAL EFFECTS

Drone Substance

This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if it attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

Cursed. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

Monster Fluid

Uncommon or rare upgrade material that can be used for weapons or armor.



DREADKING RATHALOS

Huge wyvern (flying), unaligned

Armor Class 22 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	25 (+7)	14 (+2)	21 (+5)	20 (+5)

Saving Throws Dex +9, Con +14, Int +9, Wis +12

Skills Athletics +15, Perception +12

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 Ft. passive Perception 22

Languages —

Challenge 24 (62,000 XP or 124,000 XP if it enrages)

Proficiency +7

Enrage (Mythic Trait). If the rathalos is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains its full hit points. In addition, the rathalos immediately saves against all ongoing conditions and effects and gains 1 extra turn in the initiative order (*roll initiative again to determine when its second turn occurs*). The number of carves is doubled for fighting an enraged rathalos.

Flyby. The rathalos doesn't provoke an opportunity attack when he flies out of an enemy's reach.

Hellfire. Fire damage dealt by the rathalos bypasses fire resistance and deals half damage to creatures that are immune to fire damage.

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

Actions

Multiattack. The rathalos uses his Frightful Presence. He then makes one Bite attack and one Wing attack. While flying, he makes one Talons attack in place of his Wing attack. Or he makes three Fireball attacks, each against a different creature in a 120-foot cone.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the rathalos moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 24 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Fireball. *Ranged Weapon Attack.* +14 to hit, range 120 ft., one target. *Hit:* 28 (8d6) fire damage.

Talons. *Melee Weapon Attack:* +16 to hit, 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. The target must make a DC 22 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

If the target is a Medium or smaller creature and the rathalos rolled a 20 on the attack roll, the target is also grappled (escape DC 18). Until this grapple ends, the target is restrained.

Wing. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage.

Frightful Presence. Each creature of the rathalos's choice that is within 120 feet of the rathalos and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rathalos's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The rathalos exhales a flames in a 120-foot long line that is 10-feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

King's Ascension (Recharge 6). The rathalos flies 60 feet into the air and exhales a giant fireball at a point within 300 feet of it. Each creature in a 15-foot-radius sphere (or 30-foot-radius sphere while enraged) centered on that point must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage or 126 (36d6) fire damage while enraged and ignites on a failed save, or half as much damage and doesn't ignite on a successful one. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Legendary Actions

The rathalos 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 rathalos regains spent legendary actions at the start of her turn.

Attack. The rathalos makes a Bite attack.

Wing Attack (Costs 2 Actions). The rathalos beats his wings. Each creature within 15 feet of the rathalos must succeed on a DC 24 Dexterity saving throw or take 18 (3d6 + 8) bludgeoning damage and be knocked prone. The rathalos can then fly up to half his flying speed.

Ferocious Roar (Costs 3 Actions). The rathalos lets out an ear shattering roar. Each creature that is within 20 feet of the rathalos must succeed on a DC 22 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

DREADKING RATHALOS

Challenge Rating 24

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Dreadking Shard	(A,W)
5-6	—	Conflagrant Sac	(A,W)
7-10	5-10	Dreadking Carapacee	(A,W)
—	11-13	Dreadking Webbing	(A)
11	14-15	Dreadking Marrow	(A,W)
12-16	16-17	Dreadking Lash	(A,W,O)
17-18	—	Rathalos Fellwing	(A,W)
19	18-19	Dreadking Plate	(A,W)
20	20	Dreadking Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Dreadking Shard

Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Conflagrant Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Dreadking Carapace

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

Dreadking Webbing

You are immune to fire damage while you wear this armor.

Dreadking Marrow

Adrenaline+. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. Until the end of your next turn you have advantage on Dexterity and Strength saving throws and skill checks. Additionally on your next turn, your movement speed doubles and you can take one extra action.

Dreadking Lash

Carving Celebrity+. While you are attuned to this armor, you can carve a creature of CR 15 or lower 1 extra time.

Rathalos Fellwing

While you are attuned to this armor you can cast the *fly* spell three times from it, regaining all expended uses daily at dawn.

Dreadking Plate

Hoarding. You gain 1d4 additional resources whenever you successfully gather a resource.

Dreadking Ruby

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

WEAPON MATERIAL EFFECTS

Dreadking Shard

You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 50-foot radius and dim light for an additional 50 feet.

Conflagrant Sac

When you cast a spell that deals fire damage, you gain a +2 bonus to its spell attack roll, and it deal an extra 1d4 fire damage.

Dreadking Carapace

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Dreadking Marrow

Your weapon deals an extra 2d6 fire damage.

Dreadking Lash

Spirit+. When fighting a Huge or larger creature, this weapon deals 1d8 extra weapon damage and its crit range is increased by 2.

Rathalos Fellwing (Bow Only)

Special Ammo Boost+2. Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 4d6 piercing damage.

Dreadking Plate

Partbreaker +4. You deal an extra 1d12 damage when you critically hit with this weapon.

Dreadking Ruby

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals fire damage.

OTHER MATERIAL EFFECTS

Dreadking Tail

Legendary armor or weapon upgrade material.



DREADQUEEN RATHIAN

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	8 (-1)	16 (+3)	20 (+5)

Saving Throws Dex +10, Con +14, Cha +12

Skills Acrobatics +10, Perception +10

Damage Resistances cold

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages —

Challenge 23 (50,000 XP) **Proficiency** +7

Deadly Poison. Poison damage dealt by the rathian bypasses a creature's resistance to the damage and half damage to a creature immune to poison damage.

Flyby. The rathian doesn't provoke an opportunity attack when she flies out of an enemy's reach.

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

Poisonous Spike Scatter. When the rathian makes a tail attack, it leaves a spike that expels poisonous gas for 1 minute in an unoccupied space adjacent to the target. When a creature ends its turn in a space adjacent to a spike, it must succeed on a DC 22 Constitution saving throw or be poisoned as described in the rathian's Tail attack.

Actions

Multiattack. The rathian uses her Frightful Presence. She then makes one Bite attack and one Tail attack. While flying, she makes two Tail attacks. Or she makes three Fireball attacks, each against a different creature in a 120-foot cone.

Bite. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 10 (3d6) fire damage.

Fireball. *Ranged Weapon Attack.* +14 to hit, range 120 ft., one target. *Hit:* 28 (8d6) fire damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 17 (5d6) poison damage and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the poisoned creature takes 10 (3d6) poison damage at the start of each of its turns. A creature can repeat its saving throw at the end of its turn, ending the effect on a successful save.

Talons. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage. If the rathian flew at least 20 feet straight toward the target immediately before the hit, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Frightful Presence. Each creature of the rathian's choice that is within 120 feet of the rathian and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rathian's Frightful Presence for the next 24 hours.

Giant Fireball (recharge 5-6). The rathian exhales a fireball to a point within 120 feet of it. Each creature in a 30-foot radius sphere centered on that point must make a DC 22 Dexterity saving throw, taking 101 (29d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The rathian 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 rathian regains spent legendary actions at the start of her turn.

Attack. The rathian makes a Bite attack.

Crashing Talon (Costs 2 Actions). While flying the rathian can fly up to 40 feet straight towards a creature on the ground and makes one talon attack against it.

Regular Somersault (Costs 2 Actions). The rathian makes one Tail attack against each creature in a 30-foot line that is 5 feet wide centered on herself. If the rathian was on the ground, she then flies 10 feet into the air.

Regal Somersault (Costs 3 Actions). The rathian makes one Tail attack against each creature within 10 feet of it. If the rathian was on the ground, she then flies 10 feet into the air.



DREADQUEEN RATHIAN

Challenge Rating 23

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Dreadqueen Shard	(A,W)
5	5-7	Conflagrant Sac	(A,W)
6-9	8-13	Dreadqueen Carapace	(A,W)
10-11	14-17	Dreadqueen Cortex	(A,W)
12-16	—	Dreadqueen Surspike	(A,W)
17-19	18-19	Rath Wingtalon+	(A,W)
20	20	Dreadqueen Mantle	(A,W)

ARMOR MATERIAL EFFECTS

Dreadqueen Shard

Pro Herbology. Instead of rolling 1d4 when you eat an herb, you roll a die equal to your hit die while attuned to this armor.

Conflagrant Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Dreadqueen Carapace

You automatically succeed on checks when attempting to identify poisons and you have advantage on saving throws against the poisoned condition while attuned to this armor.

Dreadqueen Cortex

Divine Blessing+3. When you take damage, you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Dreadqueen Surspike

You are immune to poison damage, and you have immunity to the poisoned condition while you wear this armor.

Rath Wingtalon+

Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day but can target only yourself when you do so.

Dreadqueen Mantle

Dreadqueen. While attuned to this armor, your save DC for condition causing effects, such as the sleep spell, or a material effect, is increased by 2. Additionally, when you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Adamant Seeds, or Might Seeds; all other creatures within a 20-foot radius of you gain its effect.

WEAPON MATERIAL EFFECTS

Dreadqueen Shard

If you coat this weapon with poison, the poisons save DC is increased by 5.

Conflagrant Sac

When you cast a spell that deals fire damage, you gain a +2 bonus to its spell attack roll, and it deal an extra 1d4 fire damage.

Dreadqueen Carapace

Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Dreadqueen Cortex (*Hunting Horn* only)

Horn Maestro+. While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal and you can double the effect of one of your notes.

Dreadqueen Surspike

Critical Status (poison). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

Rath Wingtalon+

When you attune to this weapon, a ring manifests on one of your fingers. While you wear it, you can use an action to fire a slender wooden dart from the ring at a target within 20 feet of you. Make a ranged weapon attack; you have proficiency in the ring. On a hit, the target takes 1 point of piercing damage, and must succeed on a DC 15 Constitution save or be poisoned for 24 hours. It can repeat the save every 4 hours; if it succeeds three times, the effect ends, but if it fails three times, it dies. Once used, you cannot use this property again until the next dawn.

Dreadqueen Mantle

While you are attuned to this weapon, your acid and poison spells bypass a creature's resistance and immunities.

DRILLTUSK TETSUCABRA

Drilltusk Tetsucabra is a special Deviant of the amphibian, Tetsucabra. Drilltusk Tetsucabra are Tetsucabra individuals with abnormally developed jaws.

Tetsucabra prey upon anything smaller than themselves that ventures too close to the water. Due to their large size and tough armor, they have only other large predators to be wary of. They compete for territory with other aquatic inhabitants, such as zamtrios and tidal najarala in the Frozen Seaway.

Drilltusk Tetsucabra have many of the same adaptions as Tetsucabra, however, there is a few differences between them. Drilltusk Tetsucabra have abnormally developed jaws, yellow eyes, and darker colored scales. Their secondary name, Drilltusk, comes from their ability to pierce through the soil and even steel with their mouth. Their jaws are strong enough to pick up rocks like light feathers. Unlike Tetsucabra, these individuals have both one shorter tusk and one longer tusk. From one tusk being slightly shorter, they are known to use them in some unexpected ways. The longer tusk is a good tool for piercing the earth. Not only can these Tetsucabra crush boulders with their jaws, they can even use their own weight to break apart the earth. Drilltusk Tetsucabra are known to sometimes perform powerful bodyslams to finish off some foes.



DRILLTUSK TETSUCABRA

Huge beast (amphibian), unaligned

Armor Class 16 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	8 (-1)	6 (-2)

Saving Throws Con +8

Damage Immunities fire

Senses passive Perception 9

Languages —

Challenge 12 (8,400 XP)

Proficiency +4

Amphibious. The tetsucabra can breathe air and water.

Excavate. When the tetsucabra moves at least 20 feet as part of its movement, it can use its bonus action to dig up a boulder, that it holds in its tusks.

Rock Shield. When the tetsucabra is holding a boulder, it gains a +2 bonus to its AC, unless there is 3 or more hostile creatures within 5 feet of it.

Standing Leap. The tetsucabra's long jump is up to 20 feet and its high jump is up to 10 feet, without a running start. In addition, the tetsucabra does not incur attacks of opportunity while moving with a jump.

Actions

Multiattack The tetsucabra makes two Tusk attacks and one Stomp attack. Or it makes two Boulder toss attacks.

Tusks. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or 10 ft. with a boulder, one target. *Hit:* 17 (3d8 + 4) piercing damage, or 22 (4d8 + 4) bludgeoning damage if used with a boulder in its tusks.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Boulder Toss. *Range Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Deadly Leap. If the tetsucabra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 26 (4d10 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is

pushed 5 feet out of the tetsucabra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the tetsucabra's space.

Trample (Recharge 5-6). The tetsucabra moves 60 feet. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creature the tetsucabra moves through must succeed on a DC 16 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.

Legendary Actions

The tetsucabra 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 tetsucabra regains spent legendary actions at the start of its turn.

Jump. The tetsucabra jumps up to 20 feet without provoking opportunity attacks.

Tremor. The tetsucabra stomps on the ground sending out a shockwave in a 10-foot radius around it. Each creature in that area must succeed on a DC 16 Strength saving throw, or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the creature is also knocked prone.

Crunch (Costs 2 Actions). The tetsucabra destroys the boulder in its tusks by biting or smashing it, causing an explosion of debris in a 15-foot cube in front of it. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 13 (3d8) slashing damage on a failed save, or half as much damage on a successful one.

Paralytic Spit (Costs 2 Actions). *Range Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 14 (4d6) acid damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Rock Wall (Costs 2 Actions). The tetsucabra digs up two boulders, each in a space within 5 feet of it. The boulders are 15-feet tall and fit in a 10-foot-squared area at its base. The boulder's can be attacked and destroyed (AC 15; 30 hit points; resistance to slashing and piercing; immunity to poison, psychic). The boulders remain standing until initiative 20 (losing initiative ties), or until the start of the tetsucabra's next turn (which ever is longer), when they fall and break in a 15-foot long, 10-foot wide line in a random direction away from the tetsucabra. Each creature in a line must make a DC 16 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save or half as much damage on a successful one.



DRILLTUSK TETSUCABRA

Challenge Rating 12

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1	1-4	Monster Toughbone (O)	
2-6	5-6	Drilltusk Shard (A,W)	
7-9	7-9	Vicious Visage (A,W)	
10-11	10-13	Drilltusk Carapace (A,W)	
12-13	14-16	Tetsucabra Hardclaw (A,W)	
14-17	17-20	Paddock Cream (O)	
18-20	—	Drilltusk Gnawrl (A,W)	

ARMOR MATERIAL EFFECTS

Drilltusk Shard

Guard. You cannot be pushed or knocked backwards while you wear this armor.

Vicious Visage

You gain a burrowing speed of 10 feet while you wear this armor.

Drilltusk Carapace

While you are wearing this armor, you cannot be knocked prone.

Tetsucabra Hardclaw

Scavenger. When you eat a ration you can roll a d100. On a 25 or more you lose one level of exhaustion. Once you use this property you can't use it again until you finish a long rest.

Drilltusk Gnawrl

You have resistance to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Drilltusk Shard

Artillery+. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

Vicious Visage (Ranged Weapon Only)

Deadeye+. Your weapon's normal attack range is doubled.

Drilltusk Carapace (Sorcerer & Wizard only)

Mini-Bombardier. This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *burning hands* (1 rune) *scorching ray* (2 runes), *aganazzar's scorcher* (2 runes), or *flaming sphere* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Tetsucabra Hardclaw

Quick Load. You can reload as a free action while you are attuned to this weapon.

Drilltusk Gnawrl

Partbreaker+2. You deal an extra 1d8 damage when you critically hit with this weapon.

OTHER MATERIAL EFFECTS

Paddock Oil

When this oil is applied to the skin, the target gains tremorsense out to 60 feet for 1 hour.

Monster Toughbone

Very rare weapon upgrade material.

ELDERFROST GAMMOTH

Elderfrost Gammoth appears to have a more bluish fur than regular Gammoth. The portions of red fur on its back have also turned silvery-white, although the reason for this is unknown. The bony plate on its scalp is also slightly different in shape: the plating on the sides of its head are now asymmetrical, and there is a large crack in the center of its scalp. Elderfrost Gammoth also appears to have larger, sharper tusks than a regular Gammoth.

REGIONAL EFFECTS

The region where a gammoth currently resides is warped by its presence, which creates one or more of the following effects:

- Freezing precipitation falls within 6 miles of the gammoth's lair, sometimes forming blizzard conditions when the gammoth is angered.
- Within 1 mile of the gammoth's lair, avalanches are common occurrence.

If the gammoth dies, the freezing precipitation fade within 1 day. The avalanches abate within 1d10 hours.

ELDERFROST GAMMOTH

Gargantuan beast (fanged), unaligned

Armor Class 20 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +12, Con +12, Wis +7, Cha +4

Damage Immunities cold; bludgeoning, piercing, slashing from nonmagical attacks

Damage Resistances fire, lightning, necrotic; bludgeoning, piercing, slashing from magical attacks

Senses passive Perception 11

Languages —

Challenge 20 (25,000 XP)

Proficiency +6

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

Jagged Ice Armor. A creature that touches the gammoth or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Trampling Charge. If the gammoth moves at least 20 feet straight toward a creature and then hits it with a tusk attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be

knocked prone. If the target is prone, the gammoth can make one stomp attack against it as a bonus action.

Actions

Multiaction. The gammoth makes two attacks: one with its tusk and one with its trunk.

Trunk Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape 20).

Tusk Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Stomp. **Melee Weapon Attack:** +12 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Fling. One Large or smaller object held or creature grappled by the gammoth is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone.

Cold Breath (Recharge 5-6). The gammoth exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The gammoth 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 gammoth regains spent legendary actions at the start of its turn.

Detect. The gammoth makes a Wisdom (Perception) Check.

Crush. The gammoth makes a stomp attack.

Fling (Costs 2 Actions). The gammoth uses its fling.

Giant Snowballs (Costs 3 Actions). The gammoth launches three giant snowballs into the air. Each snowball comes crashing down in a different space within 60 feet of the gammoth. Each creature in a space where a snowball lands must make a DC 20 Dexterity saving throw or be frozen on a failed save. A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature. The frozen creature can also use an action, to make a DC 16 Strength check. On a successful check, the creature breaks free and is no longer frozen.

ELDERFROST GAMMOTH

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Elderfrost Pelt	(A,W)
7-10	4-8	Elderfrost Cortex	(A,W)
11	9-10	Giant Snowclod	(A,W)
12-14	11-13	Elderfrost Redfur	(A,W)
15-17	—	Elderfrost Trunkspine	(A,W)
18	14-16	Gammoth Hardfang	(W)
19	17-19	Gammoth Ice Orb	(A,W)
20	20	Gammoth Pallium	(A,W)

ARMOR MATERIAL EFFECTS

Elderfrost Pelt

Botanist+. When you successfully gather a plant resource, you gather an extra 1d4 more.

Elderfrost Cortex

While you are attuned to this armor, you can make Intelligence (History) checks as a bonus action.

Giant Snowclod

This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 5th level from it.

Elderfrost Redfur

You have resistance to cold damage and you ignore difficult terrain created by ice or snow while you wear this armor.

Elderfrost Trunkspine

Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Gammoth Ice Orb

You are immune to cold damage while you wear this armor.

Gammoth Pallium

You have resistances to fire, lightning, and necrotic damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Elderfrost Pelt

While you are attuned to this weapon you can speak its command word to shroud it in ice. When touched to an object it will slowly cover it in a thin sheet of ice. A creature takes 1 cold damage every minute this weapon is touching their skin.

Elderfrost Cortex

Your weapon deals an extra 1d8 cold damage.

Giant Snowclod

Partbreaker+. You deal an extra 1d10 damage when you critically hit with this weapon.

Elderfrost Redfur (*Hunting Horn* only)

Horn Maestro+. While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal and your maximum cord length is increased by 1.

Elderfrost Trunkspine

(Druid, Sorcerer, Warlock, & Wizard only)

This weapon has 12 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *Cone of Cold* (5 runes), *Fog Cloud* (1 runes), *Ice Storm* (4 runes), or *Wall of Ice* (4 runes).

This weapon regains $1d8 + 4$ expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Gammoth Hardfang Your weapon deals an extra $1d10$ cold damage.

Gammoth Ice Orb

Brown. While you are attuned to this weapon, it you gain the following effects:

- When a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, they make the save with disadvantage.
- Once per turn when you hit a creature with this weapon, it must make a DC 12 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

Gammoth Pallium

While attuned to this weapon, you gain a +3 bonus to spell attack roll and you ignore half cover when making a spell attack.

GLACIAL AGNAKTOR

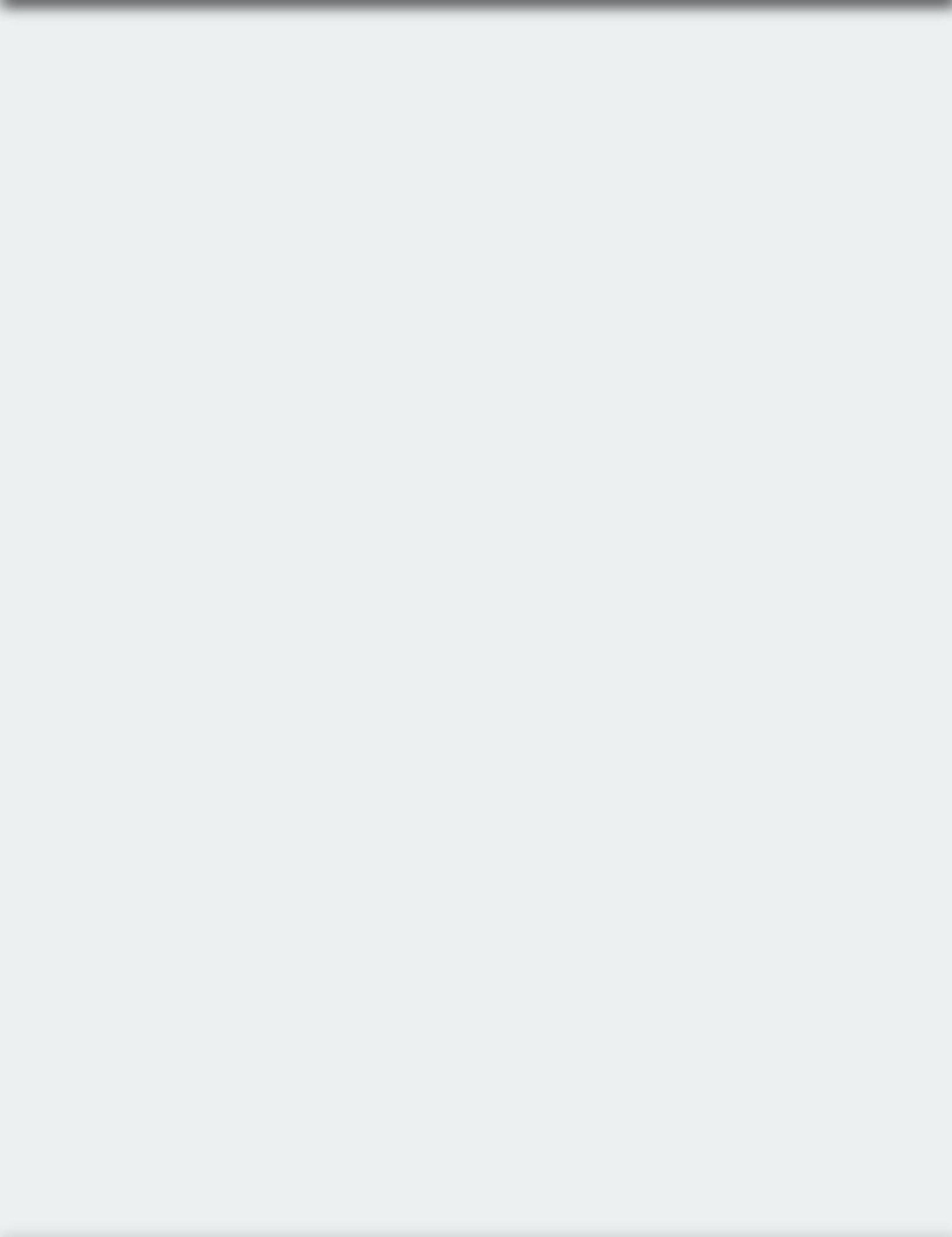
The glacial agnaktor is a tundra-based subspecies of the agnaktor. It is capable of traveling through the solid ice and permafrost of the tundra. Their beak-like jaws are substantially sharper and more spear-like than their relatives in the volcanic region which allows them to pierce through the solid ice with ease.

The glacial agnaktor are able to coat themselves in a layer of ice that acts just like armor. This ice armor gives these creatures an excellent form of defense that can protect them from other predatory species. The claws of this species are extremely sharp and help them maintain their balance on the icy surface of the Tundra. This species is also capable of shooting a large powerful blast of frigid water.

The glacial agnaktor preys on bullsfango, anteka and popo. The leviathans may also prey on baggi, great baggi, and lagombi as they have few defenses other than to flee when confronted with the powerful predator.

Like their volcanic dwelling relatives, the glacial agnaktor are top predators in their environment. When making a kill they sometimes leave it to rot and then return to feed on the much softer flesh. These creatures will sometimes even leave a carcass as a trap in order to ambush smaller predators from below.





GLACIAL AGNAKTOR

Huge leviathan, unaligned

Armor Class 16 (22 with ice armor)

Hit Points 189 (18d12 + 72)

Speed 30 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	10 (+0)	11 (+0)	9 (-1)

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

Skills Acrobatics +7, Perception +4

Damage immunities cold

Senses tremorsense 60 ft., passive Perception 14

Languages -

Challenge 9 (5,000 XP)

Proficiency +4

Ice Armor. The agnaktor's body is covered in an icy armor, increasing its AC by 4. At the start of its turn, if glacial agnaktor is above ground, the armor begins to melt, reducing the bonus AC by 1 for every turn it remains above ground. If the agnaktor is hit with a cold effect, it gains +1 AC to its icy armor. If it is hit with a fire effect, its bonus AC from the ice armor is reduced by 1. The glacial agnaktor remains in cold water or under ice for a round, its ice armor resets back to 4 AC at the start of its turn.

Ice Walk. The agnaktor 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 agnaktor makes two bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) piercing damage plus 7 (2d6) cold damage.

Hydropump (recharge 5-6). The agnaktor releases a high pressure stream of frigid water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save the creature is poisoned with *waterblight* and takes 45 (13d6) cold damage on a failed save, or half as much damage and is not poisoned on a successful save.

Legendary Actions

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

Detect. The agnaktor makes a Wisdom (Perception) check.

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

GLACIAL AGNAKTOR

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	—	G.Agnak Carapace	(A,W)
6-8	1-6	G.Agnak Hide	(A)
9	7-9	G.Agnak Claw	(W)
10-11	10-13	G.Agnak Cortex	(A)
12	14-15	Dewy Pleura	(W)
13-14	—	G.Agnak Tail	(W)
15-18	16-19	G.Agnak Fin	(W)
19-20	20	Drenched Pleura	(A,W)

ARMOR MATERIAL EFFECTS

G.Agnak Carapace

Guard. You cannot be pushed or knocked backwards while you wear this armor.

G.Agnak Hide

Detect+. You gain a +2 bonus to your passive Perception while you wear this armor.

G.Agnak Cortex

Your movement speed is increased by 5 feet and you ignore difficult terrain created by ice or snow while you wear this armor.

Drenched Pleura

You have resistance to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

G.Agnak Carapace (Greatsword and Lance only)

You gain an extra +1 bonus to your AC until the end of your next turn, whenever you use a reaction that would increase your AC.

G.Agnak Claw

When you cast a spell that deals cold damage, you gain a +1 bonus to its spell attack roll.

Dewy Pleura

This weapon has 3 runes that it regains daily at dawn. When you hit a creature with this weapon you can expend a rune to have the target make a DC 14 Dexterity saving throw. On a failed save, ice forms from the ground and latches onto the target, reducing its movement speed to 0 for 1 minute. At the end of the creature's turn it can make a DC 15 Strength saving throw, breaking free on a success.

G.Agnak Tail (Ranged Weapon Only)

Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

G.Agnak Fin

Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

Drenched Pleura

Critical Eye. Your weapon attacks critical hit range are increased by 1.

GOLD RATHIAN

A rare variant of Rathian with a beautiful golden body reminiscent of the moon.

The gold rathian is one of the rarest monsters. It is a genetic mutation of the rathian just like the pink rathian. The gold rathian is a dominant apex predator, even more so than most of her wyvern brethren. Her powerful control of deadly fire and bright exoskeleton can intimidate other predators, though this makes her more easier to spot by herbivores and other prey species.

Invasive monsters and elder dragons are the true threats that gold rathian cannot ignore. Yet she is not so willing to back off from such monsters, a behavior that is rarely seen in lesser rathian breeds. Gold rathian are ready to defend their turf from the most powerful of monsters, especially when it concerns her nest. To increase the odds of repelling these threats, she can emit a distinct roar that will call alongside the male silver rathalos into battle. Their combined effort in tandem have allowed the two rare fire wyverns to sit in a position that is rarely challenged by other monsters, solidifying their position near the apex of the food chain.

GOLD RATHIAN

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	8 (-1)	15 (+2)	16 (+3)

Saving Throws Dex +9, Con +12

Skills Acrobatics +9, Perception +8

Damage Immunities fire, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 20 (25,000 XP) **Proficiency** +6

Blue Flames. Fire damage dealt by the rathian bypasses a creature's resistance to fire damage.

Flyby. The rathian doesn't provoke an opportunity attack when she flies out of an enemy's reach.

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

Actions

Multiaction The rathian uses its Frightful Presence. She then makes one Bite and one Stinger attack. While flying, she makes one Talons attack in place of her Bite attack. She can replace any of these attacks with her Blue Flame Firebolt attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Blue Flame Firebolt. *Ranged Weapon Attack.* +9 to hit, range 80/320 ft., one target. *Hit:* 27 (5d10) fire damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature it must succeed on a DC 20 Strength saving throw or be knocked prone.

Talons. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Stinger. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 17 (5d6) poison damage and the target must make a DC 20 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the poisoned creature takes 10 (3d6) poison damage at the start of each of its turns. A creature may repeat its saving throw at the end of its turn, ending the poison on a successful save.

Frightful Presence. Each creature of the rathian's choice that is within 120 feet of the rathian and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rathian's Frightful Presence for the next 24 hours.

Blue Flame Fireball (recharge 5-6). The rathian exhales a fireball to a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 20 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The rathian 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 rathian regains spent legendary actions at the start of her turn.

Attack. The rathian makes a tail attack.

Fly. The rathian moves up to half its flying speed.

Flip (Costs 2 Actions). The rathian does a backflip, swinging her tail in a 30-foot line that is 5 feet wide centered on herself. Each creature in that line must make a DC 20 Dexterity saving throw, taking 10 (3d6) piercing damage plus 10 (3d6) poison damage and be poisoned for 1 minute on a failed save, or half as much damage and isn't poisoned on a successful one. A creature may repeat its saving throw at the end of its turn, ending the poison on a successful save.

The rathian flies 5 feet up, without provoking opportunity attacks, if she was on the ground when she used this legendary action.

GOLD RATHIAN

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	G.Rathian Shard	(A,W)
5	5-7	Conflagrant Sac	(A,W)
6-8	8-13	G.Rathian Cortex	(A,W)
9	14-15	Rathian Weave	(A,W)
10	—	G.Rathian Surspike	(A,W)
11	16-17	Dragonvein Solidbone	(O)
12-18	18	Rath Gleam	(A,W)
19	19	Moonlight Scale	(A,W)
20	20	Tempered Gold Scale	(A,W)

ARMOR MATERIAL EFFECTS

G.Rathian Shard

Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 30 seconds.

Conflagrant Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

G.Rathian Cortex

You automatically succeed on checks when attempting to identify poisons and you have advantage on saving throws against the poisoned condition while attuned this armor.

Rathian Weave

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

G.Rathian Surspike

Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Rath Gleam

Stamina Surge+3. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

Moonlight Scale

You are immune to fire damage while you wear this armor.

Tempered Gold Scale

You are immune to poison damage and you immunity to the poisoned condition while you wear this armor.

WEAPON MATERIAL EFFECTS

G.Rathian Shard

If you coat this weapon with poison, the poisons save DC is increased by 5.

Conflagrant Sac

When you cast a spell that deals fire damage, you gain a +2 bonus to its spell attack roll and it deal an extra 1d4 fire damage.

G.Rathian Cortex

Critical Eye+. Your weapon attacks critical hit range is increased by 2.

Rathian Weave

Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

G.Rathian Surspike

Your weapon deals an extra 1d10 poison damage.

Rath Gleam

Critical Element+(fire and poison). When you critically hit with a weapon or spell that deals fire or poison damage, you deal an extra 1d8 damage of that type.

Moonlight Scale

When you hit a creature with this weapon, they must make a DC 15 Constitution saving throw or become poisoned until the end of their next turn.

Tempered Gold Scale

While you hold your weapon, you gain +2 bonus to spell attack rolls and you ignore half cover when making a spell attack.

OTHER MATERIAL EFFECTS

Dragonvein Solidbone

Legendary armor or weapon crafting material.

Rathian Material Bonus

When a character has three rathian materials socketed into their equipment they gain the following bonus:

Gold Rathian Essence. You gain two extra uses of the divine blessing armor material property.



GREEN NARGACUGA

This subspecies of the nargacuga is covered in mossy green fur. Its long, prehensile tail ends in a bright red spike, and its eyes are a bright yellow. These monsters are known to be very active during the day hours as opposed to their nocturnal relatives who wait for nightfall to hunt.

The green nargacuga's mottled green fur allows it to camouflage in its environment easily and is well adapted to heavily forested areas. It can move easily through dense vines and branches thanks to its razor sharp wings. Compared to nargacuga, green nargacuga are known to get bigger though are still quite agile. In fact, green nargacuga are known to be a lot more agile than nargacuga. Even its spiky tail is different compared to its cousin. This monster's spikes have a special property to them that allows for them to knock out prey easily.

Green Nargacuga are highly aggressive and bloodthirsty, and it will achieve whatever ends to get its prey. However, it is well known for sleeping and recovering in tree branches to avoid becoming vulnerable to ground-based predators. This new found aggression is due to them hunting mostly at day. With hunters, it tends to be more aggressive than with its prey. For some unknown reason, these wyverns like hunting close to water sources.

GREEN NARGACUGA

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	7 (-2)	15 (+2)	6 (-2)

Saving Throws Str +11, Dex +8

Skills Acrobatics +8, Perception, +7, Stealth +8

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 14 (11,500 XP)

Proficiency +5

Forest Walk The nargacuga can move across surfaces covered by plant life, without needing to make an ability check. Additionally, difficult terrain composed of nonmagical plants and undergrowth doesn't cost it extra moment.

Actions

Multiattack The nargacuga makes one Bite attack, one Bladed Wings attack, and one Tail Swipe attack; or it makes two Tail Spike attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail Swipe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of their next turn.

Tail Spikes. *Range Weapon Attack:* +11 to hit, reach 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Feral Pounce (Recharge 5-6). The nargacuga leaps towards a creature, jumping 10 feet as part of its movement, and attacks the creature with its claws. The target must make a DC 19 Dexterity saving throw, taking 44 (8d10) piercing damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, if the target is prone or knocked prone, the nargacuga can make one bite attack against it as a bonus action.

Bonus Actions

Foliage Stealth. While in any terrain with ample obscuring plant life, the nargacuga takes the Hide action.

Legendary Actions

The nargacuga 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 nargacuga regains spent legendary actions at the start of its turn.

Detect. The nargacuga makes a Wisdom (Perception) check.

Disengage. The nargacuga leaps 30 feet away from a hostile creature that is within 10 feet of it without provoking opportunity attacks.

Tail Slam (Costs 2 Actions). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage and the target is stunned until the end of its next turn.



GREEN NARGACUGA

Challenge Rating 14

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	G.Narga Shard	(A,W)
8-11	5-11	G.Narga Dapples	(A,W)
12-13	12-15	Hvy G.Narga Fang	(W)
16	16-17	Narga Medulla	(A,W)
14-15	—	G.Narga Razor	(A,W)
16	16-17	G.Narg Tailspear	(A,W)
17-19	18-20	Nargacuga Lash	(A,W)
20	—	Nargacuga Mantle	(A,W)

ARMOR MATERIAL EFFECTS

G.Narga Shard

Airborne. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

G.Narga Dapples

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

Narga Medulla

You have advantage on Dexterity (Stealth) checks while you wear this armor.

G.Narga Razor

While wearing this armor, you can move across surfaces covered by plant life, without needing to make an ability check. Additionally, difficult terrain composed of nonmagical plants and undergrowth doesn't cost you extra moment.

G.Narg Tailspear

Evasion. You have advantage on Dexterity saving throws while you wear this armor.

Nargacuga Lash

You have resistance to cold damage while wearing this armor.

Nargacuga Mantle

While attuned to this armor, you can cast the *greater invisibility* spell from it as a bonus action, but can only target yourself when you do so. Once used, this property can't be used again until you finish a long rest.

WEAPON MATERIAL EFFECTS

G.Narga Shard

While attuned to this weapon, you grow 6 red nargacuga-like tail spikes (three on each shoulder) that regrow daily at dawn. As a bonus action you can break off a spike and throw it (range 20/60, +5 to hit) at a creature or object, dealing 1d4 piercing damage to it.

G.Narga Dapples

FastCharge+. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 2 charge, spirit, or phial charge.

Hvy G.Narga Fang

Your weapon deals an extra 1d8 slashing damage.

Narga Medulla

Quick Load. You can reload as a free action while you are attuned to this weapon.

G.Narga Razor

Status Pursuit. If a creature is afflicted with a Condition, you have advantage on opportunity attacks against it and the creature provoke opportunity attacks even if they took the Disengage action, if they are within your reach

G.Narg Tailspear

When you knock a creature prone while attuned to this weapon, you can make an attack with this weapon as a bonus action.

Nargacuga Lash (*Insect glaive only*)

While you are holding this weapon, you can speak its command word to extend its reach by 5 feet for 1 minute. Once you use this property, it can't be used again until you finish a long rest.

Nargacuga Mantle

Critical Status (stunned). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

GRIMCLAW TIGREX

The grimclaw tigrex have many of the same adaptations as tigrex. However, there are a few differences between them. Due to blood vessels passing through its skin, certain parts of its body has changed to a blue color. These parts include grimclaw tigrex's head, tail, wings, and claws. The blood vessels in its claws has caused them to develop irregularly, making them harder and more savage, while also visibly pulsing through its shell. Due to these irregular claws, the grimclaw tigrex is able to strike faster, to destroy the ground in a destructive fashion, or even throw massive snowballs. Like normal tigrex, the grimclaw tigrex has a powerful roar that can be compared to a brute tigrex or even molten tigrex.

The grimclaw tigrex preys heavily on large herbivorous animals such as popo and aptonoth. They are known to bring down lesser wyvern species, and are capable of thinning out large herds of animals as stressed by the village chief of Pokke village. Like their pre-evolved relative, the grimclaw tigrex can adept to almost any environment they travel in search of prey.

The grimclaw tigrex are a lot more hostile than a normal Tigrex. Due to this, hunters are required to have a special permit in order to hunt a Grimclaw Tigrex.



GRIMCLAW TIGREX

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +13, Dex +10, Wis +8

Skills Athletics +13, Intimidation +8, Perception +8

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

Damage Immunities fire

Condition Immunities charmed, deafened, frightened

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 22 (41,000 XP)

Proficiency +7

Enrage (1/day). The first time the tigrex drops below half of its maximum hit points, it enrages for 10 minutes and gains the following benefits:

- The tigrex's movement is increased by 10 ft.
- It's wind tunnel now recharges when you roll a 5-6 and a creature is also pushed back 10 feet on a failed save.
- A creature is knocked prone by its roar if it fails its save by 5 or more.

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

Actions

Multiattack. The tigrex makes one Bite attack and one Claw attack; it then uses its Brutal Roar.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the tigrex moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Boulder. *Range Weapon Attack:* +13 to hit, range 20/60 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Brutal Roar. The tigrex lets out a deafening roar. Each creature within 15 feet of the tigrex is deafened until the end of their next turn and must make a DC 22 Constitution saving throw, taking 16 (3d10) thunder damage on a failed saving throw or half as much damage on a successful one. A creature wearing earplugs, makes their saving throw with advantage.

Wind Tunnel (Recharge 6). The tigrex exhales a torrent of strong wind in a 120-foot line that is 10 feet wide. Each creature in the line must succeed on a DC 22 Strength saving throw, taking 49 (11d8) thunder damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

Legendary Actions

The tigrex 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 tigrex regains spent legendary actions at the start of its turn.

Detect. The tigrex makes a Wisdom (Perception) Check.

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

Tail Attack. The tigrex makes a Tail attack.

Ground Slam (Costs 2 Actions). The tigrex slams its claw into the ground releasing a burst of steam in a 30-foot cone in front of it. Each creature in that area must make a DC 21 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Follow-up Attack When the tigrex moves at least 20 feet towards a creature and misses with its bite attack, it can use its reaction to make one boulder attack.

Reactive Roar (Recharge 5-6) When a creature moves into a space within 15 feet of the tigrex, it can use its reaction to use its brutal roar.



GRIMCLAW TIGREX

Challenge Rating 22

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Grimclaw Scale	(A,W)
6-10	5	Tigrex Hardclaw	(A,W)
11-13	6-12	Grimclaw Carapace	(A,W)
14-15	13-17	Grimclaw Lash	(A,W)
16-19	18-19	Grimclaw Hardfang	(A,W)
20	20	Tigrex Maw	(A,W)

ARMOR MATERIAL EFFECTS

Grimclaw Scale

While you are wearing this armor, your veins glow a bright red and steam emanates from your fists whenever you engage in combat.

Tigrex Hardclaw

Grimclaw Soul. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage. Additionally, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Grimclaw Carapace

Health Boost+. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

Grimclaw Lash

When you place this material into your armor chose cold or fire. You have resistance to that damage type while you wear this armor.

Grimclaw Hardfang

Recovery Up+. You regain the maximum number of hit points possible from potions or plants that you consume.

Tigrex Maw

While attuned to this armor, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.

WEAPON MATERIAL EFFECTS

Grimclaw Scale

Strong Attack. When you hit a creature with this weapon you can use your bonus action to push the creature back 15 feet.

Tigrex Hardclaw

Critical Draw++. During the first round of combat your melee weapon attacks score a critical hit on a roll of 13 or higher.

Grimclaw Carapace

Partbreaker+3. You deal an extra 1d10 damage when you critically hit with this weapon.

Grimclaw Lash

Your weapon deals an extra 1d10 bludgeoning damage.

Grimclaw Hardfang

Critical Status (prone). When you critically hit with this weapon, the target must succeed on a DC 17 Strength saving throw or be knocked prone. A Huge or larger creature makes their save with advantage.

Tigrex Maw (Ranged Weapon Only)

Rapid Reload. You can reload as a free action while you are attuned to this weapon. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as part of the attack action.

Curse. All of the tigrex material's are cursed.

Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effects:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- At your GM's discretion, whenever a hostile creature damage you, the GM can have you make a DC 15 Wisdom saving throw. On a failed save, you go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

HALLOWED JHEN MOHRAN

The hallowed jhen mohran are a deep violet color compared to jhen mohran. This is due to them living deeper underground in the sand, where certain minerals have combined with its body fluids. These minerals are said to make the hallowed jhen mohran live longer. The jhen mohran usually surface for air during the day but hallowed jhen mohran surface for air at night. From the larger lungs of the hallowed jhen mohran, they can stay underground for longer periods of time and only need to surface every half a day.

The hallowed jhen mohran is a relatively calm creature, but has been known to retaliate against Dragon Ships if attacked as they see them as potential rivals. It takes little notice of hunters climbing on its back, and will only occasionally try to fling them off.

HALLOWED JHEN MOHRAN

Gargantuan dragon (elder), unaligned

Armor Class 22 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	9 (-1)	11 (+0)	10 (+0)

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

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Resistances acid, poison, thunder; bludgeoning, piercing, and slashing from magical weapons

Condition Immunities charmed, frightened, paralyzed, stunned

Senses blindsight 120 ft., tremorsense 120 ft., passive Perception 10

Languages Draconic

Challenge 30 (155,000 XP)

Proficiency +9

Hold Breath. The jhen mohran can hold its breath for 12 hours.

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

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

Mineral Encrusted Spine. When the spine of the jhen mohran is exposed to the open air it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Siege Monster. The jhen mohran deals double damage to objects and structures.

Siege Vulnerability. Siege weapons ignore jhen mohran immunities and resistances.

Sand Surfing. The jhen mohran can swim through desert terrain as if it was water.

Actions

Multiattack. The jhen mohran makes two Tusk attacks.

Body Slam. *Melee Weapon Attack.* +19 to hit, reach 5 ft., one target. *Hit:* 49 (6d12 + 10) bludgeoning damage.

Tusk. *Melee Weapon Attack.* +19 to hit, reach 30 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Rock Toss. *Range Weapon Attack.* +9 to hit, reach 80/320 ft., one target. *Hit:* 28 (8d6) bludgeoning damage.

Horn Sweep (Recharge 5-6). The jhen mohran sweeps its tusks across an area that is 30-feet long and 40-foot wide in front of it. Each creature in that area must make a DC 27 Dexterity saving throw, taking 37 (5d10+10) bludgeoning damage and are knocked prone on a failed save or half as much on a successful one and are not knocked prone.

Wind Tunnel (1/day; while below one-quarter of its maximum health). The jhen mohran exhales sand and debris swallowed in a 150-foot line that is 10 feet wide. Each creature in the line must make a DC 27 Dexterity saving throw, taking 72 (16d8) bludgeoning damage on a failed save, or half as much damage on a successful save.

Legendary Actions

The jhen mohran 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 jhen mohran regains spent legendary actions at the start of its turn.

Rock Toss. The jhen mohran one attack with its Rock Toss.

Summon Delex. The jhen mohran lets out a rumbling roar, calling 1d4 delex to its aid. Each delex appears in an unoccupied space within 60 feet of the jhen mohran.

Shake Off (Costs 2 Actions). The jhen mohran thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the jhen mohran must make a DC 27 Strength or Dexterity saving throw (creature's choice), or be thrown, up to 100 feet, off the jhen mohran. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown.



HALLOWED JHEN MOHRAN

Challenge Rating 30

Carves 9

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-8	H.Jhen Shard	(A,W)
9-11	H.Jhen Carapace	(A,W)
12	Pelagicite Ore	(O)
13-15	H.Jhen Rockskin	(A,W)
16	Deific Fang	(A,W)
17	Ghostly Quartz	(W,O)
18-19	H.Jhen Allbrace	(A,W)
20	Earth Dragon Sapphire	(A,W)

ARMOR MATERIAL EFFECTS

H.Jhen Shard

Sand Surfing. While wearing this armor you're able to swim through desert terrain as if it was water.

H.Jhen Carapace

Health Boost+2. While wearing this armor, your hit point maximum increases by 3 for each character level you have.

H.Jhen Rockskin

Handicraft+4. For 24 hours, you gain proficiency with four artisan tools of your choice each dawn.

Deific Fang

You are immune to cold damage while you wear this armor.

Ghostly Quartz

While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

H.Jhen Allbrace

Adrenaline+. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. Until the end of your next turn you have advantage on Dexterity and Strength saving throws and skill checks. Additionally on your next turn, your movement speed doubles and you can take one extra action.

Earth Dragon Sapphire. (*Spellcaster only*)

While attuned to this armor you know the *stoneskin* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Additionally, if you already knew this spell from a class feature, you must fail two Constitution saving throws to maintain concentration before concentration on this spell is lost.

WEAPON MATERIAL EFFECTS

H.Jhen Shard (*Ranged Weapon Only*)

Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

H.Jhen Carapace

Ammo Saver+2. When you make a ranged weapon attack and roll a 13 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

H.Jhen Rockskin

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals cold or bludgeoning damage.

Deific Fang

Your weapon deals an extra 1d12 bludgeoning damage.

H.Jhen Allbrace

When you place this material in a weapon choose one spell that is 4th level or lower that you know. While holding this weapon, you automatically succeed on Constitution saving throws to maintain concentration on that spell.

Earth Dragon Sapphire

While you are attuned to this weapon, your cold, bludgeoning, and thunder damage from spells or weapon attacks bypass a creature's resistance and immunities.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.

Pelagicite Ore

Any rarity weapon upgrade material.

Ghostly Quartz

Any rarity armor upgrade material.

HELLBLADE GLAVENUS

Hellblade Glavenus resemble a large, enraged Glavenus. In comparison, they have a deep red coloration; their horns and dorsal spines are larger, and blood red in color, and their throat-situated flame sacs and bladelike tails either glow with heat or have a magma-like texture.

Hellblade Glavenus's true identity is a Glavenus individual that has taken in extreme amounts of rich soot into its body, which has made its fire both stronger and explosive.

Hellblade Glavenus are much more aggressive than normal Glavenus, even being said to be able to turn whole mountains to ash. This has even led to them being considered to be on par with powerful monsters like Rajang and Deviljho.



HELLBLADE GLAVENUS

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)

Hit Points 290 (23d12 + 132)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +13, Con +12, Cha +6

Skills Perception +7

Damage Resistances lightning

Damage Immunities fire

Senses passive Perception 17

Languages —

Challenge 20 (25,000 XP)

Proficiency +6

Actions

Multiattack. The glavenus makes two melee weapon attacks, or it uses its Magma Spit three times (each at a different target).

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 7 (2d6) fire damage. If the target is a creature or flammable object it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage or 51 (8d10 + 7) slashing damage if sharpened. If the tail is coated, the target takes an extra 11 (2d10) fire damage and each creature in a 5-foot radius around the target must succeed on a DC 19 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save or half as much damage on a successful one.

Magma Spit. The glavenus spits a magma-like projectile at a point within 120 feet of it. Each creature in a 5-foot

radius of that point must succeed on a DC 19 Dexterity saving throw, taking 11 (2d10) fire damage and ignites on a failed save, or half as much damage and doesn't ignite on a successful one. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Tail Spin (Recharge 5-6) The glavenus moves 30 feet in a straight line and then moves another 30 feet in a straight line in a different direction. During this move, it can move through the spaces of other creatures without provoking opportunity attacks. Each creature in or is within 15-feet of its path must make a DC 21 Dexterity saving throw, taking 24 (7d6) slashing and 24 (7d6) fire damage on a failed save, and half as much on a successful one.

If the tail is coated, a creature or flammable object that fails its saving throw ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Legendary Actions

The glavenus 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 glavenus regains spent legendary actions at the start of its turn.

Coat Tail. The glavenus coats its tail with a blast powder until the end of its next turn.

Sharpen. The glavenus sharpens its tail. Until the end of its next turn, its tail attack deals an extra 27 (5d10) slashing damage (included in its attack).

Blast Breath (Costs 2 Actions). The glavenus moves up to 15 feet and exhales blast powder that explodes in a 30-foot cone in front of it. Each creature in that area must make a DC 19 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Tail Attack (Costs 2 Actions). The glavenus makes one attack with its tail.



HELLBLADE GLAVENUS

Challenge Rating 18

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Hellblade Shard	(A,W)
6-7	5-6	Hellblade Scale	(A,W)
8-9	7-8	Glavenus Hardfang	(A,W)
—	9	Hellblade Carapace	(A,W)
10-11	10-13	Molten Bursa	(A,W)
12-14	14	Hellblade Powder	(A,W)
15-16	15	Glavenus Tailedge	(A,W)
17-18	16-18	Glavenus Hellshell	(A,W)
19	19	Glavenus Pallium	(A,W)
20	20	Hellblade Fire Orb	(W)

ARMOR MATERIAL EFFECTS

Hellblade Shard

Handicraft+2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.

Hellblade Scale

Heat Guard. While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.

Glavenus Hardfang

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Hellblade Carapace

While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d8 fire damage.

Molten Bursa

Whenever you make a saving throw against an attack or spell that deals fire damage, you do so with advantage.

Hellblade Powder

While you are attuned to this armor, it glows faintly when a fanged beast or fanged wyvern is near (240 feet or less).

Glavenus Tailedge

You are immune to fire damage while you wear this armor.

Glavenus Hellshell

You have advantage on (Charisma & Strength) Intimidation checks while you wear this armor.

Glavenus Pallium

While attuned to this armor you can use an action to speak the armors command word and gain truesight out to 60 feet for 1 hour. Once used, you can't use this property again until you finish a long rest.

WEAPON MATERIAL EFFECTS

Hellblade Shard (*Melee Weapon Only*)

When you hit a creature with this weapon, you can use your bonus action to cause flames to shoot forth from the weapon in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much on a successful one.

Hellblade Scale

Your weapon deals an extra 1d8 fire damage.

Glavenus Hardfang

This weapon has 6 runes and regains 1d6 runes daily at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 15 Dexterity saving throw, or be burned for 1 minute. A burned creature takes 1d8 fire damage at the start of their turn.

Hellblade Carapace (*Ranged Weapon Only*)

Deadeye+. Your weapon's normal attack range is doubled.

Molten Bursa (*Sorcerer & Wizard only*)

Bombardier. This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

Hellblade Powder

Crisis+. While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.

Glavenus Tailedge

While you are attuned to this weapon and you cast a spell that is fire themed, it is cast as if it was one spell level higher. A spell cannot be increased beyond level 6 with this effect.

Glavenus Hellshell (*Requires a shield*)

While you are attuned to this weapon, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save, the creature takes half of that damage. You can use this property a number of times equal to your proficiency modifier, regaining all expended uses when you finish a long rest.

Glavenus Pallium

Blast Coat. This material provides one of the following weapon properties depending on which weapon it is placed in:

- (*Heavy Bowgun*) Your cluster ammo deals an extra 2d6 fire damage.
- (*Bow*) Your blast coating deals an extra 1d6 fire damage.

Hellblade Fire Orb

Heavy Polish+. This weapon's attacks bypass a creature's immunity and resistance to slashing damage.



IVORY LAGIACRUS

Huge leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 204 (24d12 + 48)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	10 (+0)	14 (+2)	7 (-1)

Saving Throws Str +10, Con +8

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 17 (18,000 XP)

Proficiency +6

Amphibious. The lagiacrus can breathe air and water.

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

Actions

Multiattack. The lagiacrus makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 3 (1d6) lightning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Water Bolt. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 10 (3d6) cold damage plus 10 (3d6) lightning damage.

Electric Discharge. The lagiacrus releases electricity in a 15-foot radius around it. Each creature that area must make a DC 17 Dexterity saving throw, taking 16 (3d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one.

Lightning ball (Recharge 5-6). The lagiacrus exhales a ball of lightning to a location with 60 feet of it. It then bounces two additional times, landing in a space 20 feet away from the previous location. Each creature within a 10-foot radius of any of those locations must make a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save or half as much damage and is not afflicted with thunderblight on a successful one.

Legendary Actions

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

Attack. The lagiacrus makes a Water Bolt attack.

Detect. The lagiacrus makes a Wisdom (Perception) Check.

Lightning Charge (Costs 2 Actions). The lagiacrus moves up to its speed, without provoking attacks of opportunity, during this move it may move through other creatures. Any creatures the lagiacrus moves through must succeed on a DC 17 Dexterity saving throw or take 18 (4d6 + 4) lightning damage and is afflicted with thunderblight for 1 minute.

THUNDERBLIGHT

- An afflicted creature has disadvantage on saving throws to be stunned.
- If the creature takes lightning or thunder damage while already under the effects of thunderblight, they must make a DC 10 Constitution saving throw or be stunned until the end of their next turn.

IVORY LAGIACRUS

A rare species of Leviathan that is the mutation of lagiacrus with an unusual white color except for its blue horns and spikes. Some older Ivory Lagiacrus eventually become Abyssal lagiacrus.

Easily asserting itself as a top predator, this Leviathan preys upon many creatures such as aptonoth, epioth, and jaggi. It also seems to be a scavenger when given the chance. Due to its sheer size, it is able to prey on small to medium sized monsters such as great jaggi and qurupeco without too much trouble. To avoid direct competition with its blue-scaled cousin, it has adapted itself to be more terrestrial. However, this puts it in line with other large predators such as rathalos, zinogre, and even deviljho. Due to its size and electrical capabilities it is able to survive most confrontations with its competitors. If the amount of prey on land runs scarce, however, it still retains the ability to hunt underwater, where it has much more prey to choose from with less competition present. Other aquatic predators such as plesioth, royal ludroth, it's Subspecies, and Gobul will avoid this creature at all costs. Confrontations with their two close relatives are rare, yet do happen on occasion. ivory lagiacrus have also been seen feeding on quartz, giving them their unusual color and land-dwelling behavior.



The ivory lagiacrus has the same adaptations as the normal individuals, simply built more for life on land, such as stronger legs and smaller skin pores to reduce dehydration. The reason a Ivory lagiacrus's shell is a more white color is because its shell is composed mostly of quartz. The shell on their head is composed of more quartz than the rest of its body. But they seem to have stronger and destructive electric skills than the normal lagiacrus.

IVORY LAGIACRUS

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	I.Lagi Hide	(A,W)
6-8	---	I.Lagi Scale	(A,W)
9-11	6	Lagiacrus Claw+	(A,W)
---	7-9	Lg Monster bone	(O)
12-13	----	Lagiacrus Tail	(A,W)
14-16	10-12	Alabaster Scale	(A,W)
17-18	13-14	I.Lagi Horn	(A,W)
19	15-19	I.Lagi Shocker	(A,W)
20	20	Lagia Sapphire	(A,W)

ARMOR MATERIAL EFFECTS

I.Lagi Hide

Olympic Swimmer+. You have a swimming speed of 50 feet while wearing this armor and your swim speed increases by an additional 10 feet for every lagiacrus or ivory lagiacrus material you have in your weapon, armor, or trinket.

I.Lagi Scale

Biology. You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

Lagiacrus Claw+

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Lagiacrus Tail

When a creature hits you with a melee weapon attack you while you wear this armor, you can use your reaction to use the shove action and push the attacker away from you.

Alabaster Scale

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

I.Lagi Horn

You have resistance to lightning and thunder damage while you wear this armor.

It can use it's shockers at full power without getting any power in them, but if it does put anymore power, it would be completely devastating to any monster that comes across this territorial beast. Ivory lagiacrus are quite aggressive compared to their normal species. Ivory lagiacrus have been seen to attack a lot more different threats compared to the other lagiacrus and can even hold a grudge against most threats.

I.Lagi Shocker

Good Luck. While you are attuned to this armor, you have one luck point that you regain daily at dawn. You may use this point as if you had the *Lucky* feat.

Lagiacrus Sapphire

You are immune to lightning damage while you wear this armor.

WEAPON MATERIAL EFFECTS

I.Lagi Hide

As an action you shroud your body in electricity for 1 minute. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage. Once you use this property you can't use it again until you finish a short or long rest.

I.Lagi Scale

Carving Celebrity. While you are attuned to this armor, you can carve a creature of CR 13 or lower 1 extra time.

Lagiacrus Claw+

Partbreaker+2. You deal an extra 1d8 weapon damage when you critically hit with this weapon.

Lagiacrus Tail

Abnormal Status Atk up (M). Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

Alabaster Scale

Your weapon deals an extra 1d8 lightning damage.

I.Lagi Horn

This weapon has 5 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 17 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turns, ending the effect on a success. The weapon regains 1d4+1 expended rune daily at dawn.

I.Lagi Shocker

Critical Eye. Your weapon attacks critical hit range is increased by 1.

Lagiacrus Sapphire

Latent Power +1. When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

OTHER MATERIAL EFFECTS

Lg Monster bone

Very rare armor upgrade material.



JADE BARROTH

Known as Ice Crushing Wyverns, the jade barroth cover themselves in snow for protection, in much the same way barroth cover themselves in mud. This "armor" is formed using a special mucus that jade barroth secretes and solidifies when mixed with snow or ice. This mucus can be produced around the tail of some jade barroth, covering potential threats in freezing ice. Noticeably, jade barroth have a larger crown than their relatives. The reason why is unknown.

Unlike their bog-dwelling relatives of the Sandy Plains, the jade barroth inhabit the frozen wasteland of the Tundra. Here, these large theropods live a tough life as food can be incredibly hard to come by along with having to deal with the large local predators that inhabit the environment.

jade barroth are seemingly smarter than Barroth yet also more aggressive. They've been seen to charge more wildly, send snowballs flying at threats in front of them, and even cracking the very ground with their crowns.

JADE BARROTH

Large wyvern (brute), unaligned

Armor Class 18 (Natural Armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	6 (-2)	6 (-2)	4 (-3)

Saving Throws Str +8, Con +8

Skills Perception +2

Damage Immunities cold

Senses passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Snow Camouflage. The barroth has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The barroth makes two attacks: one with its headbutt and one with its tail. It can't make both attacks against the same target.

HeadButt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the barroth moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 9 (2d) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

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

NEW CONDITION: FROZEN

- A frozen creature's speed is reduced by 10 feet.
- The creature cannot attack or use spells and has disadvantage on Dexterity saving throws.
- For every 1 minute a creature is frozen, it gains one level of exhaustion.
- A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature.

Wallow. The barroth wallows in the snow, covering itself in a thick layer of it. While covered in this snow, the barroth gains a +2 bonus to its AC for 1 minute or until it takes 40 damage from a single attack or spell.

Shake. While the barroth is covered in snow it can use its action to shake chunks of snow free from its body landing in a 10-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw or be frozen on a failed save. A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature. The frozen creature can also use an action, to make a DC 16 Strength check. On a successful check, the creature breaks free and is no longer frozen.

Snowball (Recharge 5-6). The barroth slams its head on the ground, sending massive snowballs in a 30-foot cone in front of it. Each creature in that area must make a DC 16 Dexterity, taking 27 (6d8) cold damage and be frozen on a failed save, or half as much damage and is not frozen on a successful one. A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature. The frozen creature can also use an action, to make a DC 16 Strength check. On a successful check, the creature breaks free and is no longer frozen.

Legendary Actions

The barroth 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 barroth regains spent legendary actions at the start of its turn.

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

Attack (Costs 2 Actions). The barroth makes one stomp attack.

JADE BARROTH

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Frozen Glob	(A,W)
4-8	4-8	J.Barroth Ridge	(A,W)
9-11	9-13	J.Barroth Carapace	(A,W)
12-15	14-17	J.Barroth Claw	(A,W)
16-19	18-19	J.Barroth Scalp	(A,W)
20	20	J.Barroth Gem	(A,W)

ARMOR MATERIAL EFFECTS

J.Barroth Scalp

You ignore difficult terrain created by ice or snow while you wear this armor.

J.Barroth Ridge

Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

J.Barroth Carapace

As an action you transform into a 5-foot sphere that resembles the color and shape of a snowball. While in this form your speed increases to 40 feet, you can speak but it sounds muffled, and you cannot take any actions, reactions, or bonus actions except to transform back. If you are on icy or snowy terrain, your movement speed is doubled while in this form.

J.Barroth Claw

You have advantage on saving throws against being stunned while you wear this armor.

J.Barroth Scalp

You have resistance to cold damage while you wear this armor.

J.Barroth Gem (*Sorcerer, Warlock, & Wizard only*)

This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 3rd level.

WEAPON MATERIAL EFFECTS

J.Barroth Scalp

When you cast a spell that deals cold damage, it deals an extra 1d4 cold damage.

J.Barroth Ridge

Your weapon deals an extra 1d4 cold damage.

J.Barroth Carapace (*Sorcerer or Wizard only*)

While you are attuned to this weapon, you can use an action to cast the *silloc's snowball swarm* spell from it. Once you use this property, you can't use it again until you finish a long rest.

J.Barroth Claw (*Hammer & Lance only*)

You gain a +1 bonus to your attack rolls if you move 20 feet in a straight line towards a creature without taking damage.

J.Barroth Scalp

Critical Status (frozen). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is frozen. A frozen creature can use an action to make a DC 14 Strength check. On a successful check, the creature is no longer frozen.

J.Barroth Gem (*Hammer only*)

While attuned to this weapon, your hammer's charge only requires you to move 10 feet in a straight line instead of 20 feet.

YOUNG MAGALA

The Young magala looks similar to its adult counterpart, but its body is smooth and it has not yet developed its wings or second set of arms. Though it is still able to spew its viral discharge at creatures, it is unable to spread the frenzy virus through its mouth and claws.

Once it emerges from its host, the magala searches for a place to hide. This may end up being the sewers in a city, perhaps a cave, or high in the mountains. Wherever it goes, the young magala is extremely territorial, attacking any and all creatures that enter its lair.

ADOLESCENT MAGALA

After molting many times over, the young magala takes the form an adolescent magala. In this form the magala has dramatically increased in size. Its once smooth hide is now covered in deep black hardened rigid scales. It has grown a second set of arms, and its wings formed, but are not fully developed. Additionally its is now able to pass the virus with its mouth and claws once it reaches this stage.

Much like its elders, the adolescent magala are highly aggressive and territorial predators that won't hesitate in attacking hunters if spotted. During this stage in its life the adolescent magala begins to seek out the location of its permanent lair. Once found, the magala will fight anything and everything to the death to keep its claim on its territory.



Magala Parasite

YOUNG MAGALA

Tiny monstrosity (unknown), chaotic evil

Armor Class 14 (natural armor)

Hit Points 77 (14d4 + 42)

Speed 30 ft.

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

Saving Throws Con +6, Wis +1, Cha +3

Skills Acrobatics +3, Perception +4, Stealth +3

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, stunned

Senses blindsight 60 Ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency +3

Death Burst. The young magala explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) necrotic damage and become infected with the frenzy virus and a magala parasite on a failed save.

Actions

Multiattack. The young magala makes one Bite attack and one Claw attack.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Viral Discharge. *Ranged Weapon Attack:* +3 to hit, reach 30/120 ft., one target. *Hit:* 3 (1d6) necrotic damage. and the target gains 1 frenzy charge.

ADOLESCENT MAGALA

Medium monstrosity (unknown), chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	7 (-2)	10 (+0)	14 (+2)

Saving Throws Str +10, Wis +4, Cha +6

Skills Perception +4, Stealth +6

Damage Resistances cold

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, stunned

Senses blindsight 90 Ft., passive Perception 14

Languages —

Challenge 11 (7,200 XP)

Proficiency +4

Actions

Multiattack. The adolescent magala makes one Bite attack and two Claw attacks or makes two Viral Discharge attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and the target gains 1 frenzy charge.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage and the target gains 1 frenzy charge.

Viral Discharge. *Ranged Weapon Attack:* +6 to hit, reach 80/320 ft., one target. *Hit:* 10 (3d6) necrotic damage. and the target gains 1 frenzy charge.

Legendary Actions

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

Detect. The adolescent magala makes a Wisdom (Perception) check.

Winged Arm. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. The adolescent magala has two winged arms, each of which can grapple one target.



FRENZY VIRUS VARIANT RULE: MAGALA PARASITE

In some rare cases the gore and shagaru magala's attacks not only contains a the frenzy virus but also their parasitic offspring. Their offspring live in an infected host, whether it is dead or alive, and their host acts as nursery for the young. They get their nutrition and everything they need from their host before eventually bursting out of their host's body.

When a creature is infected with the frenzy virus, roll a d100. On a 1-10, the creature is infected with the magala's parasitic offspring.

While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target dies as a young magala bursts from its chest. If it dies prior to its hit point maximum reaching 0, the young magala emerges from the body a number of days (rounded up) equal to the creatures remaining maximum hit points divided by 18.

If the infected creature has any effect that cures disease, besides the wish spell, used on it, they must make a DC 15 Constitution saving throw. On a successful save, the effect kills and disintegrates the magala parasite infesting the target.

A creature that enters the Apex State or a sentient creature that suppresses the viruses fatal afflictions can still be infected with the magala parasite.

YOUNG MAGALA

Challenge Rating 5

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Young Magala Carapace	(A,W)
4-6	6-9	Young Magala Ripclaw	(A)
7-12	—	Young Magala Tail	(A,W)
13-15	10-13	Young Magala Feeler	(A,W)
16-17	14-17	Young Defiled Scale	(A,W)
18-19	18-19	Young Magala Smooth Plate	(A,W)
20	20	Young Magala Nyctgem	(A,W)

ARMOR MATERIAL EFFECTS

Young Magala Carapace

Frenzy Resist. Whenever you make a saving throw against the frenzy virus, you do so with a +2 bonus.

Young Magala Ripclaw

Evade Extender (S). You have a +1 bonus to Dexterity saving throws while you wear this armor.

Young Magala Tail

Detect. You gain a +1 bonus to your passive Perception while you wear this armor.

Young Magala Feeler

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to cold damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

Young Defiled Scale

Botanist. When you successfully gather a plant resource, you instead gather 2.

Young Magala Smooth Plate

While you are wearing this armor, you can use your reaction or bonus action to gain immunity to cold damage until the end of your next turn. Once used, you can't use this property again until you finish a long rest.

Young Magala Nyctgem

If you aren't wearing light, medium, or heavy armor; your base Armor Class is 13 + your Dexterity modifier.

WEAPON MATERIAL EFFECTS

Young Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 10 feet out. It turns dim light into darkness and bright light into dim light.

Young Magala Tail (Ranged Weapon Only)

Your normal ammo and arrows now deal necrotic damage instead of piercing damage.

Young Magala Feeler (Melee Weapon Only)

This Weapon has 2 runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 5-foot radius around you must succeed on a DC 11 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1 expended rune daily at dawn.

Young Defiled Scale

Your weapon deals an extra 1d4 necrotic damage.

Young Magala Smooth Plate

When you cast a spell that deals necrotic damage, you gain a +1 bonus to its spell attack roll or increase its spell save DC by 1.

Young Magala Nyctgem (Cleric & Druid only)

The weapon has 4 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *chill touch* (1 rune), *toll the dead* (1 rune), *inflict wounds* (1 rune), *ray of sickness* (1 rune). The weapon regains 1d4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.



ADOLESCENT MAGALA

Challenge Rating 11

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Adolescent Magala Carapace (A,W)	
4-6	6-9	Adolescent Magala Ripclaw (A)	
7-12	—	Adolescent Magala Tail (A,W)	
13-15	10-13	Adolescent Magala Feeler (A,W)	
16-17	14-17	Adolescent Defiled Scale (A,W)	
18-19	18-19	Adolescent Magala Plate (A,W)	
20	20	Adolescent Magala Nyctgem (A,W)	

ARMOR MATERIAL EFFECTS

Adolescent Magala Carapace

Frenzy Res. Whenever you make a saving throw against the frenzy virus, you do so with advantage.

Adolescent Magala Ripclaw

Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

Adolescent Magala Tail

Detect+. You gain a +2 bonus to your passive Perception while you wear this armor.

Adolescent Magala Feeler

You have resistance to cold damage while you wear this armor.

Adolescent Defiled Scale

Handicraft. For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

Adolescent Magala Plate

You have advantage on Dexterity (Stealth) checks while you wear this armor.

Adolescent Magala Nyctgem

If you aren't wearing light, medium, or heavy armor; your base Armor Class is 14 + your Dexterity modifier.

WEAPON MATERIAL EFFECTS

Adolescent Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 20 feet out. It turns dim light into darkness and bright light into dim light.

Adolescent Magala Tail (*Ranged Weapon Only*)

Quick Load. You can reload as a free action while you wear this armor.

Adolescent Magala Feeler (*Melee Weapon Only*)

This Weapon has 3 runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 15-foot radius around you must succeed on a DC 14 Wisdom saving throw or become frightened of you for 1 minute. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1 expended rune daily at dawn.

Adolescent Defiled Scale

Your weapon deals an extra 1d6 necrotic damage.

Adolescent Magala Plate

While you hold your weapon, you gain +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

Adolescent Magala Nyctgem

While attuned to this armor, you grow two additional arms. As a bonus action you can have the arms make two unarmed strikes. The strikes can only deal 1 + your strength modifier.

When attempting to use these arms for anything other than punching something, you must make a DC 13 Intelligence check. On a successful check, the arms work as expected. On a failed check, the arms complicate the situation.

MATERIAL ALTERNATIVE:

ADOLESCENT MAGALA NYCTGEM

As the DM, if you feel like the additional arms may cause more issues then they are worth in your game. You can instead use this material effect:

This weapon has 6 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (1 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), or *blight* (4 runes). This weapon regains 1d6 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.



MOLTEN TIGREX

A rare Tigrex variant theorized to exist after the discovery of claw marks and prints far larger than those of an ordinary Tigrex. With no confirmed first-hand sightings, its existence is unconfirmed due to lack of reliable, and living, eye-witness accounts.

The Molten Tigrex features a striking blood red coloration interspersed with bright blue spines and claws. The Molten Tigrex has many of the same attributes of its relatives (powerful jaws, claws, etc.), but differs from them in that it is capable of creating small explosions. This ability is due to dead crimson scales that explode when covering an opponent, much like the scales of Teostra. The claws of these Tigrex are capable of acting as flints to ignite the explosive powder. This is due to the claws being metallic in nature.

They are the largest of the species, which makes them slightly less agile than their relatives but more powerful when attacking. However, Molten Tigrex have a unique ability to make up for their lack of agility. When farther angered beyond usual, Molten Tigrex's muscles will be somewhat exposed from its shell and skin. It is able to spread scales more often and even move at very rapid speeds with immense power behind its attacks.

They are top predators in their environment and highly aggressive. Little is known about the Molten Tigrex's idle time, as they relentlessly attack enemies whether they be other monsters or hunters. Species such as Aptonoth and other herbivores are common prey for the wyverns.

MOLTEN TIGREX

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 45 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +13, Dex +10, Wis +8

Skills Athletics +13, Intimidation +7, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 23 (50,000 XP)

Proficiency +7

Enrage (1/day). The first time the tigrex drops below three-quarters of its maximum hit points, it enrages for 10 minutes and gains the following benefits:

- The tigrex's movement is increased by 5 ft.
- The fire damage caused by its claw attack is increased by 1d6.

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

Violent Rage (1/day). The first time the tigrex drops below half of its maximum hit points, it goes into a violent rage for 10 minutes. While raging, it gains the benefits of its enrage trait, if it is not already enraged, and gains the following benefits below:

- The tigrex's movement is increased by another 5 ft.
- The fire damage caused by its claw attack is increased by 1d6.
- Its violent roar now recharges when you roll a 4-6 and a creature is also knocked prone on a failed save.

Actions

Multiaction. The tigrex makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. On a hit or miss, the target and each creature within 5 feet of the target must make a DC 18 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, and half as much on a successful one.

Tail. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Violent Roar (Recharge 5-6). The tigrex roars loudly sending out shockwaves in a 90-foot cone. Each creature in the area must make a DC 21 Constitution saving throw, taking 60 (11d10) thunder damage on a failed saving throw or half as much on a successful one. Additionally, each creature within 15 feet of the tigrex are deafened for 1 minute.

Legendary Actions

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

Detect. The tigrex makes a Wisdom (Perception) Check.

Tail Attack. The tigrex makes a Tail attack.

Trample (Costs 2 Actions). The tigrex moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creatures the tigrex moves through must succeed on a DC 18 Dexterity saving throw or takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) fire damage and be knocked prone.



MOLTEN TIGREX

Challenge Rating 23

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	M.Tigrex Scale	(A,W)
6-10	5	M.Tigrex Fang	(A,W)
11-13	6-12	M.Tigrex Carapace	(A,W)
14-15	13-17	M.Tigrex Tail	(A,W)
16-19	18-19	M.Tigrex Blastclaw	(A,W)
20	20	Pulsating Blastheart	(A,W)

ARMOR MATERIAL EFFECTS

M.Tigrex Scale

Speed Eating. You can use a consumable, such as a potion or food, as a bonus action while you wear this armor.

M.Tigrex Fang

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

M.Tigrex Carapace

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

M.Tigrex Tail

Divine Blessing+3. When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

M.Tigrex Blastclaw

You are immune to fire damage while you wear this armor.

Pulsating Blastheart

You are immune to fire damage and resistance to thunder damage while you wear this armor.

WEAPON MATERIAL EFFECTS

M.Tigrex Scale

Steady Hand. Your weapon attacks critical hit range is increased by 1 and it ignores a creatures resistance to slashing damage.

M.Tigrex Fang

Your weapon deals an extra 1d10 fire damage.

M.Tigrex Carapace

Stamina Thief. Once per turn when you hit a creature with this weapon, it must make a DC 12 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

M.Tigrex Tail

Your weapon deals an extra 1d6 slashing damage and an extra 1d6 fire damage.

M.Tigrex Blastclaw

This weapon has 3 runes that recharge daily at dawn. When you hit a creature with a melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 17 Constitution saving throw, taking 4d6 fire damage on a failed save or half as much on a successful one.

Pulsating Blastheart (*Longsword and Charge Blade Only*)

Bloodthirst. When you hit a creature with this weapon, you gain one extra spirit or phial charge.

NIGHTCLOAK Malfestio

A Deviant of Malfestio, Nightcloak Malfestio that has many of the same adaptions as Malfestio, however, there is a few differences between them. Unlike normal Malfestio, Nightcloak Malfestio has more vibrant colors, including silver-colored scales. These silver scales can distort the surrounding light around it, allowing this Malfestio to use a special trick rarely seen in nature. By using its wings and scales, Nightcloak Malfestio is able to go completely invisible, allowing for it to ambush prey easily. From this ability, Nightcloak Malfestio can be considered unpredictable with some of its attacks. Besides turning invisible, Nightcloak Malfestio is well-known for launching its special scales at foes in various forms. It launches the scale to confuse potential prey.

Nightcloak Malfestio is considered to be devilish, compared to normal Malfestio, due to its hunting style and behavior. Once invisible, Nightcloak Malfestio will try to attack prey from its blind spot by using its wing claws. These Malfestio are even known to steal items from hunters, especially healing ones. Because of this Malfestio's demonic nature, it was given the secondary name, Nightcloak. Due to this, the Hunter's Guild only allow hunters with special permits to hunt them down.

NIGHTCLOAK Malfestio

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)

Hit Points 204 (24d10 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +10, Int +7, Cha +8

Skills Perception +9, Stealth +15

Senses darkvision 120 ft., passive Perception 19

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 14 (11,500 XP)

Proficiency +5

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



Keen Hearing and Sight. The malfestio has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Nightcloak. As a bonus action, the malfestio can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the malfestio wears or carries is invisible with it. While invisible, the malfestio leaves no physical evidence of its passage, so it can be tracked only by magic.

Actions

Multiattack. The malfestio makes two tail attacks and two talon attacks.

Tail. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

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

Wing. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) slashing damage and each creature, except the malfestio, within a 10-foot-radius sphere of the target must make a DC 16 Wisdom saving throw or be confused as if by the *confusion* spell until the end of their next turn.

Sonic Wave (Recharge 5-6). The malfestio releases Sonic Wave in a 60-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw or, fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Legendary Actions

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

Detect. The malfestio makes a Wisdom (Perception) check.

Wing Attack. The malfestio makes one Wing attack.

Dive Bomb (Costs 2 Actions). The malfestio flies up into the air, without provoking opportunity attacks, and comes crashing down in its same space, releasing an orange mist in a 20-foot-radius sphere around it. Each creature in that area must succeed on a DC 16 Wisdom saving throw, or be confused as if by the *confusion* spell until the end of their next turn.

Additionally each creature within 5 feet of the malfestio must make a DC 18 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one.

NIGHTCLOAK Malfestio

Challenge Rating 14

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-2	Nightcloak Plume	(A,W)
6-8	3-6	Nightcloak Clearscale	(A,W)
9-10	7-9	Malfestio Hrd Wingtalon	(A,W)
—	10-11	Malfestio Luckear	(A,W)
11-12	12-16	Malfestio Grandwing	(A,W)
13-18	17-18	Malfestio Tailblade	(A,W)
19	—	Nightcloak Grandwing	(A,W)
20	19-20	Malfestio Goldfeather+	(A,W)

ARMOR MATERIAL EFFECTS

Nightcloak Plume

You have advantage on Insight checks while you wear this armor.

Nightcloak Clearscale

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with advantage.

Malfestio Hrd Wingtalon

Detect++. You gain a +3 bonus to your passive Perception while you wear this armor.

Malfestio Luckear

Your armor becomes a light and flexible. If it is medium or light armor it can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, it no longer does.

Malfestio Grandwing

While attuned to this armor you can use a bonus action to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this property, you can't use it again until you finish a short or long rest.

Malfestio Tailblade

Health Boost. While wearing this armor, your hit point maximum increases by 1 for each character level you have.

Nightcloak Grandwing

While you are attuned to this armor, you have proficiency in stealth, if you are already proficient then you gain expertise in stealth. While in dim light or darkness, you can take the Hide action as a bonus action.

Malfestio Goldfeather+

You have resistance to thunder damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Nightcloak Plume (Hunting Horn only)

Horn Maestro+. While attuned to this weapon, your melody lasts 1 minute longer than normal.





Nightcloak Clearscale

Your weapon deals an extra 1d8 slashing damage.

Malfestio Hrd Wingtalon

Hunter+. While attuned to this weapon you gain 1d4 extra ration from whatever you hunt.

Malfestio Luckear

Partbreaker+ 1. You deal an extra 1d6 damage when you critically hit with this weapon.

Malfestio Grandwing (Bard, druid, sorcerer, wizard only)

While attuned to this weapon you can cast the *confusion* spell once a day, without expending a spell slot.

Malfestio Tailblade

This weapon has 4 runes. It regains 1d4 expended runes daily at dawn. When you hit a creature with this weapon you can expend a rune to outline the target in a blue glow, that only you can see, for 1 minute. While the creature is outlined, you can always see them, even if they are invisible, so long as they are not behind full cover.

Nightcloak Grandwing

While you are holding this weapon, you can use an action to speak its command word to summon a giant owl for up to 8 hours. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. Once this property has been used, it can't be used again until the next dawn.

Malfestio Goldfeather+

Nightcloak Soul. While you are attuned to this weapon you gain the following benefits:

- You can reload as a free action.
- You can set pitfall traps or shock traps as a bonus action.
- Your weapon attacks critical hit range is increased by 1.
- You can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the earplugs as a bonus action ending the deafened effect.

ONIMUSHA

Huge beast (carapaceon), unaligned

Armor Class 19 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 40 ft., burrow 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	19 (+8)	18 (+4)	14 (+2)	14 (+2)	16 (+3)
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Saving Throws Dex +14, Con +10, Wis +8

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 20 (25,000 XP)

Proficiency +6



Amphibious. Onimusha can breathe air and water.

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

Scuttle. As a bonus action, Onimusha can move up to its speed in a straight line.

Actions

Multattack. Onimusha makes one Sword Claw attack and one Shield Claw attack. It can use Fade Slash after one of these attacks.

Horn. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target above Onimusha. *Hit:* 13 (2d6 + 6) piercing damage.

Sword Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Shield Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Poison Breath (Recharge 5-6). Onimusha sprays a poisonous liquid in a 30-foot cone in front of it. Each creature in that area must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 28 (8d6) poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whirlwind (Recharge 6). Onimusha spins rapidly in a 15-foot radius around it. Each creature in that area must succeed on a DC 23 Dexterity saving throw, taking 45 (6d12 + 6) slashing damage plus 33 (6d8 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Reactions

Fade Slash (Recharges 4-6). Onimusha jumps 15 feet away from the target of its most recent attack on this turn without provoking opportunity attacks.

Legendary Actions

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

Burrowing Attack. Onimusha burrows underground and moves up to half its burrow speed. If it ends its movement 5 feet under a creature, it can make one Horn attack against it.

Water Spray (Costs 2 Actions). Onimusha sprays water from its gravios shell in a 30-foot cone behind it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one.

Stampeding Slash (Costs 3 Actions). Onimusha moves up to its speed and makes one Sword Claw attack and one Shield Claw attack.

ONIMUSHА

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Blue Pearl	(O)
7-10	5-9	Onimusha Shell	(A,W)
11-13	10-11	Monster Toughbone	(O)
14-17	11-17	Onimusha Heavy Leg	(A,W)
18	18-19	Onimusha Cortex	(A,W)
19-20	20	Onimusha Hardclaw	(A,W)

ARMOR MATERIAL EFFECTS

Onimusha Shell

Negate Poison. You have resistance to poison damage and cannot be poisoned while wearing this armor.

Onimusha Heavy Leg

Evide Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Onimusha Cortex

Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

Onimusha Hardclaw (Greatsword only)

While attuned to this armor, your Guard AC bonus now lasts until the start of your next turn.

WEAPON MATERIAL EFFECTS

Onimusha Shell

Ammo Saver+. When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

Onimusha Heavy Leg

When you hit a creature with this weapon, they must make a DC 16 Constitution saving throw or become poisoned until the end of their next turn.

Onimusha Cortex

Weakness Exploit+. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Onimusha Hardclaw

Critical Eye+. Your weapon attacks critical hit range is increased by 2.

OTHER MATERIAL EFFECTS

Blue Pearl

An extraordinary pearl with a blue sheen valued at 3,000 gp.

Monster Toughbone

Very rare weapon upgrade material.

OROSHI KIRIN

Oroshi kirin is able to manipulate cold air, allowing it to freeze the moisture in the very air around itself. By freezing the moisture around itself, oroshi kirin is able to summon shards of ice for defense against threats. Some oroshi kirin are even able to make freezing fog appear in set areas, freezing would be attackers with snow. This ability comes from its horn which is able to lower surrounding air temperature. Due to this freezing ability oroshi kirin's color has changed to a dark, navy blue, the opposite of a kirin's color.

OROSHI KIRIN

Large celestial (elder), unaligned

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	19 (+4)	24 (+7)	24 (+7)

Saving Throws Dex +9, Con +11, Wis +13, Cha +13

Skills Perception +13, Insight +13, Religion +13

Damage Immunities cold

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP) **Proficiency** +6

Ice Walk. The kirin 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.

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

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

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

Actions

Multiattack. The kirin uses Flash Freeze and two Hooves attacks and one Horn attack, Or it uses its Frozen Daggers twice.

Hooves. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Flash Freeze. The kirin magically creates three giant ice glaciers, each of which erupts from under a target the kirin can see within 120 feet of it. A target must make a DC 21 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

NEW CONDITION: FROZEN

- A frozen creature's speed is reduced by 10 feet.
- The creature cannot attack or use spells and They have disadvantage on Dexterity saving throws.
- For every 1 minute a creature is frozen, it gains one level of exhaustion.

Freezing Fog. The kirin conjures a 15-foot-radius sphere of icy fog centered on one of the spaces it occupies for 1 minute. A creature that starts its turn or enters the fog for the first time on a turn, takes 10 (3d6) cold damage and must succeed on a DC 21 Constitution saving throw or be frozen.

A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature. The frozen creature can also use an action, to make a DC 21 Strength check. On a successful check, the creature breaks free and is no longer frozen.

Frozen Daggers. The kirin magically creates ice that erupts from the ground in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 31 (7d8) cold damage and is afflicted with iceblight for 1 minute on a failed save, or half as much damage and is not afflicted with iceblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature in the area of more than one frozen daggers in a turn is affected only once.

Spellcasting. The kirin casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *control weather, expeditious retreat, ice knife*
3/day: *ice storm*

1/day each: *investiture of ice**, *wall of ice*

*The kirin casts this spell on itself before combat.

Legendary Actions

The kirin 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 kirin regains spent legendary actions at the start of its turn.

Attack. The kirin makes a Hooves attack or casts the *ice knife* spell.

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

Chill. (Costs 2 Actions). The kirin uses its freezing fog.

OROSHI KIRIN

Challenge Rating 18

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Kirin Finehide	(A,W)
9-11	Kirin Frostlash	(A,W)
12-14	Kirin Frost Tail	(A,W)
15-18	Kirin Icehorn	(A,W)
19-20	Kirin Ice Peak	(A,W)

ARMOR MATERIAL EFFECTS

Kirin Finehide

While wearing this armor, you can; tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection; move across and climb icy surfaces without needing to make an ability check; and difficult terrain composed of ice or snow doesn't cost you extra moment.

Kirin Frostlash

Nimbleness. You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while you wear this armor. Also when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Kirin Frost Tail

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Kirin Icehorn

While you wear this armor you are immune to the iceblight disease.

Kirin Ice Peak

You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Kirin Finehide

Your weapon deals an extra 1d8 cold damage.

Kirin Frostlash

When you cast a spell that deals cold damage, you gain a +2 bonus to its spell attack roll or you increase the spell save DC by 2.

Kirin Frost Tail

Critical Element (cold). When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d8 cold damage.

Kirin Icehorn

Your cold spells bypass a creature's resistance to cold damage while you are attuned to this weapon.

Kirin Ice Peak (*Sorcerer & Wizard only*)

This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *ice knife* (1 rune), *ice storm* (4 runes), or *wall of ice* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon upgrade material.

Elder Dragon Bone

Any rarity armor upgrade material.

PINK RATHIAN

A subspecies with vibrant pink scales. Pink Rathians wield their toxic tails more deftly than normal Rathians, weakening prey with poison before moving in for the kill.

The pink rathian is identical in many way to its green relative. The most notable feature which differs from the normal variation of Rathian is its pink coloration, which is easily seen in the jungle or forest canopy. As such, these wyverns have become much more powerful and aggressive, exhibiting faster and stronger attacks to kill their prey before it can escape. What causes their pink coloration is unknown, but theory suggests it is a genetic mutation.

In the Old World some rare individuals have a deep purple tint on their wings, body and claws. They also have more spikes on their back and tail along with the most powerful flame sacs of all known Raths by being able to create a large fireball that ends with an explosion larger than the creature itself.

PINK RATHIAN

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

22 (+6) 12 (+1) 20 (+5) 8 (-1) 13 (+1) 6 (-2)

Skills Acrobatics +6, Perception +6

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 Ft., passive Perception 16

Languages —

Challenge 15 (13,000 XP)

Proficiency +5

Actions

Multiaction The rathian makes one Bite attack and one Stinger attack. While flying, it makes one Talon attack place of its Bite attack.



Bite. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Talons. Melee Weapon Attack. +11 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

Stinger. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 16 (3d6 + 6) piercing damage plus 14 (4d6) poison damage and the target must make a DC 18 Constitution saving throw, or become poisoned for 1 minute. While poisoned in this way, the poisoned creature, takes 10 (3d6) poison damage at the start of each of its turns. A creature may repeat its saving throw at the end of its turn, ending the poison on a successful save.

Fireball (recharge 5-6). The rathian exhales a fireball to a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

PINK RATHIAN

Challenge Rating 15

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	P.Rathian Scale	(A,W)
5	5-7	Conflagrant Sac	(A,W)
6-8	8-13	P.Rathian Carapace	(A)
9	14-15	P.Rathian Webbing	(A)
10	—	P.Rathian Spike	(A,W)
11	16-17	P.Rathian Tail	(A,W,O)
12-18	18	P.Rath Wingtalon	(A,W)
19	19	P.Rathian Plate	(A,W)
20	20	P.Rathian Ruby	(A,W)

ARMOR MATERIAL EFFECTS

P.Rathian Scale

Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Conflagrant Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

P.Rathian Carapace

You have advantage on checks when attempting to identify poisons and on saving throws against the poisoned condition while attuned this armor.

P.Rathian Webbing

Adrenaline. The first time you drop below half of your hit points maximum in combat. You gain a rush of Adrenaline. On your next turn your movement speed doubles and you can take one extra action.

P.Rathian Spike

When you cast a spell that deals acid or poison damage, you gain a +1 bonus to its spell attack roll.

P.Rathian Tail

Item Prolonger+. Whenever you use a consumable item that has a duration, its duration is increased by an additional 30 seconds.

P.Rath Wingtalon

Stamina Surge+ 1. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

P.Rathian Plate

You have resistance to fire damage while you wear this armor.

P.Rathian Ruby

You have resistance to poison damage and you immunity to the poisoned condition while you wear this armor.

WEAPON MATERIAL EFFECTS

P.Rathian Scale

If you coat this weapon with poison, the poisons save DC is increased by 4.

Conflagrant Sac

When you cast a spell that deals fire damage, you gain a +2 bonus to its spell attack roll and it deal an extra 1d4 fire damage.

P.Rathian Spike

Critical Eye. Your weapon attacks critical hit range is increased by 1.

P.Rathian Tail

Your weapon deals an extra 1d6 poison damage.

P.Rath Wingtalon

Critical Element (fire and poison). When you critically hit with a weapon or spell that deals fire or poison damage, you deal an extra 1d6 damage of that type.

P.Rathian Plate

When you hit a creature with this weapon, they must make a DC 14 Constitution saving throw or become poisoned until the end of their next turn.

P.Rathian Ruby

While you hold your weapon, you gain +2 bonus to spell attack rolls and you ignore half cover when making a spell attack.

OTHER MATERIAL EFFECTS

P.Rathian Tail

Very rare armor or weapon crafting material.



PURPLE LUDROTH

A Royal Ludroth subspecies the purple ludroths most notable difference between these and common Ludroth is their ability to store/produce poison in their body and spit it out at prey or foes. This poison can be seen with the naked eye in its iconic "mane", now a purple color, which is normally yellow.

Much like the normal Royal Ludroth, it is an excellent swimmer and needs a close source of water to survive. They are highly territorial animals that will aggressively defend their harems from other predators and hunters. If spotted in the Leviathan's territory intruders will be viciously attacked until they leave or are killed by the aggressive predator.

PURPLE LUDROTH

Large leviathan, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	8 (-1)	13 (+1)	7 (-2)

Saving Throws Str +8 , Con +9

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 12 (8,400 XP) **Proficiency** +4

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

Poison Mane. Whenever the purple ludroth makes a slam attack or is knocked prone, each creature within 5 feet of it takes 4 (1d8) poison damage.

Actions

Multattack. The purple ludroth makes one Claw attack and one Slam attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage plus 3 (1d6) poison damage. The target must make a DC 17 Constitution saving throw, or become poisoned 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.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 15 (2d10 + 4) bludgeoning damage.

Poison Spit (recharge 5-6). The purple ludroth spits globs of mucus at three creatures within 90 feet of it, each target must make a DC 17 Dexterity saving throw, taking 31 (9d6) poison damage and becomes poisoned for 1 minute on a failed save, or half as much damage and is not poisoned on a successful save. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Attack The purple ludroth makes a Claw attack.

Poison. The purple ludroth targets a creature within 90 feet of it. That creature is poisoned. The creature can make a DC 17 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Death Roll (Costs 2 Actions). The purple ludroth moves up to half its movement speed, without provoking an attack of opportunity, by rolling over and crushing anything in its path. Each creature in that area must make a DC 16 Dexterity saving throw, taking 11 (2d6 + 4) bludgeoning damage and they are knocked prone. On a successful save the creature takes half damage and is not knocked prone.

PURPLE LUDROTH

Challenge Rating 12

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-7	Plum Spongy Hide	(A)
5-9	8-9	P.Ludroth Scale	(A)
10-12	—	P.Ludroth Claw	(W)
13-14	10-12	Dash Extract	(O)
15-16	13-15	Royal Poison Sac	(A,W)
17-19	16-19	R.Ludroth Tail+	(A,W)
20	20	P.Ludroth Crest	(A,W)

ARMOR MATERIAL EFFECTS

Plum Spongy Hide

Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

P.Ludroth Scale

You have resistance to cold damage while you wear this armor.

Royal Poison Sac

Whenever you make a saving throw against the poisoned condition, you do so with a advantage.

R.Ludroth Tail+

Divine Blessing+. When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

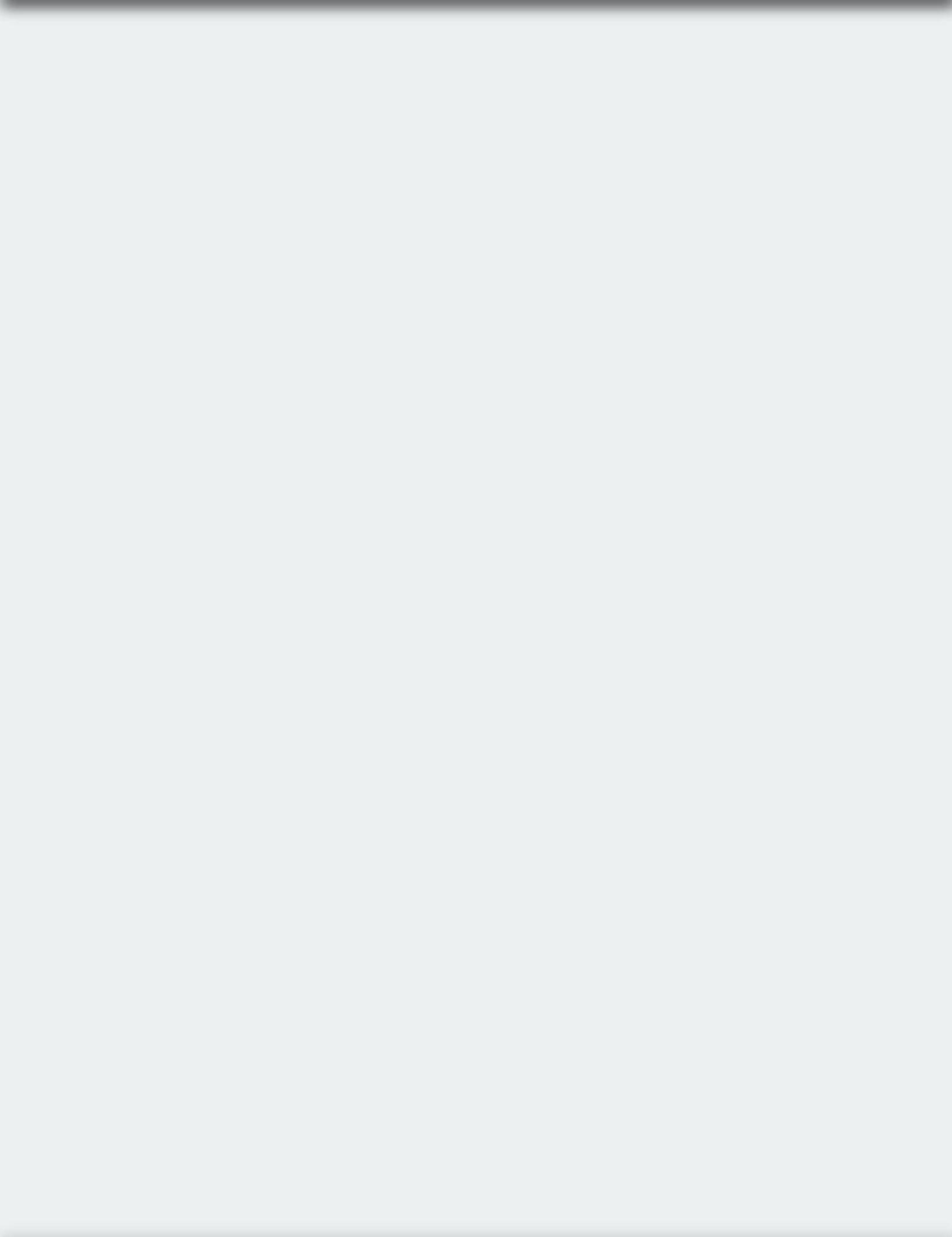
P.Ludroth Crest

Negate Hunger. You no longer need to eat or drink.

WEAPON MATERIAL EFFECTS

P.Ludroth Claw

Abnormal Status Atk up+. Increases duration of conditions by 12 seconds



Royal Poison Sac

Your weapon deals an extra 1d6 poison damage.

R.Ludroth Tail+

When you hit a creature with this weapon, they must make a DC 15 Constitution saving throw or become poisoned with *Waterblight* until the end of their next turn.

P.Ludroth Crest (*Spellcaster only*)

This weapon has 4 runes. While wielding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *chromatic orb (poison)* (1 rune), *ray of sickness* (1 rune), *dragon's breath (poison or cold)* (2 runes), or *protection from poison* (2 runes). The weapon regains 1d4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Dash Extract

Crafting material for mega dash juice.

RED KHEZU

The Red Khezu, much like its white cousin, falls into the class of Flying Wyvern. It is actually a normal Khezu, despite what is said by many, while the more common white Khezu are albinos.

The Red Khezu's body is for the most part the same as a normal Khezu's, aside from the obvious color difference. It does, however Red Khezu has more muscle mass in its body than a Khezu, making many of its attacks more powerful. Its electrical organs are further developed as well, giving it a wider variety of ways to disable and snare prey. The skin of Red Khezu has strange properties to it, allowing it to stretch its neck can much farther than Khezu.

RED KHEZU

Large wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 30 ft., fly 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	5 (-3)	11 (+0)	1 (-5)

Skills Perception +6

Damage Resistances cold

Damage Immunities fire, lightning

Condition Immunities blind, paralyzed, charmed

Senses blindsight 60 ft., passive Perception 16

Languages —

Challenge 18 (20,000 XP) **Proficiency** +6

Electric Barrier. The khezu shrouds its body in electricity. Any creature that ends its turn within 5 feet of the khezu takes 22 (4d10) lightning damage.

Keen Smell. The khezu has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The khezu's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiaction The khezu makes three Lightning Ball attacks or it uses its Electric Current and makes two Bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Lightning ball. *Range Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit:* 14 (4d6) lightning damage and the target must make a DC 20 Constitution saving throw or become paralyzed until the end of their next turn.

Electric Current. The khezu releases a jolt of electricity all around it. Each creature within 5 feet of it must make a DC 20 Constitution saving throw or become paralyzed until the end of their next turn.

Deadly Leap. If the khezu jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (2d6 + 7) bludgeoning damage plus 14 (2d6 + 7) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the khezu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the khezu's space.

Violent Roar (Recharge 5-6). The khezu releases a high pitched scream that is excruciatingly painful to creatures in a 45-foot radius around it. Each creature in that area must make a DC 20 Constitution saving throw, taking 31 (7d8) thunder damage and be incapacitated until the end of its next turn on a failed save. If the saving throw fails by 5 or more, the creature is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and is not incapacitated.

Legendary Actions

The khezu 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 khezu regains spent legendary actions at the start of its turn.

Attack. The khezu makes one Bite attack.

Jump. The khezu high jumps 15 feet into the air and starts to fly, or long jumps up to 30 feet away.

Electric Scream (Costs 3 Actions). The khezu releases a short scream that is painful to creatures in a 30-foot radius around it. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed until the start of the next turn. If a creature is paralyzed the khezu makes four Lightning Ball attacks against it. A creature hit by these lightning balls does not need to make the saving throw from the attack. If more than one creature is paralyzed, the khezu chooses one paralyzed creature to make all of the attacks against.

RED KHEZU

Challenge Rating 18

Carve Chance	Capture Chance	Material	Slots
1-8	1-6	Pale Extract	(A,W)
9-13	7-10	Alluring Glosshide	(A,W,O)
14-16	11-14	Khezu Special Cut	(A)
17-19	15-18	Lightning Sac	(A,W)
20	19-20	Alluring Fellwing	(A,W)

ARMOR MATERIAL EFFECTS

Pale Extract

Recovery Level. Whenever you suffer an effect that deals damage to you at the start of your turn your armor flashes white and ends the effect. This could include such effects as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc. They have no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

Alluring Glosshide

Wide-Range+. When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Adamant Seeds, or Might Seeds; all other creatures within a 20-foot radius of you gain its effect.

Khezu Special Cut

Light Eater. When you consume a ration or nonmagical drink you have a 25% chance for it to magically create a duplicate of it in your hand or container.

Lightning Sac

You are immune to lightning damage while you wear this armor..

Alluring Fellwing

Recovery Speed+. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. Additionally, you regain all expended hit die when you finish a long rest.

WEAPON MATERIAL EFFECTS

Alluring Glosshide

As an action you shroud your body in electricity for 1 minute. Any creature that ends its turn within 5 feet of you takes 1d6 lightning damage. Once you use this property you can't use it again until you finish a short or long rest.

Pale Extract

While you are holding this weapon, you can use an action to release a jolt of electricity in a 5-foot radius around you. Each creature in that area must succeed on a DC 13 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn. You can use this property a number of times equal to half of your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

Lightning Sac

Your weapon deals an extra 1d8 lightning damage.

Alluring Fellwing

As an action you release a ball of lightning that travels along the ground in a 120-foot line, or until it hits a creature before creating an explosion of lightning. Each creature in a 5-foot radius around the creature or end of the line must make a DC 17 Constitution saving throw, taking 14 (4d6) lightning damage and be incapacitated and have its movement speed reduced to 0 until the end of your next turn on a failed save, or half as much damage, isn't incapacitated, and its movement speed isn't reduced on a successful one.

OTHER MATERIAL EFFECTS

Pale Extract

A material used for crafting Mega Demondrug & Mega ArmorSkin.

REDHELM ARZUROS

The redhelm arzuros are among the largest of their species. Their forearms, feet, eyes, and upper body-fur are blood-red in color. Aside from those sections, their bodies are primarily blue, with their carapace and lower body-fur being a greenish blue. A pronounced strip of fur atop their head gives the impression of a mohawk.

The redhelm arzuros use their increased size and strength to their advantage during battle. They are known to leap high into the air, landing with incredible force in an attempt to crush an opponent. They also use their larger claws and more powerful arms to rip through the ground and hurl debris through the air, and have even been observed sending entire schools of fish flying by performing this action in watery environments.

The redhelm arzuros inhabit the same environments as ordinary Arzuros, but are significantly less common. On extremely rare occasions, they have been found at the Tower as well.

REDHELM ARZUROS

Huge beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	10 (+0)
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Saving Throws Str +7, Con +6

Skills Athletics +7

Senses passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Keen Smell. The arzuros has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The arzuros's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiaction. The arzuros makes three Claw attacks.

Boulder. Ranged Weapon Attack: +7 to hit, range 60/240 ft., one target. Hit: 26 (5d8) bludgeoning damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Deadly Leap. If the arzuros jumps at least 15 feet as part of its movement, it can then use this action to land on its butt in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (5d6 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the arzuros's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the arzuros's space.

Power Attack (Recharge 5-6). The arzuros uses one of the following power attacks.

Upper Cut. The arzuros makes one claw attack against a target within range. On hit the target takes an extra 10 (3d6) slashing damage and it must succeed on a DC 15 Strength saving throw or be launched 20 feet into the air (plus an extra 10 feet if it fails the save by 5 or more, or an extra 20 feet if it fails the save by 10 or more) before crashing to the ground in an unoccupied space 10 feet away from the arzuros. Creatures affected this way fall prone upon landing.

360 Claw Swipe. Each creature within 5 feet of the arzuros must make a DC 15 Dexterity saving throw, taking 18 (4d6 + 4) slashing damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Bonus Actions

Aggressive. The arzuros moves up to its speed toward a hostile creature that it can see.

Legendary Actions

The arzuros 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 arzuros regains spent legendary actions at the start of its turn.

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

Claw (2/round). The arzuros makes one Claw attack.

Roar (Costs 2 Actions). The arzuros roars at the top of its lungs. Each creature that is within 10 feet of the arzuros must succeed on a DC 14 Constitution saving throw or be pushed 5 feet away from the arzuros and knocked prone. If the saving throw fails by 5 or more, the target is also incapacitated until the end of its next turn.

REDHELM ARZUROS

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-2	Honey x4	(O)
4-9	3-7	Redhelm Shell	(A,W)
10-14	8-13	Redhelm Carapace	(A,W)
15-17	14-17	Redhelm Brute Bone	(A,W,O)
18-19	18-19	Arzuros Brace+	(A,W)
20	20	Redhelm Ragehair	(A,W)

ARMOR MATERIAL EFFECTS

Redhelm Shell

Honey Hunter. Once per day, when you use an herbalist kit to gather plants, you gather 1 honey with it.

Redhelm Carapace

You have a +2 bonus to Athletics checks while you wear this armor.

Redhelm Brute Bone

Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Arzuros Brace+

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to bludgeoning damage for 1 minute. Once you use this property, you cannot use it again until you finish a long rest.

Redhelm Ragehair

You have a +1 bonus to your AC while you wear this armor.

WEAPON MATERIAL EFFECTS

Redhelm Shell

Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Redhelm Carapace

Your weapon deals an extra 1d4 slashing damage.

Redhelm Brute Bone

FastCharge. When you roll for initiative, your greatsword, longsword, charge blade, or tonfas gains 1 charge, spirit, or phial charge.

Arzuros Brace+

You are proficient in unarmed strikes while you are attuned to this weapon. Additionally, your unarmed strikes deal slashing damage instead of bludgeoning damage and you can use a d8 in place of the normal weapon damage dice with unarmed strikes.

Redhelm Ragehair

Resentment. Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damaged you since the end of your last turn.

OTHER MATERIAL EFFECTS

Honey

Item found in (AGtMH p.73)

Redhelm Jumbo Bone

Rare armor upgrade material.

RUSTED KUSHALA DAORA

Huge dragon (elder), unaligned

Armor Class 24 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20(+5)	24 (+7)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Str +13, Dex +12, Wis +8, Cha +7

Skills Perception +8, Stealth +12

Damage Resistances fire, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities exhaustion, petrified

Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 20 (25,000 XP)

Proficiency +6

Black Wind Barrier. A barrier of strong black wind surrounds the kushala daora in a 10-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or Objects can't pass through the barrier. Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the kushala daora are deflected upward and automatically miss. (Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier. When a Medium sized creature enters the Wind Barrier's area for the first time on a turn or starts its turn there, they must make a DC 22 Strength saving throw or be pushed back 10 feet. If a creature fails the saving throw by more than 5 they are also knocked prone.

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

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

Poison susceptibility. While poisoned, the kushala daora's black wind barrier is suppressed, it must land on its next turn, and is unable to fly until the poison is removed. Once the poisoned condition is removed, the kushala daora's wind barrier once again takes effect.

Rust Metal. Any nonmagical weapon made of metal that hits the kushala daora corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the kushala daora is destroyed after dealing damage.

Actions

Multattack The kushala daora makes three Blite attacks. It replaces one of its Bite attacks with a Tail attack while flying.

Bite. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Air Blast. *Melee Weapon Attack.* +13 to hit, range 80/320 ft., one target. *Hit:* 18 (4d8) thunder damage.

Air Barrage (Recharge 5-6). If the kushala daora is flying, it can fire a barrage of air blasts at a point within 120 feet of it. Each creature within a 15-foot radius of that point, must make a DC 22 Dexterity saving throw, taking 60 (11d10) thunder damage on a failed save, or half as much on a successful one.

Black Tornado (Recharges after a long or short rest). The kushala daora conjures an tornado of black wind that lasts for 1 minute. The tornado is a 30-foot-radius, 80-foot-high spiraling cylinder of wind centered on a location within 120 feet of the kushala daora. This cylinder becomes difficult terrain for the duration, even for flying creatures. Unattended objects in this cylinder that are Large or smaller are pulled towards the center. When a creature enters the tornado's area for the first time on a turn or starts its turn there, they must succeed on a DC 22 Strength saving throw, or take 14 (4d6) bludgeoning damage plus 14 (4d6) slashing damage, are pulled to the center of the cylinder, and are restrained on a failed save. On a successful save the creature takes half as much damage and they are not pulled into the center or restrained.

The kushala daora can use its bonus action on its next turn and each turn after to move the tornado 30 feet in any direction. A restrained creature moves with the tornado and falls when the tornado disperses, unless the creature has some means to stay aloft. A restrained creature can use an action to make a DC 22 Strength or Dexterity check. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 × 10 feet away from it in a random direction.

Legendary Actions

The kushala daora 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 kushala daora regains spent legendary actions at the start of its turn.

Attack. The kushala daora makes one Air Blast attack or one Tail attack.

Move. The kushala daora moves up to its speed, without provoking attacks of opportunity.

Whirlwind (Costs 2 Actions). The kushala daora exhales blast of swirling wind that forms into a whirlwind. The whirlwind is a 10-foot-radius, 25-foot-high cylinder. The whirlwind then moves in a straight line 120 feet away from the kushala daora before vanishing. Each creature the whirlwind passes through must succeed on a DC 22 Dexterity saving throw, or take 21 (6d6) thunder damage and be knocked prone on a failed save or half as much on a successful one and isn't knocked prone.

RUSTED KUSHALA DAORA

The rusted kushala daora are rare top predators, and fear almost nothing. Rusted kushala daora has the same adaptions as a normal kushala daora, although it has some minor differences. Rusted kushala daora's skin has rusted due to oxidation, making its skin much harder than before. In some cases, the skin for each rusted kushala daora has been found to be different. It is believed that there are several subspecies of kushala daora from this. Due to its rusty skin this kushala daora sounds noticeably different from a normal kushala daora.

Rusted kushala daora are far more aggressive than a normal Kushala Daora due to them searching for a secluded area to shed their skin. The reason for this is because a rusted kushala daora's skin becomes extremely vulnerable after shedding its skin, making it quite weaker and more susceptible to attacks. So usually before a rusted kushala daora sheds, they will attack any potential threats that endangers their life before molting in a secluded area.

RUSTED KUSHALA DAORA

Challenge Rating 20

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Steelrust Scale	(A,W)
9-11	Steelrust Drakeshell	(A,W)
12-14	Steelrust Claw	(A,W)
15	Daora Lash	(W)
16-17	Steelrust Webbing	(A,W)
18-19	Daora Hardhorn	(A,W)
20	Silverpeak Corona	(A,W)

ARMOR MATERIAL EFFECTS

Steelrust Scale

Handicraft +3. For 24 hours, you gain proficiency with three artisan tool of your choice each dawn.

Steelrust Drakeshell

Constitution. The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

Steelrust Claw

Evade Extender (L). You gain a +3 bonus to Dexterity saving throws while you wear this armor.

Steelrust Webbing

Wind Barrier +. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

Daora Hardhorn

You have a flying speed of 30 feet while you wear this armor.

Silverpeak Corona

Iron Wall. You have a +2 bonus to AC while you wear this armor.

WEAPON MATERIAL EFFECTS

Steelrust Scale

While attuned to this weapon, you know the *gust* cantrip and you can cast it as a bonus action.

Steelrust Drakeshell

Your weapon deals an extra 1d10 thunder damage.

Steelrust Claw

Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Daora Lash

This weapon has 3 charges that it regains daily at dawn. When you hit a creature with this weapon, you can expend a charge to have them make a DC 15 Constitution saving throw. On a failed save, the targets AC is reduced by 2 for one minute.

Steelrust Webbing

Elderseal. A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

Daora Hardhorn

As an action you can release a blast of strong wind in a 45-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 17 Strength saving throw, taking 6d6 thunder damage and is pushed 15-feet back on a failed save or half as much on a successful one and is not pushed back. Once used, you can't use this property again until you finish a long rest.

Silverpeak Corona (Druid, Sorcerer, or Wizard only)

This weapon has 9 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *dust devil* (1 rune), *gust of wind* (2 runes), *investiture of wind* (6 runes), or *whirlwind* (7 runes) spell from it.

The weapon regains $1d8 + 1$ expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, you can't regain any runes on this weapon for 1 week.

OTHER MATERIAL EFFECTS

Elder Dragon Blood

Any rarity weapon crafting material

Elder Dragon Bone

Any rarity armor crafting material

RUSTRAZOR CEANATAUR

Rustrazor Ceanataur's look nearly identical to a normal Shogun Ceanataur, except for the claws, with the blades at the very end having a different shape, alongside there being an additional couple curved back spikes on top. Rustrazor Ceanataur has the ability to sharpen its claws using a Glavenus's skull.

Rustrazor Ceanataur is much more aggressive than a normal Shogun Ceanataur due to its deadly claws. Due to armor not protecting hunters against this Shogun Ceanataur's attacks, it was given the secondary name, Armor Shredder.



RUSTRAZOR CEANATAUR

Huge beast (carapaceon), unaligned

Armor Class 18 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 45 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	18 (+4)	17 (+3)

Saving Throws Dex +9, Con +11, Wis +10

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Amphibious. The ceanataur can breathe air and water.

Aqua Sac. When the ceanataur makes a ranged weapon attack, it can use its Constitution modifier, instead of its Dexterity for the attack and damage rolls. (included in the attack).

Limited Recharge. The ceanataurs actions and bonus actions can only recharge for the shell it is currently using.

Standing Leap. The ceanataur's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack While wearing a gravios shell, the ceanataur makes three waterspray attacks or two sheathed claw attacks. While wearing the glavenus shell, the ceantaur makes four unsheathed claw attacks.

Unsheathed Claws (Glavenus Shell only). Melee Weapon Attack: +12 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 20 Constitution saving throw or lose 3 (1d6) hit points at the start of each of its turns due to a bloody wound. Each time the ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 16 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Sakura Slash (Glavenus Shell only; Sharpened Claws only). The ceantaur dashes 20 feet in a straight line while swinging its claws twice in a circle. During this movement it can move through other creatures without provoking opportunity attacks. Each creature within 10-feet of the ceanataur's path must make a DC 20 Dexterity saving throw, taking 55 (10d10) slashing damage and increases the damage from a bloody wound by 10 (3d6) on a failed save. On a successful one, the target takes half damage and does not increase the bloody wounds damage. The ceanataurs claws are no longer sharpened after using this action.

Sheathed Claw (Gravios Shell only). Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage.

Waterspray (Gravios Shell only). Range Weapon Attack: +11 to hit, range 60/240 ft., one target. **Hit:** 21 (3d10 + 5) cold damage.

Hydropump (Gravios Shell only; Recharge 5-6). The ceanataur releases a high pressure stream of water from the back of its shell in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 77 (14d10) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Sharpen Claws (Glavenus Shell only; Recharge 5-6). The ceanataur sharpens both of its claws on the glavenus shell. The claws remain sharpened for 1 minute or until the ceanataur burrows underground. While sharpened, its unsheathed claw's bloody wound deals an extra 3 (1d6) wound damage and it rends the armor (reducing its AC by 5) on a creature until the *mending* spell is cast on it, or a creature spends an hour repairing it during a short or long rest.

Shell. The ceanataur wears a gravios shell on its back. While underground the ceanataur can use its bonus action to switch between a gravios shell and a glavenus shell, or vice versa.

Legendary Actions

The ceanataur 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 ceanataur regains spent legendary actions at the start of its turn.

Dig. The ceanataur burrows underground and moves up to half its burrow speed.

Glavenus Shell. The ceanataur can use the following legendary actions while it is wearing the glavenus shell:

Attack. The ceanataur uses makes one attack its claw.

Sweeping Strike (Costs 2 Actions). The ceanataur sweeps its claws in a 10-foot line that is 3 5-feet wide. Each creature in the area must make a DC 20 Dexterity saving throw, taking 27 (5d10) slashing damage and increases the damage from a bloody wound by 3 (1d6) on a failed save. On a successful one, the target takes half damage and does not increase the bloody wounds damage.

Leaping Strike (Costs 2 Actions). The ceanataur leaps up to 20 feet towards a creature and makes a claw attack against it. During this jump it can move through other creatures without provoking opportunity attacks. On hit, the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Gravios Shell. The ceanataur can use the following legendary actions while it is wearing the gravios shell:

Attack. The ceanataur uses makes one attack with its waterspray or sheathed claw.

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

Waterbeam (Costs 3 Actions). The ceanataur uses its hydropump if it is recharged.

RUSTRAZOR CEANATAUR

Challenge Rating 19

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Crab Pearl+	(O)
7-10	5-9	Rustrazor Cortex	(A,W)
11-13	10-11	Monster Toughbone	(O)
14-16	11-13	Heavy Ceanataur Leg	(A,W)
17	14-16	Fine Black Pearl	(O)
18-19	17-19	Ceanataur Hardclaw	(A,W)
20	20	Heavy Rustrazor Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Rustrazor Cortex

Negate Bleeding. You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

Heavy Ceanataur Leg

Health Boost+. Your hit point maximum increases by 2 for each character level you have while wearing this armor.

Ceanataur Hardclaw

Iron Skin. While this material is in your armor, your AC cannot be reduced in any way. You do not retain AC granted to you by a shield if you drop it; or a potion, or magical effect after it has expired.

Heavy Rustrazor Scalp

Guard Up When you fail a Dexterity or Strength saving throw, you can use your reaction to expend 1 of its runes to use your AC in place of your roll. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Rustrazor Cortex (*Hunting Horn* only)

Horn Maestro. While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal.

Heavy Ceanataur Leg

Partbreaker+2. You deal an extra 1d8 weapon damage when you critically hit with this weapon.

Ceanataur Hardclaw

Once per turn, when you hit a creature with this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 17 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Heavy Rustrazor Scalp

Brawn. While you are attuned to this weapon, it you gain the following effects:

- Once per turn when a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, it makes its save with disadvantage.
- Once per turn when you hit a creature with this weapon, it must make a DC 12 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

OTHER MATERIAL EFFECTS

Crab Pearl+

A jewel formed inside the body over many years valued at 2500 gp.

Monster Toughbone

Very rare weapon upgrade material.

Heavy Ceanataur Leg

A material that when combined with a vial creates Oil of Sharpness (DC 13 Alchemist Tools).

Fine Black Pearl

A pearl with a black glow valued at 4000 gp.

SAND BARIOOTH

The sand bariooth is covered in orange-yellow fur and similarly colored carapace, both of which help it to blend in to its environment. The sand bariooth's carapace is also perfect for absorbing blows from other larger species of monsters within the Sandy Plains, and also offers protection against the sand storms they are known to create. Though a majority of its coloration is orange-yellow, some parts of its body are red due to the blood of its prey. Much like bariooth, sand bariooth's tusks are indigo in color due to the blood of its prey. Unlike bariooth, sand bariooth has a different type of sac, known as a Rugged Pleura. This sac helps sand bariooth breath better in its harsh environment and allows it to produce powerful tornadoes that are much like sandstorms. From a lack of ledges to jump onto, it will use these sandstorms to lunge at prey from a distance. Some more skilled individuals are able to breath smaller tornadoes that can wander around, blocking a prey items path.

Sand bariooth are far more aggressive than Bariooth. Sand bariooth have the unusual behavior of rubbing their prey's blood on their body. They will let this blood dry on their face and shell so more sand sticks onto it, toughening its defenses.



SAND BARIOOTH

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 264 (23d12 + 115)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +12, Wis +8, Cha +5

Damage Resistances bludgeoning, fire; piercing and slashing from nonmagical attacks

Senses passive Perception 12

Languages —

Challenge 17 (18,000 XP) **Proficiency** +6

Tornado Rush. The bariooth is immune to the tornado's damage and it does not need to make a saving throw when entering a tornado's area. Instead it can use the tornado's momentum as a bonus action to launch itself up to 50 feet in a straight line. If the bariooth ends this movement next to a creature, it can make one claw attack against it.

Actions

Multattack. The bariooth makes two Bite attacks and one Hip Check attack. It can replace one of these attacks with its Dust Devil attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Dust Devil. *Ranged Weapon Attack:* +11 to hit, reach 30/120 ft., one target. *Hit:* 19 (3d6 + 6) bludgeoning damage. On a hit or miss, a elemental force that resembles a 5-foot tall, 5-foot wide dust devil appears in the space and lasts for 1 minute, or until a new dust devil is created. A creature that starts its turn within 5 feet of the dust devil must make a DC 19 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Hip Check. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail Swipe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage and the target and each creature adjacent to it must make a DC 16 Strength saving throw, or be pushed back 10 feet from the bariooth and knocked prone on a failed save. On a successful save, they are still pushed back but are not knocked prone.

Tornado (Recharge 5-6). The bariooth exhales a swirling ball of wind and sand at a point within 60 feet of it. A tornado appears centered on that location and last for 1 minute, or until a new tornado is created. The tornado is a 20-foot-radius, 40-foot-high spiraling cylinder of wind and dust centered on a location within 100 feet of the bariooth. This cylinder becomes difficult terrain for the duration, even for flying creatures. Unattended objects in this cylinder that are Large or smaller are pulled towards the center. When a creature enters the tornado's area for the first time on a turn or starts its turn there, it is struck by debris the tornado has picked up, and it must make a DC 19 Strength saving throw, taking 14 (4d6) bludgeoning damage plus 14 (4d6) slashing damage, they are pulled to the center of the cylinder, and are restrained on a failed save. On a successful save the creature takes half as much damage and they are not pulling into the center or restrained.

Legendary Actions

The bariooth 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 bariooth regains spent legendary actions at the start of its turn.

Detect. The bariooth makes a Wisdom (Perception) Check.

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

Tail Swipe. The bariooth uses its Tail Swipe.

Wander. A dust devil created by the bariooth moves up to 30 in any direction.



SAND BARIOTH

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	—	S.Barioth Cortex	(A,W)
5-6	1-6	S.Barioth Fur	(A,W)
7-10	7-9	S.Barioth Talon	(A,W)
11-14	10-13	Rugged Pleura	(A,W)
15-19	14-17	S.Barioth Lash	(A,W)
20	18-20	Hvy Indigo Tusks	(A,W)

ARMOR MATERIAL EFFECTS

S.Barioth Cortex

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

S.Barioth Fur

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

S.Barioth Talon

Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

Rugged Pleura

You have resistance to fire damage while you wear this armor.

S.Barioth Lash

You are immune to fire damage while you wear this armor.

Hvy Indigo Tusks

While you're wearing this armor, you can speak its command word as an action to cast the *blur* spell. When cast using this property your body is obscured by dust, sand, and other debris. You can use this property twice, regaining all expended uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

S.Barioth Cortex

While attuned to this weapon, sand and dust whip around it like a micro dust devil.

S.Barioth Fur (*Spellcaster only*)

This weapon has 4 runes. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: mirror image (2 charges), or wall of sand (2 charges).

The weapon regains 1d4 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, you can't regain any runes on this weapon for 1 week.

S.Barioth Talon

Your Dexterity score is 16 while attuned to this weapon. It has no effect on you if your Dexterity is already 16 or higher.

Rugged Pleura

Your weapon deals an extra 1d6 slashing damage.

S.Barioth Lash (*Druid, Sorcerer, & Wizard only*)

This weapon has 6 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *dust devil* spell from it. For 1 rune, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

The weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, you can't regain any runes on this weapon for 1 week.

Hvy Indigo Tusks

Your weapon deals an extra 1d8 slashing damage.

SHROUDED NERSCYLLA

The shrouded nerscylla is very similar to its common counterpart; however, it wears a khezu skin rather than a gypceros skin. Its back spikes are also bright-yellow in color. Unlike their relatives, the shrouded nerscylla doesn't make webs, but it is still able to use its silk to swing from rocks, cliffs, and the air like a pendulum while wander in search of food.

When locating prey the temnoceran will then sneak up on its victim by burrowing through the sand (or dirt depending on its location) attack from underground, making short work of their prey with powerful paralyzing venom in its maw.

The shrouded nerscylla venom gains this paralyzing property from its prey, mostly from genprey and the desert seltas. The venom is then stored in the spikes on the temnoceran's back much like their common relatives. If these spikes were to be broken in battle the venom will drip freely from its back, however, the temnoceran is still able to envenomate prey or attackers with its fangs and stingers.

Shrouded nerscylla are mostly nocturnal creatures that never stay in one place for too long. The khezu skin it wears is used to protect it and to capture moisture in order to survive the harsh desert during the breeding season.

While young, shrouded nerscylla form a sort of kite that sends them flying into the air to search for caves to survive during adolescence. The young will then search for food in those areas as they grow up in the area and if they are able to hunt a khezu, they can use its skin to head back to the Dunes during breeding season in order to breed. Those shrouded nerscylla that aren't able to kill a khezu can't go to the desert to mate, however, they will just stay in the area and make a living in the area plus also breed in the area without traveling to the desert.



SHROUDED NERSCYLLA

Large monstrosity (*temnoceran*), unaligned

Armor Class 17 (khezu hide)

Hit Points 199 (19d12 + 76)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Dex +8, Wis +6, Cha +3

Skills Perception +6, Stealth +8

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses tremorsense 60 ft., passive Perception 16

Languages —

Challenge 13 (10,000 XP)

Proficiency +5

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

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

Standing Leap. The nerscylla's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

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

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

Actions

Multiattack. The nerscylla makes one Poisonous Maw attack and two Claw attacks.

Poisonous Maw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage plus 18 (4d8) poison damage and the target must succeed on a DC 17 Constitution saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of its turn, ending the paralysis on a success.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. On hit, the target is grappled (escape DC 16).

Stinger. The nerscylla impales a webbed creature within 5 feet of it with its stinger. That creature must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the target falls unconscious for 1 hour, or until it takes damage or another creature uses an action to shake it awake.

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

Webbing Shot (Recharge 5-6). Ranged Weapon

Attack: +8 to hit, range 60/120 ft., up to three Large or smaller creatures within 15 feet of each other.

Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 17 Strength check, escaping from the webbing on a success. The creature is no longer restrained if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bonus Actions

Reel in. The nerscylla pulls a webbed target up to 15 feet towards it. If the webbed creature is pulled within 5 feet of the nerscylla, it can make a Stinger attack against it.

Web Swing. The nerscylla fires a string of webbing as thick as a rope towards an object or terrain that is above it and is within 60 feet of it. It can then use the webbing to pull itself up to 30 feet in the direction of the object or terrain.

SHROUDED NERSCYLLA

Challenge Rating 13

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Pearl Glosshide	(A,W)
4-8	4-5	S.Nerscylla Cortex	(A)
9-10	6-8	S.Nerscylla Scishorn	(A,W)
11-13	9-11	N.Queen Substance	(O)
14-15	12	Monster Essence	(O)
16-17	13-14	Omniplegia Sac	(A,W)
18-19	15-17	S.Nerscylla Hardclaw	(A,W)
20	18-20	S.Nerscylla Surspike	(A,W)

ARMOR MATERIAL EFFECTS

Pearl Glosshide

Carving Pro. While you are attuned to this armor, you can carve a creature of CR 8 or lower 1 extra time.

S.Nerscylla Cortex

Evade Extender (M). You gain a +2 bonus to Dexterity saving throws while you wear this armor.

S.Nerscylla Scishorn

You cannot be poisoned while you wear this armor.

Omniplegia Sac

Whenever you make a saving throw against the paralyzed condition, you do so with advantage.





S.Nerscylla Hardclaw

Spider Climb+. While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil. Additionally, you can cast the *spider climb* spell from this armor on an ally once per day.

S.Nerscylla Surspike

You have resistance to cold damage while you wear this armor. Additionally you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

WEAPON MATERIAL EFFECTS

Pearl Glosshide (Bow Only)

When you knock an arrow to this bow, you can speak its command word to magically transform the arrow. The transformed arrow has small notches for impaling itself in hard surfaces and a length of rope from your equipment is securely tied to the end of it. When fired, this arrow impales itself on the first object it hits. A creature can use an action to make a DC 20 Strength check to remove the arrow from whatever object it is in.

S.Nerscylla Scishorn

Status Crit (Poison). Whenever you critically hit with this weapon, the target creature must make a DC 15 Constitution saving throw. On a failed save the target is poisoned for 1 minute.

Omniplegia Sac

When you paralyze a creature and they fail the saving throw by 5 or more, the creature is also poisoned for 1 minute.

S.Nerscylla Hardclaw

When you cast a spell that deals poison damage, you gain a +2 bonus to its spell attack roll.

S.Nerscylla Surspike

When you hit a creature or object that is within 90 feet of you with a ranged weapon attack, you can use your bonus action to pull the target 15 feet towards you.

OTHER MATERIAL EFFECTS

N.Queen Substance

A potent pheromone sometimes released by the shrouded nerscylla. It is valued by nobles (sell value 1000 gp).

Monster Essence

A material that can be used to upgrade your weapons or armor to rare or very rare.

SILVER RATHALOS

One of the rarest monsters, Silver Rathalos is apart of the Flying Wyvern classification. It is a genetic mutation of Rathalos, just like Azure Rathalos, though it is much rarer than Azure Rathalos.

Dominant predators, Silver Rathalos are much tougher than most any lesser Rathalos breed. They prey on anything smaller than themselves. At the tower they share their home with both their red and azure relatives. They also compete with other large predators, but despite these threats Silver Rathalos are very powerful predators themselves and won't go down without putting up a vicious fight.

The Silver Rathalos is much more dangerous than most usual standard Rathalos breeds. He prefers aerial attacks to ground based ones. He will frequently barrage hunters with his triple fireball and talon flyby attacks. When on ground, he tends to use far more bites and will charge hunters less frequently. The Silver Rathalos is also that it is more intelligent in terms of attacking than most other Rathalos.

SILVER RATHALOS

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	12 (+1)	19 (+4)	16 (+3)

Saving Throws Dex +7, Con +13, Int +8

Skills Athletics +14, Perception +11

Damage Immunities fire, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 Ft. passive Perception 21

Languages —

Challenge 21 (33,000 XP)

Proficiency +7

Flyby. The rathalos doesn't provoke an opportunity attack when he flies out of an enemy's reach.

Hellfire. Fire damage dealt by the rathalos bypasses a creature's resistance to fire damage.

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

Actions

Multattack. The rathalos uses his Frightful Presence. He then makes one Bite attack and one Wing attack. While flying, he makes one Talons attack in place of his Wing attack. He can replace any of these attacks with his Firebolt attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Firebolt. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 27 (5d10) fire damage.

Wing. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Talons. *Melee Weapon Attack:* +14 to hit, 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage. The target must make a DC 21 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the rathalos's choice that is within 120 feet of the rathalos and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rathalos's Frightful Presence for the next 24 hours.

Fireball (recharge 5-6). The rathalos exhales a fireball to a point within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 21 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The rathalos 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 rathalos regains spent legendary actions at the start of her turn.

Attack. The rathalos makes a Bite attack.

Wing Attack (Costs 2 Actions). The rathalos beats his wings. Each creature within 15 feet of the rathalos must succeed on a DC 25 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage and be knocked prone. The rathalos can then fly up to half his flying speed.

Ferocious Roar (Costs 3 Actions). The rathalos lets out an ear shattering roar. Each creature that is within 20 feet of the rathalos must succeed on a DC 21 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.



SILVER RATHALOS

Challenge Rating 21

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Silver Rathalos Scale	(A,W)
5-6	—	Silver Inferno Sac	(A,W)
7-10	5-10	Silver Rathalos Carapace	(A,W)
—	11-13	Silver Rathalos Webbing	(A)
11	14-15	Silver Rathalos Marrow	(A,W)
12-16	16-17	Silver Rathalos Tail	(A,W,O)
17-18	—	Silver Rathalos Wing	(A,W)
19	18-19	Silver Rathalos Plate	(A,W)
20	20	Silver Rathalos Ruby	(A,W)

ARMOR MATERIAL EFFECTS

Silver Rathalos Scale

Handicraft+3. For 24 hours, you gain proficiency with three artisan tools of your choice each dawn.

Silver Inferno Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

Silver Rathalos Carapace

Intimidator. While wearing this armor, you have advantage on Charisma (Intimidation) checks. Additionally CR 4 or lower beasts flee at the sight of you, but will fight if cornered.

Silver Rathalos Webbing

Windproof. Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

Silver Rathalos Marrow

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit

Silver Rathalos Tail

Carving Celebrity. While you are attuned to this armor, you can carve a creature of CR 15 or lower 1 extra time.

Silver Rathalos Wing

While you are attuned to this armor you can cast the *fly* spell three times from it, regaining all expended uses daily at dawn.

Silver Rathalos Plate

Hoarding. You gain 1d4 additional resources whenever you successfully gather a resource.

Silver Rathalos Ruby

You are immune to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

Silver Rathalos Scale

Quick Sheath. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

Silver Inferno Sac

Your weapon deals an extra 1d10 fire damage.

Silver Rathalos Carapace

Weakness Exploit. When you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a short or long rest.

Silver Rathalos Marrow

You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 50-foot radius and dim light for an additional 50 feet.

Silver Rathalos Tail

Spirit. When fighting a Huge or larger creature, this weapon deals 1d6 extra weapon damage and its crit range is increased by 1.

Silver Rathalos Wing (Range Weapon Only)

Ammo Up. Your bowgun's normal ammo capacity doubles while you are attuned to this weapon. Additionally when coating, you can coat up to 10 additional arrows.

Silver Rathalos Plate

Critical Boost. You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a weapon attack.

Silver Rathalos Ruby

Mind's Eye. Your attacks with this weapon bypass the damage resistances of any creature.

OTHER MATERIAL EFFECTS

Silver Rathalos Tail

Legendary armor or weapon upgrade material.

SNOWBARON LAGOMBI

Snowbaron Lagombi have darker colored fur on the lower half of their bodies and along their backs, becoming a brown color. Their plastron bellies are purple in color. The armored sections on their forearms are no longer visible due to their fur growing longer there. Their ears have oval tips as opposed to the trapezoidal tips of regular Lagombi.

Snowbaron Lagombi are much stronger than ordinary Lagombi. This is best evidenced in their ability to lift mounds of snow larger than their own bodies and hurl them at attackers. They can also slide on their bellies with greater speed, power, and control, and kick up enough snow and ice while doing so to freeze nearby creatures solid.

Snowbaron Lagombi are found in areas typical of regular Lagombi, though they are much less commonly sighted. On certain rare occasions, they have also been seen in the Polar Field.



SNOWBARON LAGOMBI

Large beast (fanged), unaligned

Armor Class 15 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	7 (-2)	5 (-3)

Skills Acrobatics +4, Perception +1

Senses passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Proficiency +3

Ice Walker. The lagombi is accustomed to moving through the frozen tundras, as such it ignores difficult terrain for snow, ice, and other cold weather effects.

Keen Hearing. The lagombi has advantage on Wisdom (Perception) checks that rely on hearing.

Snow Plow. When the lagombi moves at least 15 feet on icy or snowy terrain, it kicks up ice and snow. When it does, each creature in a space adjacent to the lagombi's path must succeed on a DC 15 Dexterity saving throw, or be frozen in place. A creature that is frozen, has its body encased in ice and snow. This ice and snow can be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to cold damage), ending the frozen condition on the creature. The frozen creature can also use an action, to make a DC 15 Strength check. On a successful check, the creature breaks free and is no longer frozen.

Actions

Multiattack. The lagombi makes two attacks.

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

Giant Snowball. *Range Weapon Attack:* +7 to hit, reach 60/240 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 5 (1d10) cold damage.

Butt Slam. The lagombi leaps into the air, without provoking opportunity attacks, and comes crashing down in a space that contains one or more other creatures within 15 feet of it. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 15 (2d10 + 4) bludgeoning damage. On a successful

save, the creature takes only half the damage, isn't knocked prone. The lagombi then rolls into an unoccupied space, adjacent to the space it landed in.

Reactions

Retreat. When the lagombi takes damage from a creature within 5 feet of it while there is at least one other hostile creature within 10 feet of it, it wiggles its butt before moving 15 feet backwards in the direction of the creature that dealt damage to it. During this movement the lagombi can move through a creature's space. Each creature the lagombi moves through must make a DC 15 Strength or Dexterity saving throw, taking 11 (2d6 + 4) bludgeoning damage if pushed 5 feet to the side of the lagombi and knocked prone on a failed save. On a successful Strength saving throw, the creature isn't knocked prone and reduces the lagombi's remaining movement for this reaction, to 0. On a successful Dexterity saving throw, the creature moves 5 feet into an adjacent space that is out of the lagombi's path.

Legendary Actions

The lagombi 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 lagombi regains spent legendary actions at the start of its turn.

Attack. The lagombi makes one Claws attack or one Giant Snowball attack.

Slide (Costs 1 or 2 Actions). The lagombi moves up to its speed, in a straight line, without provoking opportunity attacks. During this move, the lagombi can move through another creature's space. If the creature is Medium or smaller, it must succeed on a DC 15 Strength or Dexterity saving throw or be knocked prone.

If the lagombi expends one extra legendary action, its movement speed doubles and each creature that fails the saving throw takes 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage.

Sweep (Costs 2 Actions). The lagombi sweeps its body in a 10-foot radius around it. Each creature in that area must make a DC 15 Strength or Dexterity saving throw, taking 11 (2d6 + 4) bludgeoning damage and be knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. If the lagombi is prone when it uses this legendary action, it stands up.



SNOWBARON LAGOMBI

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Snowbaron Fur	(A,W)
8-11	4-10	Snowbaron Plastron	(A,W)
12-13	11-15	Lagombi Frigidclaw	(A,W)
14-15	16-18	Lagombi Massive Bone	(A,W,O)
16-20	19-20	Snowbaron Cuirass	(A,W)

ARMOR MATERIAL EFFECTS

Snowbaron Fur

You have a +2 bonus to Acrobatics checks while you wear this armor.

Snowbaron Plastron

Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Lagombi Frigidclaw

Marathon Runner. While wearing this armor, your walking speed increases by 5 feet.

Lagombi Massive Bone

Airborne. While wearing this armor, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

Snowbaron Cuirass

Evade Extender (S). You have a +1 bonus to Dexterity saving throws while you wear this armor.

WEAPON MATERIAL EFFECTS

Snowbaron Fur

While attuned to this weapon you can cause a black top hat to appear in your offhand or disappear at will. The top hat provides no benefit other than looking nice.

Snowbaron Plastron

Stamina Drain. When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

Lagombi Frigidclaw

Critical Spell Status (frozen). When you make a spell attack with a spell that deals cold damage while attuned to this weapon, and roll a 20 for the attack roll, the target is frozen. A frozen creature can use an action to make a DC 12 Strength check. On a successful check, the creature is no longer frozen.

Lagombi Massive Bone

Your bludgeoning weapon deals an extra 1d4 bludgeoning damage.

Snowbaron Cuirass (*Sorcerer & Wizard only*)

While you are attuned to this weapon, you can use an action to cast the *snilloc's snowball swarm* spell from it. You can use this property twice, regaining all expended uses when you finish a long rest.

OTHER MATERIAL EFFECTS

Lagombi Massive Bone

Rare armor upgrade material.

SOULSEER MIZUTSUNE

Soulseer mizutsune is similar in appearance to the more common mizutsune, although often noticeably larger in size. The fur across its body and tail is paler. Although blind, presumably sustained in battle with another monster or hunter, the soulseer mizutsune is able to perceive its environment through its bubblefoam. When a creature touches its secretions, Soulseer Mizutsune can sense the location of the threat and its act accordingly.

SOULSEER MIZUTSUNE

Huge leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d12+95)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	21 (+5)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Str +9, Dex +11, Wis +7

Skills Acrobatics +11, Perception +12

Condition Immunities slick, blinded

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 22

Languages -

Challenge 16 (15,000 XP)

Proficiency +5

Bubble Sense. The mizutsune gains the benefits of truesight against any creature or objects within 120 feet of it that has the *slick* condition or had the *slick* condition in the last hour.

Oiled Body. The mizutsune has advantage on Dexterity (acrobatic) checks.

Actions

Multiattack. The mizutsune makes three attacks: one with its bite, one with its tail, and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the mizutsune can't use its bite on another target.

Body Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 45 (6d12 + 6) bludgeoning damage and each creature in a 10-foot radius of the mizutsune must succeed on a DC 17 Dexterity saving throw or become *slick*.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 15 (2d8 + 6) slashing damage plus 4 (1d8) cold damage and the creature becomes *slick*.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 25 (3d12 + 6) bludgeoning damage. On hit, the creature becomes *slick*.

Bubble Prison. *Range Weapon Attack:* +11 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is slick and enclosed in a bubble of shimmering force for 1 minute or until the bubble is

destroyed. Nothing, not physical Objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble has AC 15, 30 hit points, resistance to bludgeoning damage, immunity to poison and psychic damage, but vulnerable to piercing damage. At the end of the mizutsune's turn all bubbles rise 10 feet higher into the air.

Hydropump (recharge 5-6). The mizutsune releases a high pressure stream of water in an 90-foot line that is 10-feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Bubbles. The mizutsune releases bubbles in a spiral pattern into a 30-foot space around it. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save the bubbles come in contact with the creature and explode, causing the creature to become *slick*.

Blue Bubbles. The mizutsune releases a large blue flammable bubble at each creature within 60 feet of it that is *slick*. Each creature must make a DC 18 Dexterity saving throw. On a failed saving throw the creature takes 5 (1d10) cold damage and bursts into flames. Until a creature takes an action to douse the flames, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful saving throw, the creature takes half damage and does not burst into flames.

Imprison (Costs 2 Actions). The mizutsune uses its bubble prison.

Body Slam (Costs 3 Actions). The mizutsune uses its body slam attack.

Reactions

Tail Sweep. When a creature is *slick* and starts its turn within 10 feet of the mizutsune, the mizutsune can use its reaction to sweep its tail, hitting the creatures legs. The creature must then succeed on a DC 18 Dexterity saving throw or fall prone.



BEHAVIOR

Usually, Soulseer Mizutsune spends most of its time sleeping. When left undisturbed, Soulseer Mizutsune is fairly calm but will turn aggressive in an instant once it senses a potential threat within its bubblefoam. Rumor says that the malice of an undying grudge burns within its closed eyes. Those it catches in its bubbles know the true meaning of its nickname, Soulseer.

Unlike normal males, Soulseer Mizutsune doesn't become more aggressive during the breeding season due to it being blind. From its blindness, Soulseer Mizutsune never seeks out a mate and doesn't groom itself often to appeal to the opposite sex.

SOULSEER MIZUTSUNE

Challenge Rating 16

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1	Soulseer Shard	(A,W)
7-9	2-4	Mizutsune Hardclaw	(A,W)
10-11	5-6	Distilled Bubblefoam	(A,W)
12-13	7-11	Soulseer Purplehide	(A)
14-16	12-15	Purple Mizutsune Tail	(W)
17-18	16-17	Mizutsune Silkin	(W)
—	18	Mizutsune Purplefell	(A)
19	19	Mizutsune Pallium	(A,W)
20	20	Mizutsune Water Orb	(A,W)

ARMOR MATERIAL EFFECTS

Soulseer Shard

Acrobat. While wearing this armor you gain +1 to Dexterity saving throws and you have advantage on Dexterity (Acrobatic) checks.

Mizutsune Hardclaw

You have resistance to cold damage while you wear this armor.

Distilled Bubblefoam

While you are attuned to this armor, you can cast the *Otiluke's Resilient Sphere* spell from it. You can use this property twice, regaining all expended uses daily at dawn.

Soulseer Purplehide

While you are wearing this armor you have blindsight out to 10 feet.

Mizutsune Purplefell

You are immune to cold damage while you wear this armor.

Mizutsune Pallium

Bubbly. While attuned to this armor, you have advantage on Dexterity saving throws and durations from slowing effects, such as the slow spell or a bronze dragon's breath attacks, durations are reduced by half.

Mizutsune Water Orb

Bubbly Dance. When you succeed on a Dexterity saving throw you can use your reaction to take the dodge action and cover yourself in bubbles.

WEAPON MATERIAL EFFECTS

Soulseer Shard

As a bonus action, when you speak the command word, your weapon transforms into a bubble wand or back to its original form. While in its bubble wand form it can blow an unlimited amount of bubbles. The bubbles pop 1d4 seconds after coming in contact with anything.

Mizutsune Hardclaw

While holding this weapon, you gain a +2 bonus to spell attack rolls and you ignore half cover when making a spell attack.

Distilled Bubblefoam

When you hit a creature with this weapon, the creature must succeed on a DC 14 Dexterity saving throw or become *slick*. A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.

Purple Mizutsune Tail

Bubble sense. You gain the benefits of truesight against any creatures within 60 feet of you that has the *slick* condition.

Mizutsune Silkin

Hunting Horn. The *single note melody* action becomes a *two note melody* action, allowing you to activate a two note melody as an action instead of just one.

Mizutsune Pallium (Spellcaster only)

While attuned to this weapon, you know the *Watery Sphere* spell. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

Mizutsune Water Orb

Soulseer. Your weapon attacks critical range is increased by 1 and your critical hits with this weapon deal an extra 1d8 weapon damage.



STONEFIST HERMITAUR

Huge beast (*carapaceon*), unaligned

Armor Class 24 (natural armor)

Hit Points 241 (23d12 + 92)

Speed 30 ft., burrow 60 ft.

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

Saving Throws Con +10

Damage Resistances necrotic, piercing, slashing

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 18 (20,000 XP) **Proficiency** +6

Amphibious. The hermitaur can breathe air and water.

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

Large Monoblos Skull. The hermitaur protects its vulnerable back with the skull of a monoblos (AC 20, 60 HP; immunity to poison and psychic damage, resistances to piercing, and slashing from nonmagical weapons, vulnerable to bludgeoning damage). Damaging the shell deals no damage to the hermitaur. Once destroyed, the hermitaur's AC is reduced by 3 and it is vulnerable to bludgeoning, piercing, and slashing damage if at least two hostile creatures are within 5 feet of it.

Standing Leap. The hermitaur's long jump is up to 30 feet and its high jump is up to 15 feet, without a running start.

Actions

Multiattack. The hermitaur makes one Right Claw attack and one Left Claw attack.

Left Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) slashing damage.

Right Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Shell. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage plus 11 (2d10) piercing damage, or 9 (1d10 + 4) bludgeoning damage if the shell is destroyed. If the hermitaur moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 16 (3d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Burrowed Shell Strikes (Recharge 5-6). The hermitaur burrows underground and moves up to 60 feet before emerging in an unoccupied space. Once underground, it doesn't provoke opportunity attacks and it can make three shell attacks, each against a different target on the ground above it.

Bonus Actions

Scuttle. The hermitaur moves up to its speed in a straight line.

Reactions

Claw Guard. After being hit by an attack, the hermitaur can take the dodge action until the start of its next turn. If a creature throws a sonic bomb at the hermitaur or it is hit by an effect or spell that deals thunder damage, its dodge ends.

Deflect. If a ranged weapon or spell attack misses the hermitaur, it can choose another creature it can see within 120 feet of it. The attack targets the chosen creature instead of the hermitaur and the attack roll is rerolled against the chosen creature.

Legendary Actions

The hermitaur 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 hermitaur regains spent legendary actions at the start of its turn.

Claw Flick. The hermitaur makes one Left Claw attack. If the attack hits the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Scuttle Waterbeam (Costs 2 Actions). The hermitaur sprays a high-pressure beam of water in a 30-foot line that is 5-feet wide and moves up to its speed in a straight line perpendicular to the beam, striking each creature in the line or a space the beam passes through must make a DC 18 Dexterity saving throw, taking 18 (4d8) cold damage and be afflicted with waterblight for 1 minute on a failed save, or half as much damage and isn't afflicted with waterblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crush (Costs 3 Actions). The hermitaur jumps into a space that contains one or more other creatures within 30 feet of it. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d8 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the hermitaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the hermitaur's space.



STONEFIST HERMITAUR

Challenge Rating 18

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	Crab Pearl+ x3	(O)
5-8	4-6	Stonefist Cortex	(A,W)
9-10	7-9	Stonefist Carapace	(A,W)
11-12	10-11	Stonefist Leg	(A,W)
13-15	12-14	Fine Black Pearl x3	(O)
16-17	15-17	Monster Toughbone	(O)
18	18-19	Stonefist Talon	(A,W)
19-20	20	Timeworn Crimson Horn	(A,W)

ARMOR MATERIAL EFFECTS

Stonefist Cortex

You have resistance to cold damage while you wear this armor.

Stonefist Carapace

Divine Blessing+2. When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Stonefist Leg (Shield required)

While holding a shield, you have resistance to damage from ranged weapon attacks. Whenever a ranged weapon attack is made against a target within 10 feet of you, you become the target instead.

Stonefist Talon (Shield required)

Claw Guard. When you take the Dodge action while you are attuned to this armor, you gain a +2 bonus to your AC until the start of your next turn.

Timeworn Crimson Horn

Bubbly. While attuned to this armor, you have advantage on Dexterity saving throws. Also the durations from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half.

WEAPON MATERIAL EFFECTS

Stonefist Cortex (Requires Shield)

While wielding your shield, you can use your bonus action to take the Shove action. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Stonefist Carapace

Crisis. While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.

Stonefist Leg

When you hit a creature with this weapon, it must make a DC 15 Constitution saving throw or be afflicted with waterblight until the end of its next turn.

Stonefist Talon (Bladed Weapon Only)

Razor Sharp. Once per turn, when you hit a creature with this weapon, anytime it would regain hit points before the end of its next turn, it regains half as many. Additionally, if the creature is afflicted with a wound, such as the odogaron's bloody wound, it can only be closed by magical healing for 1 minute.

Timeworn Crimson Horn (Ranged Weapon Only)

Rapid Reload. You can reload as a free action while you are attuned to this weapon. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as a free action.

OTHER MATERIAL EFFECTS

Crab Pearl+

A fine specimen that has been forming for a long time. Valued at 200 gp.

Monster Toughbone

Very rare weapon upgrade material.

Fine Black Pearl

Largest and most beautiful of all black pearls. Very valuable and hard to find. Valued at 750 gp.



STYGIAN ZINOGRE

Stygian Zinogre is a subspecies of Zinogre with a jet-black body. It gathers bugs that eat Dragonfell Berries and uses their Dragon Element energy to dramatically boost its power. They are powerful predators armed with deadly claws capable of crushing a Bulldrome's spine in one blow; and teeth that tear chunks of flesh off their prey. Unlike normal Zinogres who utilize common Thunderbugs, the Stygian Zinogre utilize a species of insects called Dracophage Bugs that feed on Dragonfell Berries, thus granting this species to use powerful necrotic-element attacks. Stygian Zinogre can fire these bugs and when they find their target they explode on contact, causing massive damage to predators or hunters. The effects of the necrotic element also keeps them warm in the freezing Tundra and cool in the blistering Volcano.

STYGIAN ZINOGRE

Huge wyvern (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 264 (23d12 + 115)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Dex +9, Wis +8

Skills Acrobatics +9, Perception +8, Survival +8

Damage Resistances cold

Damage Immunities fire

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 18

Languages -

Challenge 20 (25,000 XP)

Proficiency +6

Charge Level. When the zinogre gains a charge level it summons one additional dracophage insect at the start of its turn. It also gains the following benefits below in addition to any previous levels benefits.

- Level 1: *Its melee weapon attacks deal an extra 3 (1d6) necrotic damage.*
- Level 2: *Its movement speed increases by 10.*
- Level 3: *Its melee weapon attacks deal an extra 3 (1d6) necrotic damage.*

Dracophage Insects. At the start of the zinogre's turn, it summons one dracophage insect. Each insect charges towards a creature within 60 feet of the zinogre, exploding on contact. Each creature hit by one of these insects must make a DC 16 Dexterity saving throw, taking 7 (2d6) necrotic damage on a failed save or half as much on a successful one.

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

Actions

Multiattack The zinogre makes two Claw attacks and one Tail attack.

Claw. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit* 18 (3d8 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit* 24 (3d12 + 5) bludgeoning damage.

Body Slam (Recharge 5-6). The zinogre launches itself into the air and slams its back onto the ground in a space within 30 feet of its original location. Each creature in that space must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 24 (7d6) piercing damage plus 24 (7d6) necrotic damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the zinogre's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the zinogre's space.

Legendary Actions

The zinogre 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 zinogre regains spent legendary actions at the start of its turn.

Charge Up (1/round). The zinogre gains one charge level.

Tail Slam. The zinogre makes a tail attack.

Rolling Thunder (costs 2 Actions). The zinogre moves up to its speed without provoking attacks of opportunity. Each creature within 10 feet of the zinogre's path must make a DC 16 Dexterity saving throw or be struck by a bolt of red lightning, taking 24 (7d6) necrotic damage on a failed save. On a successful save, the target takes only half as much damage.



STYGIAN ZINOGRE

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-2	S. Zinogre Carapace	(A)
7-9	3-6	S. Zinogre Dragonhair (A,W)	
10-11	7-9	S. Zinogre Claw	(W)
12-13	10-13	S. Zin Drakeshell	(A)
14-16	14-17	S. Zinogre Tail	(A)
17-19	18-19	S. Zinogre Horn	(W)
20	20	S. Zinogre Umbrage	(A,W)

ARMOR MATERIAL EFFECTS

S. Zinogre Carapace

Evasion. You have advantage on Dexterity saving throws while you wear this armor.

S. Zinogre Dragonhair

Whenever a creature makes a ranged attack against a creature or object within 5 feet of you, you can use your reaction to become the target of the attack instead.

S. Zin Drakeshell

You have resistance to necrotic damage while you wear this armor.

S. Zinogre Tail

You have advantage on saving throws against spells while you wear this armor.

S. Zinogre Umbrage

Whenever you critically hit with a weapon attack, Red lightning arcs from your armor for 1 minute. While under this effect, you gain temporary hit points at the start of each of your turns equal to half your character level.

WEAPON MATERIAL EFFECTS

S. Zinogre Carapace

FastCharge+. When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

S. Zinogre Claw

Your weapon attacks deal an extra 1d10 necrotic damage.

S. Zin Drakeshell

Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

S. Zinogre Horn

Insect Glaive Only. Your kinsect becomes a dracophage bug and deals an additional 1d8 necrotic damage.

S. Zinogre Umbrage

This weapon has 3 runes that it regains daily at dawn.

When you hit a creature with this weapon you can expend a rune to generate an explosion of necrotic energy upon impact.

The target, and all creatures other than yourself, within 5 feet of the target must make a DC 15 Constitution saving throw, taking an amount of d6's equal to half of your level (rounded down) in necrotic damage on a failed save or half as much damage on a successful one.

THUNDERLORD ZINOGRE

Thunderlord zinogre are a legendary fanged wyvern known in some legends in Yukumo Village. In those legends, it is called the Thunder Wolf Wyvern King. This rare individual is an unusual zinogre able to hold more lightning in its body than usual

The thunderlord zinogre have many of the same adaptions as a zinogre, however, there is a few differences between them. These zinogre have one horn larger than the other and have a gold appearance on certain portions of their body. Due to its ability to hold more electricity in its body, they are known to constantly "fully charged" as a normal zinogre. Though they are always in this state, the thunderlord zinogre can charge up to a farther level beyond a normal Zinogre's limits. This true awakening turns the thunderlord zinogre's lightning gold, similar to rajang, while also granting additional control over its lightning. From this new charge level, its thunderbugs are greatly affected by this lightning. This gold lightning grants the thunderbugs a more powerful charge that they can barely control.

The thunderlord zinogre are quite high in the food chain. They are known to feed on herbivores like aptonoth and small bird wyverns and theropods like kulu-ya-ku. However, the thunderlord zinogre have to compete with larger predators in their environment, including Elder Dragons, and other monsters such as rathalos, lagiacrus, mizutsune, and glavenus.

Thunderlord zinogre are truly dangerous monsters. The Hunter's Guild only allow hunters with special permits to hunt them down.

THUNDERLORD ZINOGRE

Huge wyvern (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 220 (21d12 + 84)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Str +10, Dex +7, Wis +7

Skills Perception +7, Survival +7

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 16 (15,000 XP) **Proficiency** +5

Lightning Aura. At the start of each of the zingore's turns, each creature within 5 feet of it takes 7 (2d6) lightning damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the zingore or hits it with a melee attack while within 5 feet of it takes 7 (2d6) lightning damage.

Ultracharged State (Recharges after a Short or Long Rest). When the zingore is reduced to half of its maximum hit points, it enters an ultracharged state for 1 hour and lets out a booming roar, sending a shockwave out in a 15-foot radius around it. Each creature in that area must succeed on a DC 17 Strength saving throw, or take 14 (4d6) thunder damage and be knocked prone.

Actions

Multiattack. The zingore makes two Stomp attacks and one Tail attack.

Stomp. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 5 (1d10) lightning damage. If the zingore is in its ultracharged state, its claw attack creates a 40-foot high pillar of lightning that travels in a 30-foot long line that is 5-feet wide behind the target. Each creature in the line must succeed on a DC 17 Dexterity saving throw, or take 5 (1d10) lightning damage and be afflicted with thunderblight for 1 minute.

Tail. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 5 (1d10) lightning damage.

Lightning Mines. The zingore scatters six balls of lightning, each of which lands in an unoccupied space within a 60-foot cone in front of it. The space sparks with electricity until the start of the zingore's next turn, but the mine remains in the space for 1 hour. When a creature or object enters a space where a mine is located, it explodes, dealing 10 (3d6) lightning damage to the target.

Lightning Storm (Recharge 5-6). Numerous bolts of lightning strike the ground in a 60-foot radius around the zingore. Choose three creatures, each of which must make a DC 27 Dexterity saving throw, taking 38 (7d10) lightning damage and be afflicted with thunderblight for 1 minute on a failed save, or half as much damage and is not afflicted with thunderblight on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the thunderblight on itself on a success.

Legendary Actions

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

Attack. The zingore makes one Tail attack.

Dash Attack (Costs 2 Actions). The zingore moves up to its speed without provoking opportunity attacks. Then it makes one stomp attack.

Thunderlord's Stomp (Costs 2 Actions). The zingore focuses all its energy into one foreleg and makes one stomp attack against a target in range. On a hit, the target takes an extra 21 (6d6) lightning damage.

Thunderous Somersault (Ultracharged state only; Costs 2 Actions). The zingore executes a somersault while creating lightning bolts with its tail, before landing back in its space. Each creature in a 60-foot line that is 15 feet wide in front of the zingore must succeed on a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage, be afflicted with thunderblight for 1 minute, and be knocked prone on a failed save. On a successful save the creature takes half as much damage, isn't afflicted with thunderblight, or knocked prone.



THUNDERLORD ZINOGRE

Challenge Rating 16

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Thunderlord Carapace (A,W)	
6	6-7	Fulgurbug (A)	
7-8	8-11	Thunderlord Electrofur (A,W)	
10-11	12-14	Zinogre Claw+ (A,W)	
12-13	15-17	Zinogre Shocker+ (A,W)	
14	—	Thunderlord Shell (A,W)	
16-19	—	Thunderlord Shockfur (A,W)	
20	18	Thunderlord Jasper (A,W)	
—	19-20	Thunderlord Plate (A,W)	

ARMOR MATERIAL EFFECTS

Thunderlord Carapace

When you take lightning or thunder damage while wearing this armor, your walking speed increases by 20 feet until the end of your next turn.

Fulgurbug

While attuned to this armor, a thunderbug (AC 10; 1 hit point) travels with you. As an action, it will take flight (fly 20 ft.), until you use a bonus action to call it back to you. While in flight it sheds bright light in a 5-foot radius and dim light for an additional 15 feet. If the thunderbug is killed, a new one appears on your shoulder when you finish a short or long rest.

Thunderlord Electrofur (*Barbarian only*)

When you rage, you shroud yourself in an aura of lightning. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage.

Zinogre Claw+

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

Zinogre Shocker+

Antivirus. While attuned to this armor, you are immune to the frenzy virus and whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Thunderlord Shell

Stam Recov+. When you take a long rest, you reduce your exhaustion by 3 levels instead of 1.

Thunderlord Shockfur

You are immune to thunder damage while you are wearing this armor.

Thunderlord Jasper

You are immune to lightning damage and the thunderblight condition while you wear this armor.

Thunderlord Plate

This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Constitution saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

WEAPON MATERIAL EFFECTS

Thunderlord Carapace

While you are attuned to this weapon, you can use its command word to give a weather prediction for the next day, as detailed in the *druidcraft* cantrip. Once used, you can't use this property again until the next dawn.

Thunderlord Electrofur

Critical Element (lightning). When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage.

Zinogre Claw+

Your weapon deals an extra 1d8 lightning damage.

Zinogre Shocker+

When you cast a spell that deals lightning damage, you gain a +2 bonus to its spell attack roll or you increase the spell save DC by 2.

Thunderlord Shell (*Spellcaster only*)

This weapon has 3 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *call lightning* spell (save DC 16) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d3 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, the runes cannot recharge for a week.

Zinogre Shockfur

Critical Status (thunderblight). When you hit a creature with a weapon or spell that deals lightning or thunder damage, and roll a 20 for the attack roll, the creature is afflicted with thunderblight for 1 minute. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Thunderlord Jasper

While you are attuned to this weapon, your lightning spells bypass a creature's resistance.

Thunderlord Plate

Thunderlord. While attuned to this weapon, weapon attacks critical hit range is increased by 1 and your Constitution score increase by 2.



TIDAL NAJARALA

A Najarala subspecies that makes deadly use of its long body. Tidal Najarala respond to threats by spitting a watery substance at targets and have even been known to use their own scales to deflect this liquid bile so that they can snipe at more elusive prey.

Within the Old World, Tidal Najarala live within the harsh and below zero temperatures of the Frozen Seaway. Here the serpentine creatures have evolved with different colors on their bodies for camouflage, as they are ambush predators.

Surprisingly these snake wyvers can sometimes be seen in areas with milder temperatures such as the Everwood. If reported in the Guild will send hunters to do research on the creatures when in these areas. This is partially due to rumors about unusually colored Tidal Najarala being seen in certain areas.

TIDAL NAJARALA

Gargantuan wyvern (snake), unaligned

Armor Class 19 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 50 ft., burrow 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	21 (+5)	10 (+0)	18 (+4)	9 (-1)

Saving Throws Wis +10 Cha +5

Skills Perception +16, Stealth +12

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages —

Challenge 18 (20,000 XP)

Proficiency +6

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

Surround. The najarala can enter a large or smaller creature's space and stop there, surrounding it. While surrounded, the creature can't leave the najarala's space, except by flying, burrowing, or succeeding on a DC 17 Strength (Athletics) check or Dexterity (Acrobatics) check.

Snow Camouflage. The najarala has advantage on Dexterity (Stealth) checks made to hide in snowy or tundra terrain.

Actions

Multiattack The najarala makes one Beak attack and one Tail attack. It can't make both attacks against the same target.

Beak. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one creature. *Hit:* 21 (4d8 + 3) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained, and the najarala can't constrict another target.

Water Bolt (Recharge 5-6). The najarala fires two bolts of water in different directions in front of it. Each bolt travels along a 60-foot line that is 5 feet wide, striking the first creature or object it hits. A target struck by the bolt must succeed on a DC 19 Constitution saving throw, taking 49 (9d10) cold damage and is afflicted with waterblight for 1 minute on a failed save, or half as much damage and is not afflicted with waterblight on a successful one.

If the water bolt hits a najarala scale, it bounces off it (*destroying the scale in the process*) in a random direction for another 60 feet and deals an extra 22 (4d10) cold damage for each scale it bounces off of. To determine which way it travels, roll a d8 (1 being north of the scale and continues clockwise around it).

Bonus Actions

Squeeze. The najarala makes one Constrict attack against a grappled creature or one surrounded by it.

Legendary Actions

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

Scales. The najarala flings three scales into unoccupied spaces within 60 feet of it. Each scale must land in a space at least 10 feet away from another scale and fills a 5-foot-squared cube. Each scale can be attacked and destroyed (AC 15; 10 hit points; immunity to poison and psychic damage).

Tail. The najarala makes one Tail attack.

Slither (Costs 2 Actions). The najarala moves up to its speed on its belly without provoking attacks of opportunity. During this move it can move through other creatures. Each creature the najarala moves through is knocked prone and must succeed on a DC 17 Dexterity saving throw or take 24 (4d8 + 6) bludgeoning damage on a failed save.



TIDAL NAJARALA

Challenge Rating 18

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	T.Najarala Cortex	(A,W)
8-11	5-9	Najarala Marrow	(W)
12-14	10-12	T.Najarala Piel	(A,W)
15-19	13-16	T.Najarala Splasher	(A,W)
—	17-19	N.Flood Sac	(A,W)
20	20	Heart-stopping Beak	(A,W)

ARMOR MATERIAL EFFECTS

T.Najarala Cortex

While you wear this armor, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

T.Najarala Piel

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

T.Najarala Splasher

You have resistance to cold damage while you wear this armor.

N.Flood Sac

You cannot be paralyzed and you are immune to waterblight while you wear this armor.

Heart-stopping Beak

You are immune to cold damage while you wear this armor.

WEAPON MATERIAL EFFECTS

T.Najarala Cortex (Hammer only)

Punish Draw. A creature hit for the first time by the Hammers Mighty Weapon, has disadvantage on the saving throw.

Najarala Marrow

Capture Expert. Tranq bombs & ammo roll an extra 3d8 when they hit a creature.

Najarala Piel

Stamina Drain+. When you hit a creature with this weapon, its speed is reduced by 10 feet until the start of your next turn.

T.Najarala Splasher

Your weapon deals an extra 1d8 cold damage.

N.Flood Sac (Bladed Weapon Only)

While holding this weapon, you can use an action to cause thick, opaque poison to coat the blade of a melee weapon that deals slashing or piercing damage. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 16 Constitution saving throw or take 3d10 cold damage and become poisoned with waterblight for 1 minute. Once used, this property can't be used again until the next dawn.

Heart-stopping Beak (Ranged Weapon Only)

Bonus Shot. When you take the attack action, you can make one additional attack with this weapon as a bonus action.

TIGERSTRIPE ZAMTRIOS

Huge beast (amphibian), unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 40 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	6 (-2)	10 (+0)	5 (-2)

Skills Perception +4, Stealth +5

Condition Immunities paralyzed

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP)

Proficiency +4

Amphibious. The zamtrios can breathe air and water.

Desert Camouflage. The zamtrios has advantage on Dexterity (Stealth) checks made to hide in desert terrain while burrowed.

Standing Leap. The zamtrios's long jump is up to 20 feet and its high jump is up to 15 feet, without a running start. In addition, the zamtrios does not incur opportunity attacks while moving with a jump.

Actions

Multiaction (When not Expanded only). The zamtrios makes two Bite attacks.

Bite. **Melee Weapon Attack.** +8 to hit, reach 10 ft., one target. **Hit:** 17 (3d8 + 4) piercing damage. If the zamtrios moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 13 (3d8) piercing damage.

Paralyzing Spit. **Ranged Weapon Attack.** +8 to hit, range 80/320 ft., one target. **Hit:** 7 (2d6) lightning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of the zamtrios's next turn.

Deadly Leap (Expanded only). If the zamtrios jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 25 (6d6 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the zamtrios's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the zamtrios's space.



Roll Over (Expanded only). The zamtrios can move up to half its movement speed in a straight line, without provoking an attack of opportunity, while rolling over and squishing anything in its path. Each creature in that area must make a DC 16 Dexterity saving throw, taking 21 (5d6 + 4) bludgeoning damage and are knocked prone on a failed save, or half as much damage isn't knocked prone on a successful one.

Water Beam (Recharge 5-6). The zamtrios uses one of the following water beams:

- **(When not Expanded only).** The zamtrios exhales a high pressure stream of water across a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.
- **(Expanded Only).** The zamtrios exhales a high pressure stream of water in a 45-foot line that is 5 feet wide. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Expand (Recharge 4-6). The zamtrios greatly expands its belly for 1 minute, until it uses its Water Beam, or it uses bonus action to revert back to its original size. While the zamtrios's belly is expanded, its size increases to Gargantuan and it gains resistance to bludgeoning damage.

Legendary Actions

The zamtrios 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 zamtrios regains spent legendary actions at the start of its turn.

Attack (Costs 2 Actions). The zamtrios makes one Bite attack or one Paralyzing Spit.

Move. The zamtrios moves up to half of its speed without provoking opportunity attacks.

TIGERSTRIPE ZAMTRIOS

Challenge Rating 10

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	2x Paddock Cream	(O)
5-10	3-6	T.Zamtrios Piel	(A)
11-13	7-9	T.Zamtrios Shard	(A,W)
14-16	10-12	Omniplegia Sac	(A,W)

17-18	13-14	T.Zamtrios Grandfin	(A,W)
19	15-17	T.Zamtrios Sawtooth+	(W)
20	18-20	T.Zamtrios Tailbrand	(A,W)

ARMOR MATERIAL EFFECTS

T.Zamtrios Piel

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

T.Zamtrios Shard

Recovery Speed. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

Omniplegia Sac

You cannot be paralyzed while you are wearing this armor.

T.Zamtrios Grandfin

Tremor-Proof. You cannot be knocked prone while you wear this armor.

T.Zamtrios Tailbrand

You have resistance to fire damage while you wear this armor.

WEAPON MATERIAL EFFECTS

T.Zamtrios Piel

Each time you attune to this weapon your teeth fall out and regrow with rows of shark teeth. When you attune to a different weapon, these teeth fall out and your original teeth regrow. *It is not a pleasant process.*

T.Zamtrios Shard

While attuned to this weapon you can use an action to speak its command word to cast the *enlarge/reduce* spell from it, but you can only target yourself. Once you use this property, you can't use it again until you finish a short or long rest.

Omniplegia Sac (Spell must be available to your class)

While attuned to this weapon you can cast the *hold person* spell at 2nd level once per day, without expending a spell slot.

T.Zamtrios Grandfin (Race with natural weapons only.)

When a hostile creature takes damage while within 5 feet of you, you can use your reaction to make an attack with your races natural weapon against them.

T.Zamtrios Sawtooth+ Your weapon deals an extra 1d6 bludgeoning damage.

T.Zamtrios Tailbrand

Awaken. When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one additional damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

OTHER MATERIAL EFFECTS

Paddock Cream

When applied to the skin, the target gains tremorsense out to 60 feet for 1 hour.



WHITE MONOBLOS

White Monoblos is a Flying Wyvern who is the Subspecies of Monoblos. Diablos and Varusaburos are close relatives as well.

Being a herbivore, White Monoblos feed on whatever vegetation they can find. The White Monoblos' great size and armored shell easily protect it from smaller and weaker predators such as Genprey/Gendrome and Cephalos/Cephadrome and will even actively harass them. However, large predators such as Tigrex, Akura Vashim, Kuarusepusu, Tigerstripe Zamtrios, Deviljho, rare predatory Elder Dragons and the massive quadrupedal Odibatorasu can prove to be a major threat.

White Monoblos have many of the same adaptions as Monoblos, however, there are differences between both species. Unlike Monoblos, White Monoblos is covered in a much harder white shell for defense against threats with a thick silver horn. This silver horn can pierce through just about anything in one hit.

White Monoblos are much more aggressive than their common relatives, though are much more endangered than Monoblos. White Monoblos are known to attack in far more aggressive ways compared to Monoblos, making them a truly legendary hunt.

WHITE MONOBLOS

Huge wyvern (flying), unaligned

Armor Class 21 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +6

Damage Resistances cold, necrotic; bludgeoning, piercing, slashing from nonmagical attacks

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

Languages —

Challenge 17 (18,000 XP)

Proficiency +6

Relentless (Recharges after a Short or Long Rest). If the monoblos takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The monoblos makes one Horn attack and one Tail attack.

Body Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Horn. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. This attack bypasses resistance to piercing damage and deals half damage to a creature immune to piercing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Violent Roar (Recharge 5-6). The monoblos lets out a thunderous roar, sending out shockwaves in a 15-foot radius around it. Each creature in that area must make a DC 19 Constitution saving throw, or take 35 (10d6) thunder damage and be incapacitated until the end of their next turn on a failed saving throw or half as much damage and is not incapacitated on a successful one.

Bonus Actions

Aggressive. The monoblos moves up to its speed toward a hostile creature that it can see.

Underground Charge. The monoblos makes one horn attack against a creature if it moved at least 20 feet straight toward it while underground.

Legendary Actions

The monoblos 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 monoblos regains spent legendary actions at the start of its turn.

Attack. The monoblos makes one Body Slam attack.

Detect. The monoblos make a Wisdom (Perception) check.

Charge (Costs 2 Actions). The monoblos moves up to its speed in a straight line. During this move it can move through the spaces of other creatures without provoking opportunity attacks and makes one Horn attack against each one.

WHITE MONOBLOS

Challenge Rating 17

Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-8	1-7	White Monoblos Shell	(A,W)
9-11	8-11	Lg Monster Bone	(O)
12-16	12-17	White Monoblos Spine	(A,W)
17-18	18-19	Monoblos Heart	(A,W)
19-20	—	White Monoblos Horn	(A,W)
—	20	Top Grade Platinum Horn	(A,W)

ARMOR MATERIAL EFFECTS

White Monoblos Shell

Handicraft +2. For 24 hours, you gain proficiency with two artisan tools of your choice each dawn.



White Monoblos Spine

Iron Skin. When you must make a Dexterity saving throw, you can instead make a Constitution saving throw. You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

Monoblos Heart

Adrenaline. The first time you drop below half of your hit point maximum in combat, you gain a rush of adrenaline. On your next turn your movement speed doubles and you can take one extra action.

White Monoblos Horn

Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

Top Grade Platinum Horn

Iron Wall. You have a +2 bonus to your armor class while you wear this armor.

WEAPON MATERIAL EFFECTS

White Monoblos Shell

While you are attuned to this weapon, its color changes to a bright white. Additionally, whenever you feel a strong emotion, blood red stripes reveal themselves on the weapon.

White Monoblos Spine (Bowgun only)

Load Up+. While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.

Monoblos Heart

Critical Eye. Your weapon attacks critical hit range is increased by 1.

White Monoblos Horn

Your weapon deals an extra 1d8 piercing damage.

Top Grade Platinum Horn

Ruthless. While attuned to this weapon, your weapon attacks critical hit range is increased by 1 and when you have advantage on an attack roll with this weapon and you hit the target, you can have your weapon deal its maximum damage if the lower of the two d20 rolls would also hit the target (*all extra damage dice must still be rolled*). You can use this property a number of times equal to your Strength or Dexterity modifier (your choice), regaining all expended uses when you finish a long rest.

OTHER MATERIAL EFFECTS

Lg Monster bone

Very rare armor upgrade material.

WHITE VELOCIPREY

A rare member of the velociprey species, the white velociprey is slightly stronger, physically and defensively, than the average Velociprey, and are noticeably tougher than its counterpart in battle. White Velociprey have been seen in packs of Velociprey. Like all of the '-prey' family, this subspecies also fights in a pack, often alongside their leader the Velocidrome.

WHITE VELOCIPREY

Medium beast (theropod), unaligned

Armor Class 13 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)
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Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

Proficiency +2

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

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

Actions

Multiaction The white velociprey makes one Bite attack and one Claw attack.

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Bonus Actions

Aggressive. The white velociprey moves up to its speed toward a hostile creature that it can see.

WHITE VELOCIPREY

Challenge Rating 3

Carves 1

Carve Chance	Carve Name	Slots
1-7	White Velociprey Fang	(W)
8-15	White Velociprey Hide	(A)
16-20	White Velociprey Scale	(A)

ARMOR MATERIAL EFFECTS

White Velociprey Hide

You reduce damage you take from ranged weapon and spell attacks by 2.

White Velociprey Scale

Fate. When you roll on a creatures loot table, you can choose to reroll it and take the new roll. Once you use this property, you can't use it again until you finish a long rest.

WEAPON MATERIAL EFFECTS

White Velociprey Fang

When you make a range weapon attack, you can add a 1d4 to the weapon's attack roll. Once you use this property, you can't use it again until you finish a long rest.

APPENDIX A: MONSTER LISTS

MONSTER BY CHALLENGE RATING

This index organizes the monsters in the Patreon Monster Hunter Monster Manual by challenge rating.

CHALLENGE 3

White Velocipre

CHALLENGE 4

Desert Seltas

CHALLENGE 5

Young Magala

CHALLENGE 8

Berserk Tetsucabra

Jade Barroth

Redhelm Arzuros

Snowbaron Lagombi

CHALLENGE 9

Crystal Basarios

Glacial Agnaktor

CHALLENGE 10

Tigerstripe Zamtrios

CHALLENGE 11

Adolescent Magala

CHALLENGE 12

Drilltusk Tetsucabra

Purple Ludroth

CHALLENGE 13

Shrouded Nerscylla

CHALLENGE 14

Azure Rathalos

Green Nargacuga

Nightcloak Malfestio

CHALLENGE 15

Desert Seltas Queen

Pink Rathian

CHALLENGE 16

Soulseer Mizutsune

Thunderlord Zinogre

CHALLENGE 17

Baleful Gigginox

Ivory Lagiacrus

Sand Barioth

White Monoblos

CHALLENGE 18

Oroshi Kirin

Red Khezu

Tidal Najarala

Stonefist Hermitaur

CHALLENGE 19

Black Gravios

Rustrazor Ceanataur

CHALLENGE 20

Deadeye Yian Garuga

Elderfrost Gammoth

Gold Rathian

Hellblade Glavenus

Onimusha

Rusted Kushala Daora

Stygian Zinogre

CHALLENGE 21

Abyssal Lagiacrus

Silver Rathalos

CHALLENGE 22

Black Diablos

Boltreaver Astalos

Grimclaw Tigrex

CHALLENGE 23

Dreadqueen Rathian

Molten Tigrex

CHALLENGE 24

Chaotic Gore Magala

Dreadking Rathalos

CHALLENGE 25

Bloodbath Diablos

CHALLENGE 30

Ashen Lao-Shan Lung

Hallowed Jhen Mohran



THANK YOU FOR YOUR SUPPORT

This manual is still in its beginning stages, but without all of your support it wouldn't be as far along as it already is. It is thanks to you that I can keep working on this project and I hope this manual in its current state meets your expectations.

As this year continues forward expect constant updates to this manual as I create the new creatures you all vote on.

Thank you all again!



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