

HERBIVORE

Herbivores are minor creatures that eat vegetation. While there are herbivorous creatures in other classes, such as Diablos and Duramboros, monsters in the Herbivore class are usually docile, reside at the bottom of the food chain, and therefore pose little threat to a adventurer.

KELBI

Kelbi are very fleet of foot. They can travel at great speeds over long distances, due in part to their light frame. Kelbi have a green/brown spotted coat that serves as camouflage in their forest homes. Kelbi's most notable feature is its horn, prized by hunters for its ability to create powerful herbal medicines and potions. Male Kelbi are larger than females and have bigger horns, as well as being more brightly colored with a greenish coat. Males will also grow a beard. Female Kelbi are smaller, possess smaller horns and have a darker, slightly blue, coat.

KELBI

Medium beast, unaligned

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 0 (10 xp)

Sure-Footed. The kelbi has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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



ANTEKA

Anteka are greatly adapted for life in the cold. They have long legs with thick, cloven hooves, excellent for bursts of speed as well as keeping the creature from sinking in the snow. Anteka also have thick, wooly fur that shields it from the frigid mountain air. Anteka are known for their large horns. They are present in both genders.



ANTEKA

Medium beast, unaligned

Armor Class 11
Hit Points 5 (1d8+1)
Speed 30 ft.

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

Damage Immunities cold

Senses passive Perception 10

Languages -

Challenge 1/8 (25 xp)

Charge. If the anteka moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Ice Walk. The dragon 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

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

APCEROS

Apceros are herbivorous reptiles that frequent desert and volcanic areas. They have a body structure similar to Aptonoth, their evolutionary cousins. They have many characteristics of tortoises, such as head shape and protective shell. Their tails have a developed mace-like structure on the end that is covered with sharp spikes.

Apceros are territorial monsters and will attack any intruder on sight. They will not give up fighting until the enemy has fallen or they are dead. Curiously, they work in small herds to take out any threats. They appear not to care if a large monster is in the area.



APTONOTH

Aptonoth are cow-like creatures with leathery gray skin. They have black stripes along their backs and a head reminiscent of a Hadrosaur. They have a large, two-pronged crest protruding from their heads and a flat, spiked tail.

These docile creatures are hunted for their meat by humans and other monsters. They always travel in groups. When one Aptonoth is threatened, others will run away for safety, but sometimes the alpha male of the Aptonoth will attempt to fight back before fleeing himself. Sometimes the fleeing Aptonoth will walk over the River in Forest & Hills Area 1, probably to return back to their herd.



APCEROS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 19 (3d10+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages -

Challenge 1/4 (25 xp)

Actions

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

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

APTONOTH

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	1 (-5)	8 (-1)	5 (-3)

Senses passive Perception 8

Languages -

Challenge 1/8 (25 xp)

Actions

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

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



GARGWA

Gargwa have very small, likely vestigial wings. Like most species of Herbivore, they're normally docile creatures, but will attack and flee when they're threatened and when they flee will usually leave an egg or guano. They coexist with the people as livestock, but they have been known to attack Adventurers from time to time.

GARGWA

Large beast, unaligned

Armor Class 12
Hit Points 26 (4d10+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 1/4 (25 xp)

Actions

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

LARINOTH

Larinoth are quite huge monsters, compared to other herbivores and even many large monsters. It possesses a great height, which is mostly attributed to its extremely lengthy neck. The tail of a Larinoth is rounded and club-like, with spiked plating that runs along the back and up to the crest on its head. Said plating is nearly entirely green, and the Larinoth's underbelly is a cream color.

LARINOTH

Huge beast, unaligned

Armor Class 14
Hit Points 19 (3d12)
Speed 30 ft.

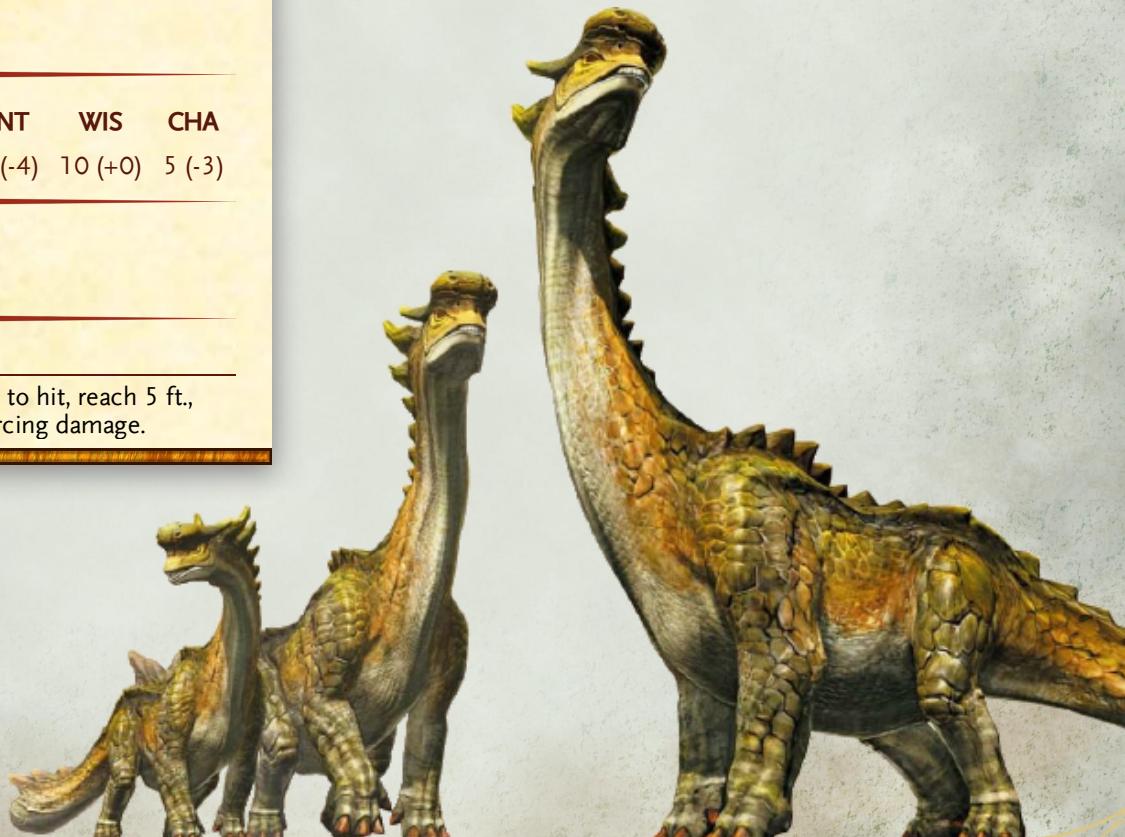
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 1/4 (50 xp)

Actions

Stomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage.

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





MOSSWINE

Mosswine are small, moss-covered pigs. They have a gray, spiky head plate. Mosswine are known to have a great appetite for mushrooms. Hunters and marketers commonly observe them to identify an area of Special Mushrooms. Mosswine are docile by nature, but will attack if provoked. They are mostly hunted for their mushroom-tracking abilities and their meat.

MOSSWINE

Medium beast, unaligned

Armor Class 10
Hit Points 5 (1d8+1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+2)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9
Languages -
Challenge 0 (10 xp)

Mushroom Hunter. The mosswine advantage on any Wisdom (Perception) checks that rely on smell when hunting mushrooms.

Actions

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



MOOFA

Moofah are docile alpaca-like creatures known for their long shaggy fur. Males have longer horns than females. Domesticated Moofah have lighter-colored fur than their wild counterparts, and wear colored bows and bells.

MOOFAH

Small beast, unaligned

Armor Class 10
Hit Points 3 (1d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10
Languages -
Challenge 0 (10 xp)

Sure-Footed. The moofah has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

SNAKE WYVERNS

Snake Wyverns are a class of monster known for their serpentine features, such as long, coiling bodies and forked tongues. They can range dramatically in both size and overall body structure, with some members being large, serpentine land-dwellers, while others are smaller and more reminiscent of Flying Wyverns.

CULTISTS

Devoted and fanatical followers of the Old Gods, they were drawn to the Estate by either witnessing visions of or hearing rumors about the thing that sleeps within the depths of the Darkest Dungeon. Up until recently, these heretics used to practice their dark and blasphemous religion in secret; far away from the ever watchful eye of the Church of Light. However, now that their ranks have grown substantially in both number and strength, they have begun to conduct their unholy rituals and human sacrifices openly; all in the hopes of awakening the god which lies slumbering below and joining it in glorious ascension.



CULTIST ACOLYTE

Acolytes are the dark priestesses of their religion. While Acolytes lack raw physical strength, they make up for it by using their unholy and arcane incantations to ravage the minds of those who cross their path.

CULTIST BRAWLER

Cultist Brawlers serve as the assistants and bodyguards to the Cultist Acolytes. They use their sharpened blades to inflict deep, gaping wounds on their victims. They constantly patrol the various areas of the Estate in search of new sacrifices or to slaughter any who would dare oppose their mission.



CULTIST ACOLYTE

Medium humanoid, neutral evil

Armor Class 13 (cultist garbs)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (0)	11 (0)	8 (-1)	16 (+3)

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 1/2 (100 XP)

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

Spellcasting. The cultist is a 3rd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast*, *Mage Hand*
1st-2nd level (2 2nd-level slots): *Arms of Hadar*,
Cause Fear, *Command*, *Ray of Enfeeblement*.

ACTIONS

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

Eldritch Blast. **Ranged Spell Attack:** +5 to hit, range 60 ft., one target. **Hit:** 5 (1d10) force damage.

CULTIST BRAWLER

Medium humanoid, neutral evil

Armor Class 11

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	8 (-1)	11 (0)

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 1/2 (100 XP)

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

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

ACTIONS

Multiattack. The cultist brawler makes 2 claw attacks.

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

VETERAN CULTISTS

CULTIST ENCHANTER

Medium humanoid, neutral evil

Armor Class 14 (cultist garbs)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (0)	8 (-1)	18 (+4)

Skills Perception +1

Senses passive Perception 11

Languages Common, Deep Speech

Challenge 2 (450 XP)

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

Eldritch Pull. The first time in a turn the cultist hits a creature with their Eldritch Blast, the creature is pulled up to 10 ft. towards the cultist.

Spellcasting. The cultist is a 9th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast, Mage Hand, Thaumaturgy*
1st-4th level (2 4th-level slots): *Arms of Hadar, Cause Fear, Command, Ray of Enfeeblement, Dispel Magic, Hypnotic Pattern, Blight.*

ACTIONS

Multiaattack. The cultist fires two eldritch blasts.

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

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 4) force damage.

CULTIST GLADIATOR

Medium humanoid, neutral evil

Armor Class 14 (unarmed defense)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	9 (-1)	8 (-1)	12 (+1)

Skills Athletics +5

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 2 (450 XP)

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

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

Unarmed Defense. When the cultist is not wearing any armor, their armor class equals 10 + their Dexterity modifier + their Constitution modifier.

ACTIONS

Multiaattack. The cultist gladiator makes 3 claw attacks.

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

FROTHING MADMAN

Medium humanoid, chaotic neutral

Armor Class 15 (straitjacket)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	14 (+2)	11 (0)	7 (-2)	16 (+3)

Saving Throws Dex +6

Damage Vulnerabilities psychic

Senses passive Perception 8

Languages Common

Challenge 2 (450 XP)

Doomsaying. Any creature that ends its turn within 20 feet of the madman and can hear it, must succeed on a DC 13 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the beginning of its next turn.

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

3/day: *Dissonant Whispers* (3rd Level)

ACTIONS

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

Accusation. A creature within 60 feet that can hear the madman must succeed on a DC 13 Wisdom saving throw or takes 7 (2d6) psychic damage and has disadvantage on the next attack roll it makes before the end of the madman's next turn.

CHAMPION CULTISTS

CULTIST WITCH

Medium humanoid, neutral evil

Armor Class 15 (cultist garbs)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	11 (0)	8 (-1)	20 (+5)

Skills Perception +2

Senses passive Perception 12

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

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

Eldritch Force. The first time in a turn when a creature is hit by the cultist's Eldritch Blast, the cultist pushes the creature 10 ft. away from them or pulls the creature 10 ft. towards them.

Spellcasting. The cultist is a 12th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *Eldritch Blast*, *Mage Hand*, *Thaumaturgy*
1st-5th level (2 5th-level slots): *Arms of Hadar*,
Cause Fear, *Command*, *Ray of Enfeeblement*, *Dispel Magic*,
Hypnotic Pattern, *Black Tentacles*, *Blight*, *Cloudkill*.
6th level: (1 6th-level slot): *Mass Suggestion*

ACTIONS

Multiattack. The cultist fires three eldritch blasts.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Eldritch Blast. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 5) force damage.

RAVING MADMAN

Medium humanoid, chaotic neutral

Armor Class 16 (straitjacket)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (0)	9 (-1)	16 (+3)

Saving Throws Dex +6, Con +4

Senses passive Perception 9

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Doomsaying. Any creature that ends its turn within 20 feet of the madman and can hear it, must succeed on a DC 15 Wisdom saving throw or has disadvantage on all Wisdom saving throws until the beginning it's next turn.

Unpredictable. Attacks of opportunity made against the madman are made with disadvantage.

CULTIST CHAMPION

Medium humanoid, neutral evil

Armor Class 15 (unarmed defense)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (0)	10 (0)	13 (+1)

Skills Athletics +8, Perception +2

Senses passive Perception 12

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

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

Rend For The Old God. When the cultist scores a hit with a melee weapon attack on a target, its melee weapon attacks have advantage on the same target until the beginning of its next turn.

Unarmed Defense. When the cultist is not wearing any armor, their armor class equals 10 + their Dexterity modifier + their Constitution modifier.

ACTIONS

Multiattack. The cultist champion makes 3 claw attacks.

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

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

At will: *Dissonant Whispers* (4th Level)

1/day: *Confusion* (6th Level)

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) bludgeoning damage.

Accusation. A creature within 60 feet that can hear the Madman must succeed on a DC 15 Wisdom saving throw or takes 10 (3d6) psychic damage and is frightened until the end of the madman's next turn. If the saving throw fails by 5 or more, the frightened target can't take reactions, actions, and bonus actions.

Madness can take many forms, but none so contemptible as man's belief in a mythology of his own making. A world view buttressed by dogmatic desperation invariably leads to single-minded fanaticism, and a need to do terrible things in the name of righteousness.

THE FANATIC

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 78 (12d8 + 14)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +3

Skills Insight +6, Perception +6, Religion +3

Senses passive Perception 16

Languages Common, Celestial, Infernal

Challenge 5 (1,800 XP)

Spellcasting. The fanatic's spellcasting ability is Wisdom (spell save DC 14). The fanatic can innately cast the following spells, requiring no material components as long as he uses his holy symbol:

At will: *Detect Evil and Good*, *Protection from Evil and Good*
1/day each: *Bane*, *Hold Person*, *Shield of Faith*, *Zone of Truth*

ACTIONS

Multiattack. The fanatic uses Holy Mark and makes two attacks: One with his hammer and one with his stake.

Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 +3) bludgeoning damage.

Stake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6(1d6 +3) piercing damage. If the target is under the effect of Holy Mark or is undead, this attack deals an additional 10 (3d6) radiant damage.

Holy Mark. The fanatic tries to brand a creature within 5 feet of himself with a holy mark. A creature must succeed on a DC 13 Dexterity saving throw or takes 4 (1d8) fire damage and is under the effect of Holy Mark for one minute or until the Fanatic uses this action again. The Fanatic has advantage on all attack rolls against the marked creature and is aware of its position if it is within 1000 feet of him.

Fury Of The Righteous (Recharge 5-6). The fanatic unleashes a nova of radiant fury within a radius of 20 feet of himself. Each creature within range must make a DC 14 Constitution saving throw. On a failed save a creature takes 18 (4d8) radiant damage. On a successful save a creature takes half as much damage. Creatures that are 15 ft. or further away from the fanatic take half as much damage from this attack.



FANATIC

A towering and domineering force of seething, zealous rage, and terrible intent, the Fanatic is a monk who has gone rogue from the Church to hunt down and purge the lands from anyone and anything affected by the Crimson Curse. His heavily scarred face reveals a storied past of brutal and consequential encounters with the mutated inhabitants of the Courtyard, from which he has spilled unimaginable amounts of heathen blood. At his disposal are several iconic weapons and tools for slaying vampires: stakes, garlic, crosses, and prayers. However, his most dangerous weapons are his unwavering conviction in the righteousness of his cause and the zealous fervor with which he pursues it, even if it means putting himself directly in harm's way. At times, the line between fervor and the wish for self-destruction can become precariously blurred.

WHERE IS THE PYRE?

Truth be told: I found no good way to make this work. I am always trying to find a balance between the mechanics of Darkest Dungeon and translating them to the rules of D&D but the mechanic of suddenly materializing a stake and pyre in an single action seemed not right to me.

Instead I will simply advise you as the DM to use the pyres in another way. Maybe set up a scenario where the players will have to free an innocent victim from the Fanatic who is convinced that they have been infected by the curse. Have the combat start with an important character already burning at the stake to give the players another element except for the fight with the Fanatic himself to worry about.

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CHAMPION FANATIC

THE FANATIC (CHAMPION)

Medium humanoid (human), lawful neutral

Armor Class 18 (fullplate)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	18 (+4)	10 (0)	20 (+5)	10 (0)

Saving Throws Con +9, Wis +10, Cha +5

Skills Insight +10, Perception +10, Religion +5

Senses passive Perception 20

Languages Common, Celestial, Infernal

Challenge 14 (11,500 XP)

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

Spellcasting. The fanatic's spellcasting ability is Wisdom (spell save DC 18). The fanatic can innately cast the following spells, requiring no material components as long as he uses his holy symbol:

At will: *Detect Evil and Good, Protection from Evil and Good*
1/day each: *Bane* (6th level), *Hold Person* (6th level), *Shield of Faith, Zone of Truth*

ACTIONS

Multiattack. The fanatic uses Holy Mark and makes two attacks: One with his hammer and one with his stake.

Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 +4) bludgeoning damage.

Stake. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 +4) piercing damage. If the target is under the effect of Holy Mark or is undead, this attack deals an additional 14 (4d6) radiant damage.

Holy Mark. The fanatic tries to brand a creature within 5 feet of himself with a holy mark. A creature must succeed on a DC 13 Dexterity saving throw or takes 4 (1d8) fire damage and is under the effect of Holy Mark for one minute or until the Fanatic uses this action again. The Fanatic has advantage on all attack rolls against the marked creature and is aware of its position if it is within 1000 feet of him.

Fury Of The Righteous (Recharge 5-6). The fanatic unleashes a nova of radiant fury within a radius of 20 feet of himself. Each creature within range must make a DC 18 Constitution saving throw. On a failed save a creature takes 45 (10d8) radiant damage. On a successful save a creature takes half as much damage. Creatures that are 15 ft. or further away from the fanatic take half as much damage from this attack.

LEGENDARY ACTIONS

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

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

Move. The fanatic moves up to half of his speed.

Hammer. The fanatic attacks with his hammer.

Stake (2 Actions). The fanatic attacks with his stake.

Fury of the Righteous (3 Actions). The fanatic uses Fury of the Righteous if available.



KUSHALA DAORA

Kushala Daora is a four legged Elder Dragon with a pair of widely spreading wings. Its skin is plated with metal that makes weapons bounce off without enough sharpness. Kushala Daora has numerous horns lining its head and sharp claws on each of its legs. Kushala Daora have the ability to manipulate strong winds, creating a wind barrier that surrounds itself. The wind barrier can knock a adventurer back, making the adventurer vulnerable to Kushala Daora's attacks. The wind barrier also makes it difficult for the adventurer to attack its body.

Kushala Daora are rare top predators, and fear almost nothing. However, it is occasionally threatened by the large, fast and aggressive Tigrex and the rare powerful Rajang. They can compete with other elder dragons, especially Chameleos in the Jungle. There are reports of Kushala Daora eating mineral deposits, this may show how they manage to have a metal rust-able skin. Kushala Daora possesses some of the largest wings of any monster. It uses these to sail effortlessly in the air. It can hover off the ground and blast hunters with wind.

It uses a special organ to produce its famous wind based-attacks and abilities. When hit with poison, its organ will be weak and its shield will disappear for a short period of time while fighting the toxins. Kushala Daora have tough, metal filled skin, but suffer from a severe weakness to poison, which can easily enter the bloodstream through cracks created in the skin. Kushala Daora must infrequently shed their trademark skin as they grow. This can easily be spotted as the once shining silver scales will rust over due to oxidation with air. The most well-known ability about Kushala Daora is the storms it summons. These storms can easily destroy whole regions, varying from region to region. Kushala Daora can cause sandstorms, hurricanes, and snowstorms though it is unknown how.

Some extra rare individuals have increased storm and wind-creating abilities. Such as creating multiple free-roaming tornados and wind tunnels under multiple targets all at once using its wings to control the wind flow, they are able to blow a breath that is both extremely strong and cold to the point of freezing the ground and water it has breathed on.



KUSHALA DAORA

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)

Hit Points 189 (18d12+72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Str +11, Dex +9, Wis +7, Cha +6

Skills Perception +7, Stealth +9

Damage Vulnerabilities poison

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

Languages Draconic

Challenge 15 (13,000 xp)

Wind Barrier. A barrier of strong wind surrounds the kushala daora in a 5-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 19 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.

Poison susceptibility. While poisoned, the kushala daora's Wind Barrier is deactivated, it must land on its next turn, and is unable to fly until the poisoned is removed. Once the poisoned condition is removed, the kushala daora's Wind Barrier once again takes effect.

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

Actions

Multiattack. The kushala daora makes two bite attacks.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit* 22 (3d10 + 6) piercing damage.

Barrage. The kushala daora rains the debris down to the ground in a 10-foot-radius, 20-foot-high cylinder centered on a point within 150 feet. Each creature in the cylinder must make a DC 16 Dexterity saving throw. A creature takes 16 (3d10) bludgeoning damage and 16 (3d10) slashing damage on a failed save, or half as much damage on a successful one.

Tornado (recharges after a long or short rest). The kushala daora conjures an tornado that lasts for 1 minute. The tornado is a 20-foot-radius, 60-foot-high spiraling cylinder of wind centered on a location within 100 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, it is struck by debris the tornado has picked up, and it must make a DC 19 Strength saving throw or 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.

On each of the kushala daora's turns, it must use its bonus action to move the tornado 30 feet in any direction.

Wind Tunnel (recharge 5-6). The kushala daora blast of strong wind in a 90 foot line that is 10 feet wide. Each creature in the line must succeed on a DC 19 Strength saving throw, taking 49 (11d8) force damage and be pushed 15 feet away in a direction following the line on a failed save or half as much on a successful one and pushed away. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the kushala daora. The wind tunnel disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

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 creatures turn. The kushala daora regains spent legendary actions at the start of its turn.

Move. The kushala daora can move all dust devil up to 30 feet in any direction.

Bite Attack. The kushala daora makes a bite attack.

Dust Devils (Costs 2 Actions). The kushala daora chooses 3 unoccupied 5-foot cube within 60 feet of it. An elemental force that resembles a dust devil appears in the cube and lasts for 1 minute. Any 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.

If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

LYNIANS

Lynians are sapient monsters, and are typically short of stature. There are currently two distinct groups of Lynian: the cat-like Melyn, Felyne, and Grimalkyne, and the humanoid Shakalaka and Gajalaka. Lynians are intelligent, have complex societies, and speak their own languages. Whereas the Shakalaka and Gajalaka are more primitive and tribal, the feline species tend to lead peaceful lives and often coexist with human society.

FELYNE

Felynes resemble bipedal cats capable of human language. They typically have light fur, but can come in a variety of colors and patterns.

Felyne are a lot more agile and smarter than an average cat. The Felyne are able to walk upright, like a human, and even build tools with both hands. Felyne are looked at as their own culture due to their intelligence, life style, and groups. They can make equipment such as pickaxes, axes, and bombs. Felyne are known to form villages in secluded areas, where most monsters wouldn't dare to venture to. Felyne villages are known to have tribal exchanges with other Felyne and other cultures. With enough time and practice, Felyne can learn how to talk in the same languages as other cultures, including the human language. However, they often retain a degree of an accent in the form of meowing and cat puns interspersed throughout their speech.



Every Felyne is different in their own way. Some are aggressive, while some are calm. If attacked, however, they'll attack with just about anything in their hand, even going as far as to run at a foe with a live bomb for protection. If the battle starts looking bad, they'll dig a hole and travel somewhere safe. Commonly, Felyne are seen working in all sorts human establishments or settlements. They've been seen being farmers, traders, adventurers, etc. Some Felyne, known as Palicoes, are known to assist hunters- and quite a few are independent "Meownster Hunters" in their own right.

FELYNE

Small humanoid (lynian), chaotic good

Armor Class 15 (chain shirt)

Hit Points 36 (8d6+8)

Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 10

Languages Catonese, Common

Challenge 1 (200 xp)

Feline Inspiration (2/per long or short rest). As a bonus action, the felyne sounds its horn inspiring a target within 30 feet of it. The target gains an Inspiration die, a d4. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes.

Actions

Multiaction The wild felyne makes two bone pick attacks.

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

MELYNX

Melynxs are noted for their black fur and the ability to talk in human language, as well as do human activities like their fellow Lynian subspecies called the Felynes.

Melynxs are quite intelligent. Melynxs are able to build tools, trade with other Lynian tribes, and even settle in settlements. Melynxs in human villages sometimes take job opportunities, mostly as Felyne Chefs and/or Felyne Comrades. Felyne Chefs cook food for their customer to support them in their adventures by temporarily enhancing their abilities. Melynxs are quite intelligent.

Wild Melynxs appear in groups and have a tendency to rob hunters of their items so they can see how valuable said item is. Once they obtain an item, they run away and dig underground. Secluded, they'll look at the item and consider if its valuable or not. If it is valuable they'll either sell it, trade it, or give it away to another Lynian tribe. If it isn't valuable they may just intentionally leave it behind somewhere random. If items are stolen by a Melynxs than there is chance that one could get it back by looking for a crude statue of a Felyne with paint on it. Some items can be recovered here.

They live in harmony with the lighter-toned species of Lynian, the Felynes. The Melynxs and Felynes seem to be hostile towards the other Lynian Species, the Shakalaka, as they are never seen living in the same area together, though all three species live in the same environments.

MELYNX

Small humanoid (lynian), chaotic good

Armor Class 13 (chain shirt)

Hit Points 40 (9d6+9)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	8 (-1)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages Catonese, Common

Challenge 1 (200 xp)

Actions

Multiattack The melynxs makes two mace attacks.

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

Flash Bomb (1/day). The melynxs slams a bulb of blinding powder onto the ground in front of it. All creatures within 30 feet of the melynxs must make a DC 11 Constitution saving throw or become blinded for 1 minute. A creature may repeat the saving throw at the end of its turns, ending the effect.

WILD MELYNX

Small humanoid (lynian), unaligned

Armor Class 13 (hide)

Hit Points 26 (8d6)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	6 (-3)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Catonese, Common

Challenge 1/8 (25xp)

Loot. A wild melynxs can only hold one stolen item at a time. When its uses its snatch, it will prioritize herbs first, potions second, or any other item of the DMs choice third. It cannot steal anything that weighs more than 9 lbs.

Pilfer. When the wild melynxs steals an item, it will use its movement to flee from the target as if it was *frightened*. Once it is 60 feet away from all enemies, it will burrow underground and travel to its "base."

Actions

Multiattack The wild melynxs makes two catspaw mace attacks.

Snatch. The wild melynxs attempts to steal an object from its target. The target must make a DC 10 Dexterity saving throw or have an item stolen. A wild melynxs will drop the stolen item if it takes 5 damage on a single turn or dies.

Catspaw Mace. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.



GRIMALKYNE

Grimalkyne resemble bipedal lynxes. They have tufted ears, and come in a variety of colors depending on the tribe.

Grimalkyne are wary of strangers,[1] but will readily help those who have proven themselves to their tribe. Once befriended, Grimalkyne will share their tools and assist in trapping monsters. They mark their territory with doodles and their dens are usually well hidden.

GRIMALKYNE

Small humanoid (lynian), neutral

Armor Class 13 (leather armor)

Hit Points 55 (10d6+20)

Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 12

Languages Catonese, Common

Challenge 1 (200 xp)

Actions

Multiattack The wild grimalkyne makes two war pick attacks.

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

Vine Net (recharge 5-6). *Ranged Weapon Attack.* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 13 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming them and destroys the net.

SHAKALAKA

Shakalaka are small, humanoid creatures with green skin. They wear a mask over their heads at all times, so their true faces are unknown. The Shakalaka are very similar to humans, in that they hunt and gather, but are less civilized in nature.

The Shakalaka have developed strong muscles in order to hunt prey and to attack trespassers. They also have been known to utilize Poison, Sleep Gas, and Barrel Bombs to attack. They also utilize disguises, usually as mushrooms and ice crystals; however, these disguises are easy to see through, as the mushrooms are much larger and brighter than any other, and the ice crystals are metallic colored. Also, it is sometimes possible to see the Shakalaka's mask under its disguise.

The Shakalaka are proud and barbaric creatures, attacking most creatures, including hunters, on sight. It has been said that young Shakalaka partake in a coming-of-age ritual in which they are sent out of their settlement to bring back an item of great value to their tribe. This can take the form of a rare monster material, treasure, or an object with historical or cultural importance to the tribe (such as a special mask).

KING SHAKALAKA

King Shakalaka is slightly larger than its subjects, but generally looks identical. It wears a BBQ spit upon its head, and wields a thighbone as a club. It is surprisingly strong for its size, able to cause a great deal of damage. It is able to launch fireballs from the BBQ spit atop its head.

He can put hunters to sleep, like his Shakalaka brethren, however he appears to have lost the ability to poison hunters. Also, the King Shakalaka has extraordinary endurance which belies its size. Combine this with its muscle power, and it may be assumed that, somehow, it has developed a "berserker-esque" sense which allows it to block out pain, and continue fighting through rigorous physical demands which would have most Shakalaka defeated. To attack, he thoroughly clobbers his foes with a steak from another victim.

The King Shakalaka is an aggressive leader when the Shakalakas fight alongside with him. Its leadership skill came in his bond shared between he and his minions, but the Shakalaka leader relies on teamwork in order to bring down an intruder such as Velociprey and other small sized monsters. This creature shows no sign of fear towards humans. It will harass the intruder who enter its domain with the help of its minions. The creature hates to be provoked by something else. Many secrets about this powerful leader are unknown to many scholars...





SHAKALAKA

Small humanoid (lynian), neutral

Armor Class 12

Hit Points 5 (2d6-2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses passive Perception 8

Languages Common, ShakaLaka

Challenge 1/8 (25 xp)

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

Boom Shakalaka. The shakalaka leaves behind a small container when it flees or on its body when it dies. There is a 50 percent chance that the container is actually an explosive that contains no treasure. It is unlocked and requires a DC 12 Wisdom (Investigation) check to determine if it is an explosive. A creature that opens the an explosive container must make a DC 13 Dexterity saving throw, taking 11 (3d6) fire damage on a failed save or half as much on a successful one. A container that is not an explosive contains 11 (3d6) silver pieces worth of materials of the DMs choosing.

Actions

Poison knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 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.



KING SHAKALAKA

Medium humanoid (lynian), neutral

Armor Class 14 (bone armor)

Hit Points 42 (6d8+15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	14 (+2)	9 (-1)	8 (-1)

Senses passive Perception 9

Languages Common, Shakalaka

Challenge 1 (200 xp)

Innate Spellcasting. The king shakalaka can innately cast *firebolt* (+4 to hit with spell attacks), requiring no material components. Its innate spellcasting ability is Intelligence.

Actions

Thighbone. *Melee weapon attack* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Sleep Bomb (1/day). The king shakalaka throws a ball of sleep powder at a location within 30 feet of it. All creatures within 10 feet of the location must make a DC 11 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Reactions

Imperial Rage. As a reaction to taking damage, the king shakalaka begins to fight with tyrannical ferocity. For 1 minute, the king shakalaka has resistance to bludgeoning, piercing, and slashing damage, has speed of 35 feet, and has advantage on Strength saving throws. At the end of each of the king shakalaka's turn, the rage ends if the king shakalaka hasn't attacked a hostile creature or taken damage since the end of their last turn.