

BROADSWORD

ADVENTURES FOR FIFTH EDITION MONSTERS SPRING 2021 \$25.00

Monster Compendium Spring 2021



Collected monsters from the first
year of BroadSword Monthly

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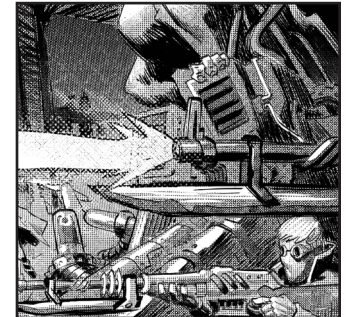
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BROADSWORD

ADVENTURES FOR FIFTH EDITION MONSTER COMPENDIUM SPRING 2021



COVER:
A lovingly-wrought and respectful reference to the classic Second Edition monster book originally issued in a quaint three-ring binder format. Monster art by Rick Hershey. Composition by Scott Craig.



Maybe the real treasure was the monsters we made along the way

So turns out over the course of 2020, DMDave created something like 350 new monsters. I'd guesstimate that about 150 ended up in BroadSword Monthly in some capacity. We figured gamers might enjoy access to all of these BroadSword beasties in one fat book, so here you go.

Later on in the year we'll probably sift through the other 200 or so untapped monsters from the DMDave Patreon and pick the coolest ones for another Monster Compendium. Plus new monsters are created regularly and we'll have plenty of good ones to choose from. So stay tuned sports fans!

-Scott Craig

Melissa Presti	OMERIA ONLINE	4
Scott Craig	CONTRIBUTORS SPOTLIGHT	5
Dave Hamrick	BEHIND THE SCREEN	6

THE MONSTERS

MONSTERS A-F	10
MONSTERS G-L	40
MONSTERS M-R	62
MONSTERS S-Z	84
MONSTER SPREADS BY BODIE HARTLEY	122

INDICES

MONSTER MASTER LIST	138
MONSTERS BY TYPE	140
MONSTERS BY CHALLENGE RATING	142
MONSTERS BY TERRAIN TYPE	144

OPEN GAMING LICENSE	150
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MONSTER COMPENDIUM SPRING 2021

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The troll shambled closer. He was perhaps eight feet tall, perhaps more. His forward stoop, with arms dangling past thick claw-footed legs to the ground, made it hard to tell. The hairless green skin moved upon his body. His head was a gash of a mouth, a yard-long nose, and two eyes which were black pools, without pupil or white, eyes which drank the feeble torchlight and never gave back a gleam.

Ho-o-o . . .

- Poul Anderson, **Three Hearts and Three Lions** (1962)

OMERIA ONLINE

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BY MELISSA PRESTI
ART BY WILLIAM MCAUSLAND

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BY SCOTT CRAIG

ART BY WILLIAM MCAUSLAND

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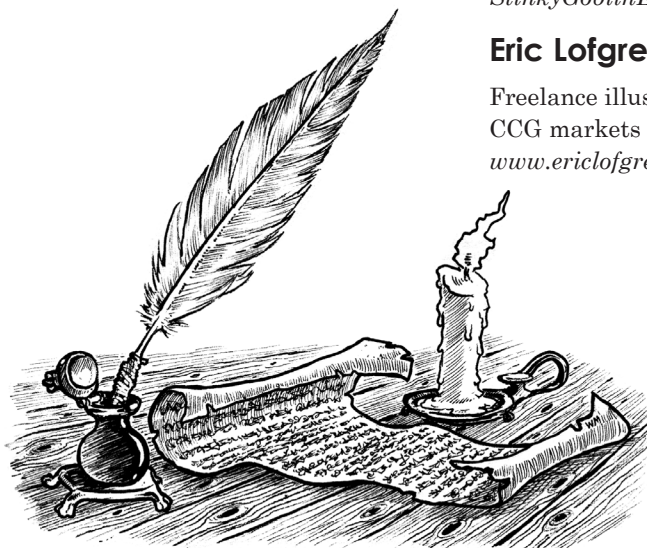
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HOW TO CREATE BALANCED GAME SESSIONS

BY DAVE HAMRICK

ART BY JASON GLOVER, DAVID L. JOHNSON, AND RICK HERSHEY

Let's not split hairs here. The Fifth Edition challenge rating/encounter building system that appears in the Fifth Edition gamemaster's handbook is a little bit confusing, and frankly, somewhat antiquated. It harkens back to the time of THACO, overwrought tables, and the math nerd's D&D. It needs a change.

Recently, I came up with a system that greatly simplifies encounter building for Fifth Edition based on what I call "session mechanics." The core underlying principle of this system focuses less on building individual encounters and more on building sessions taking place between two long rests for the characters. You'll see in a lot of official Fifth Edition content that the authors are creating more and more micro-quests that play in just two-to-three hours. They assume the characters enter the quest fully rested and then are able to follow-up the session with another full rest.

Definitions

This article uses the following terminology to present its ideas.

What is a Session?

A Fifth Edition session is a series of encounters that occurs between two long rests. That way, the characters have all of their hit points and resources at the start of the first encounter and will likely need to have another full rest at the end of the last encounter.

On average, a session should include 6-8 encounters, but may include more or less based on the difficulty of the individual encounters. In real world terms, a session should take 2-3 hours to complete.

What is an Encounter?

An encounter in Fifth Edition is any period during the session where the characters expend their resources. Resources include hit points, spell slots, limited-use features, ammunition, and even real world game play time. An encounter can be combat with monsters, traps, hazards, obstacles, puzzles, and sometimes, even roleplaying opportunities.



Building Sessions with Session Points

Now that you understand the basic terms, I want to introduce a concept called session points. Session points are the total number of points you have available with which to build an encounter. (These points are balanced using the same encounter experience system detailed in the Fifth Edition gamemaster's handbook, but simplified.)

The session points you have available are based on the number of characters participating in the session and their respective levels.

Step 1 - Determine Your Session Point Allowance

Your session point allowance is the total number of session points you

have available with which to build encounters. Follow these steps to determine your session point allowance:

Using the Session Point Allowance table below, match one of the participating character's level to the session points. For example, if there is a 3rd-level character in the party during the session, you would have 48 session points.

Repeat the process for each character in the session, adding the total session point together. For example, if the party included two 3rd-level characters and two 4th-level characters, you would have a total session point allowance of 232 (48 + 48 + 68 + 68).

Session point allowance.

Character Level	Session Points per Character [a]
1st	12
2nd	24
3rd	48
4th	68
5th	140
6th	160
7th	200
8th	240
9th	300
10th	360
11th	420
12th	460
13th	540
14th	600
15th	720
16th	800
17th	1,000
18th	1,080
19th	1,200
20th	1,600

[a]Session points are *Adventuring Day Experience* divided by 100.

Step 2 - Use the Session Points to Buy Encounters

Now that you have your session points, start “buying” encounters with your session points. The cost for each encounter depends on the type of encounter it is, as shown on the tables below.

Combat Encounter Session Point Costs. To determine the total number of session points for a combat encounter, follow these steps:

1. Determine the individual session point costs for each monster participating in the encounter using the Session Point Cost by CR table below.
2. Add together all of the individual session point costs for all of the monsters.
3. Multiply the session point costs by the combat encounter multiplier as shown on the Combat Encounter Multiplier tables below.

Session Point Cost by CR.

CR	Point Cost	CR	Point Cost
0	0	14	460
1/8	1	15	520
1/4	2	16	600
1/2	4	17	720
1	8	18	800
2	18	19	880
3	28	20	1,000
4	44	21	1,320
5	72	22	1,640
6	92	23	2,000
7	116	24	2,480
8	156	25	3,000
9	200	26	3,600
10	236	27	4,200
11	288	28	4,800
12	336	29	5,400
13	400	30	6,200

Trap and Hazard Encounter Session Point Costs. Each trap encounter has its own session cost, too. For traps and hazards that deal damage,

Encounter Multipliers.

Number of Monsters	Multiplier (1-2 characters)	Multiplier (3-5 characters)	Multiplier (6+ characters)
1	x1.5	x1	x0.5
2	x2	x1.5	x1
3 - 6	x2.5	x2	x1.5
7 - 10	x3	x2.5	x2
11 - 14	x4	x3	x2.5
15 or more	x5	x4	x3

use the Trap and Hazard Session Point Cost (Damage) table. Calculate the average damage the trap does each round (assuming a failed saving throw). If the trap has the potential to damage more than one character, double the average damage. For example, a trap that deals 3d6 fire damage has an average damage of 10; its session point cost would be 8. If the trap could hurt two characters, it deals an average of 20 damage, and its session point cost would be 18.

For traps and hazards that duplicate spell effects, refer to the Trap and Hazard Session Point Cost (Spell Level) table. For example, a trap that duplicated the effects of a *banishment*

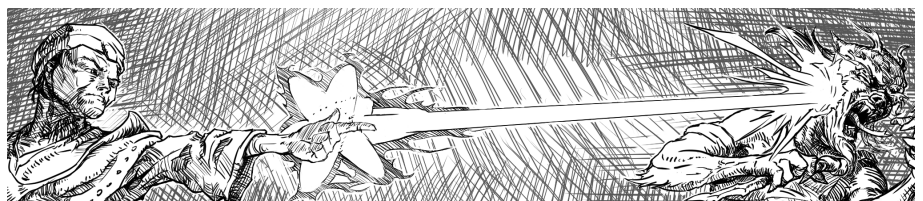
Trap and Hazard Session Point Cost (Spell Level).

Spell Level	Session Point Cost
Cantrip	2
1st	8
2nd	18
3rd	44
4th	72
5th	92
6th	156
7th	200
8th	236
9th	400

spell (4th-level) would have a session point cost of 72.

Trap and Hazard Session Point Cost (Damage).

Trap Damage per Round	Session Point Cost
4 - 5	2
6 - 8	4
9 - 14	8
15 - 20	18
21 - 6	28
27 - 32	44
33 - 38	72
39 - 44	92
45 - 50	116
51 - 56	156
57 - 62	200
63 - 68	236
69 - 74	288
75 - 80	336
81 - 86	400
87 - 92	460
93 - 98	520
99 - 104	600
105 - 110	720
111 - 116	800
117 - 122	880
123 - 140	1,000





Step 3 - Obstacle and Roleplaying Encounter Session Point Costs

Finally, obstacles and roleplaying encounters might also have associated session point costs. However, these are a bit more tricky to balance. If you wish to use session point costs for these encounters, follow these rules:

- An obstacle or encounter should present a challenge to the characters that prevents them from reaching their goals.
- Use the amount of real world time spent handling the obstacle, puzzle, roleplaying opportunity, etc. to determine the session point costs, as shown on the Real Time Session Point Costs table.

Encounter Difficulty. Naturally, some encounters you build will be easier than others, while others might be much more dangerous. Typically, if the encounter’s session point cost is 10% or less of your total session point

allowance, the encounter will be seen as “easy” by your players. Likewise, if an encounter’s session point cost is 25% or more of your total session point allowance, the encounter will be much more difficult and potentially deadly. Finally, it’s not recommended that you go above 33% of your total session point allowance for a single encounter, as the chances of totally wiping out the party are pretty high at that cost.

Variant Character Experience System: Milestone Points

Sometimes, tracking experience in Fifth Edition can be somewhat overwrought and hard-to-follow. Using the milestone points variant presented below may simplify experience points greatly.

Milestone Points

Instead of awarding experience for the individual encounters in which

the characters participate, award them a single milestone point if they successfully complete a session, or at least 3-5 hours of play). You might also award milestone points when the characters accomplish notable tasks, such as defeating a major villain, finishing an important quest, or through exceptional play.

Next, instead of using experience to gain levels, the characters trade in their milestone points to earn the next level. The milestone point cost for each level depends on their current level as follows:

- 1st to 2nd level. It costs one milestone point to reach the next level.
- 3rd level. It costs two milestone points to reach 4th level.
- 4th level to 20th level. It costs three milestone points to reach the next level.

Using this variant, it takes approximately 56 milestone points (or 56 sessions) to reach 20th level. Ω

MON STERS

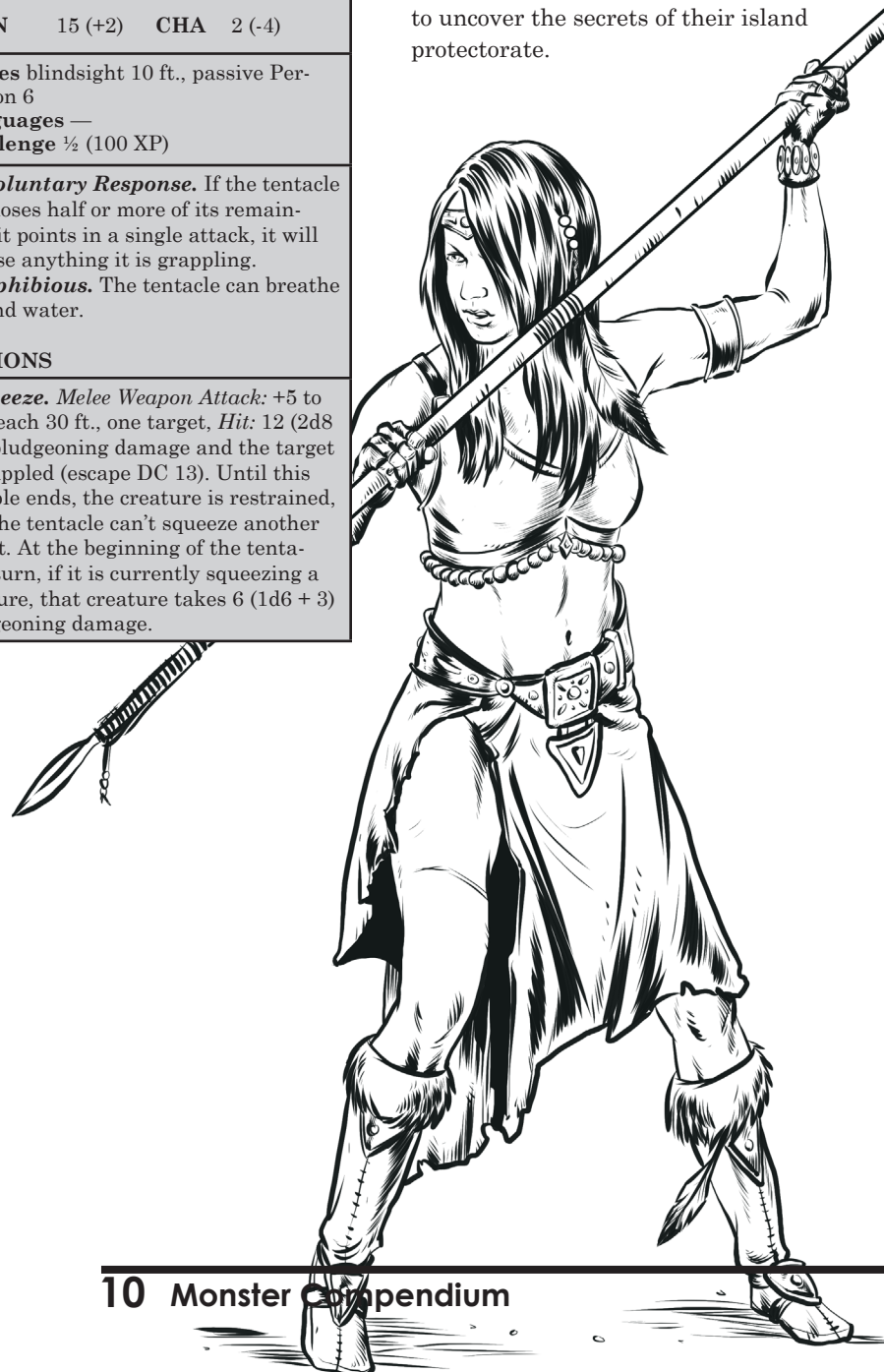
Abyssal Tentacle

This large tentacle extends from a kraken, which itself does not rise above the sea. It grabs sailors and crushes them before dragging them to the sea.

ABYSSAL TENTACLE <i>Huge beast, neutral evil</i>	
Armor Class 12 (natural armor) Hit Points 42 (5d12 + 10) Speed 5 ft., swim 10 ft.	
STR 16 (+3)	INT 2 (-4)
DEX 5 (-3)	WIS 2 (-4)
CON 15 (+2)	CHA 2 (-4)
Senses blindsight 10 ft., passive Perception 6 Languages — Challenge ½ (100 XP)	
Involuntary Response. If the tentacle ever loses half or more of its remaining hit points in a single attack, it will release anything it is grappling.	
Amphibious. The tentacle can breathe air and water.	
ACTIONS	
Squeeze. <i>Melee Weapon Attack:</i> +5 to hit, reach 30 ft., one target, <i>Hit:</i> 12 (2d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the tentacle can't squeeze another target. At the beginning of the tentacle's turn, if it is currently squeezing a creature, that creature takes 6 (1d6 + 3) bludgeoning damage.	

Amazon Warrior

When the Ivorian Guild first discovered the Serpent Whisperers of Grihoo in the middle of the Ocean of Warna, they dubbed them "Amazon Warriors." This name came from the popular legend of the all-female warrior tribes who hailed from the mythical Jungles of Amazonia. Since then, the term has stuck. Armed with thick, obsidian-inlaid clubs, these warriors of Grihoo race through the dense jungles of the Skeleton Key, eager to combat any who should seek to uncover the secrets of their island protectorate.



AMAZON WARRIOR <i>Med humanoid (human), lawful neutral</i>	
Armor Class 18 (breastplate, shield) Hit Points 37 (5d8 + 15) Speed 30 ft.	
STR 16 (+3)	INT 9 (-1)
DEX 15 (+2)	WIS 12 (+1)
CON 16 (+3)	CHA 11 (+0)
Saving Throws Str +5, Con +5 Skills Athletics +5, Perception +3, Survival +3 Damage Resistances poison Senses passive Perception 13 Languages Draconic Challenge 2 (450 XP)	
Capitalize (Once per Turn). If the Amazon hits a creature that she can see with a melee weapon attack, she can use her bonus action to immediately make another melee weapon attack against the same creature. This extra attack is made with disadvantage.	
Fear of Magic. If a creature casts a spell or uses another magical effect within 30 feet of the Amazon and the Amazon can see it, the Amazon must succeed on a Wisdom saving throw with a DC equal to the source's spell save DC. On a failed saving throw, the Amazon is frightened of the spellcaster for 1 minute. The Amazon can repeat her saving throw at the end of each of her turns, ending the frightened effect on a success. If the Amazon succeeds on her initial saving throw or the effect ends for her, this trait does not function for 1 hour.	
Serpent Whisperer. Through sounds and gestures, the Amazon can communicate simple ideas with snakes and other serpents.	
ACTIONS	
Multiattack. The Amazon makes two attacks with her macuahuitl.	
Macuahuitl. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) bludgeoning or slashing damage (Amazon's choice), or 8 (1d10 + 3) bludgeoning or slashing damage (Amazon's choice) when wielded with two hands.	
Javelin. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.	
Shield Bash. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.	

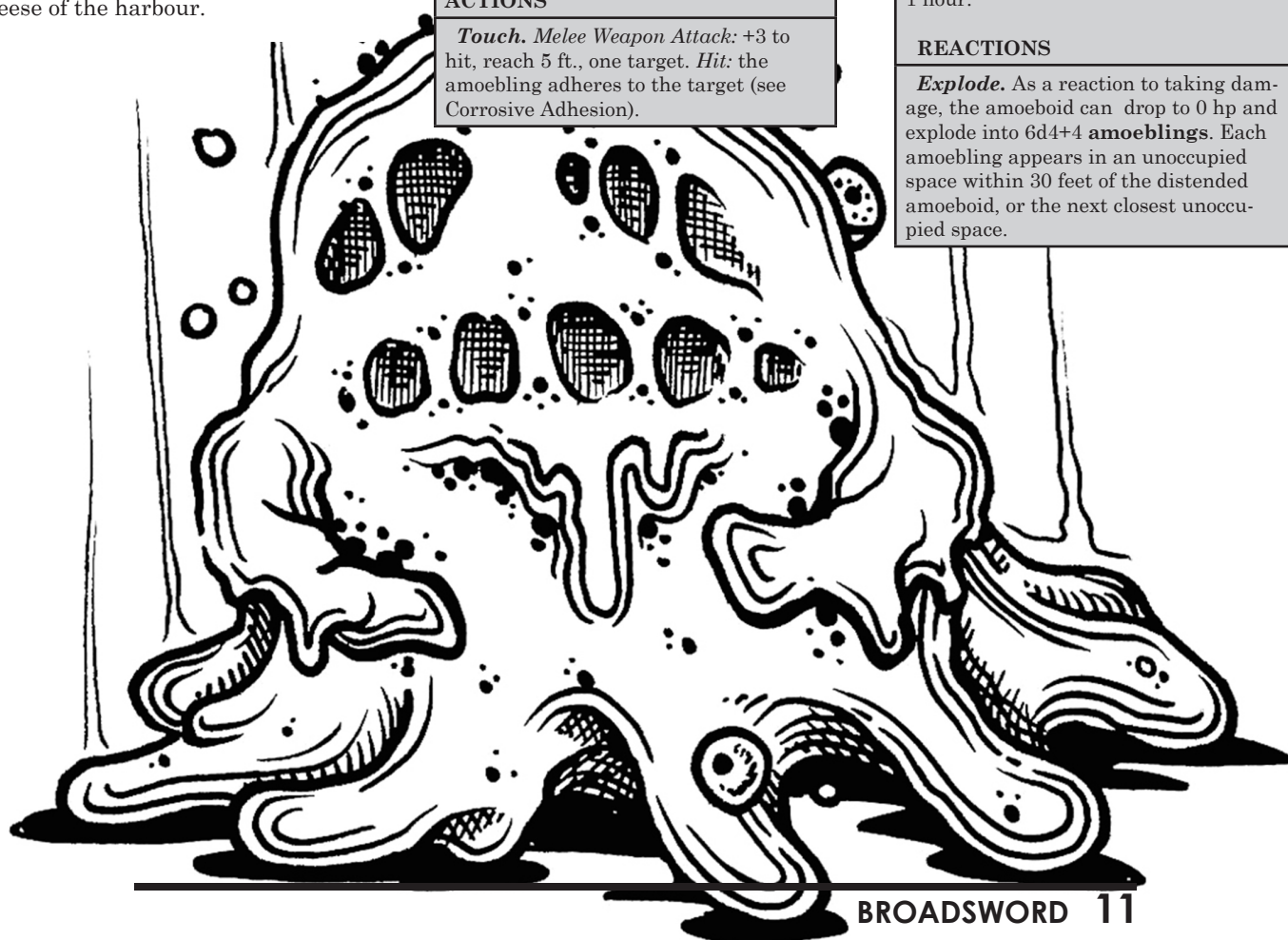
Amoeboids

Beginning life as tiny, grapefruit-sized sacks of acid, these single-celled, jelly-like organisms can eat their way through almost any material. As they adsorb, dissolve, and absorb their way through ships' hulls and seaweed alike, they grow in size. Once mature, they become engorged as they produce thousands upon thousands of clones within them. An amoeboid then has one purpose; to find a rich food source—such as a passing ship—upon which to explode and deposit its young.

Protection. Silver and nacre are used to form amoeboid-resistant coatings; these are the only materials they cannot corrode. Indeed, most port towns around the Dark Sea are armed with long-range ballistae to pop amoeboids at a distance. Reinforced 'clean up catamarans' then take to the sea and dispatch the young before they can make Kwiss-cheese of the harbour.

AMOEBLING <i>Tiny monstrosity, unaligned</i>			
Armor Class 9 Hit Points 3 (1d4 + 1) Speed 0 ft., swim 20 ft.			
STR	5 (-3)	INT	1 (-5)
DEX	9 (-1)	WIS	6 (-2)
CON	12 (+1)	CHA	3 (-4)
Skills Perception +0, Stealth +1 Damage Vulnerabilities piercing Senses blindsight 300 ft. (blind beyond this radius), passive Perception 10 Languages — Challenge 0 (10 XP)			
<i>Aciplosion.</i> If the amoebling is killed using any other damage type than cold or fire, it explodes. Each creature and object within 5 feet of it must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) acid damage. <i>Corrosive Adhesion.</i> The amoebling sticks to any object or creature it touches. At the end of its turn, it deals 3 (1d6) acid damage to any target it's stuck to. A creature can use its action to make a DC 11 Strength check to remove the amoebling.			
ACTIONS			
<i>Touch.</i> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> the amoebling adheres to the target (see Corrosive Adhesion).			

DISTENDED AMOEBOID <i>Gargantuan monstrosity, unaligned</i>			
Armor Class 8 Hit Points 145 (10d20 + 40) Speed 0 ft., swim 60 ft.			
STR	14 (+2)	INT	1 (-5)
DEX	7 (-2)	WIS	8 (-1)
CON	19 (+4)	CHA	3 (-4)
Skills Perception +5, Stealth +0 Damage Vulnerabilities piercing Condition Immunities charmed Senses blindsight 300 ft. (blind beyond this radius), passive Perception 15 Languages — Challenge 4 (1100 XP)			
<i>Mesmerising.</i> Each creature within 1000 feet of the distended amoeboid that looks at it must succeed on a DC 13 Wisdom saving throw or become charmed by it for 1 hour. A creature charmed in such a way must use its movement and actions to move towards the amoeboid, whether by piloting a ship, swimming, or flying. A creature can repeat the saving throw at the end of each minute or whenever it takes damage. A creature that succeeds on the saving throw is immune to this effect for 1 hour.			
REACTIONS			
<i>Explode.</i> As a reaction to taking damage, the amoeboid can drop to 0 hp and explode into 6d4+4 amoebblings. Each amoebbling appears in an unoccupied space within 30 feet of the distended amoeboid, or the next closest unoccupied space.			



Anorian Vaquero

The Anorian elves of Vaskil manage the northern cattle and horse ranches of the Summer Land. In the three elven generations since the Fall of Imfe Mythse Anore, they've become expert riders and animal handlers. Also, because of the dangers inherent in the Summer Land, particularly around the Charred City of Becshire, they're legally permitted to carry *firebolt wands* despite the anti-wand laws common among the coastal cities.

As a shared and oft-contested territory, the northern Summer Lands

share traits in common with both Presson's Enclave and Vaskil. The knights of Presson's Enclave, nor the Warriorbrood of Vaskil lay claim to it. Ultimately, this suits the vaqueros just fine as they can live on the plains without fear of big law crushing their values.

Arnitiko

Also known as "the Elves of the Other," the Arnitikos are a rare humanoid species that live in Omeria. Typically, Arnitikos are outsiders and wanderers who have no community to call their own. However, they are highly sought after for their martial skills as well as their ability to go unnoticed by undead creatures.

Arnitikos were brought into existence during the Hand of the Four when a door to the Other opened in Ayas Olyothy and consumed the elven city of Ise Serin. Most of Serin's populace were killed during the event, but a small portion—known as the Pale Few—survived. These were the first arnitikos. The Pale Few resembled their former selves, except they lacked color in their skin and clothing, and their features were reversed, like a mirror image.

In addition to their undead invisibility and color draining features, Arnitikos do not require food or water to survive. Unlike elves, however, they do require sleep and must do so in total darkness. Without total darkness, they cannot gain the full benefits of a long rest.

ARNITIKO/ARNITIKA

Medium humanoid (arnitiko), any alignment (usually chaotic)

Armor Class 15 (chain shirt)
Hit Points 13 (3d8)
Speed 30 ft.

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

Skills Perception +3, Stealth +4
Damage Vulnerabilities radiant
Damage Immunities necrotic
Senses darkvision 120 ft., passive Perception 13
Languages Beste, Common
Challenge 1/4 (50 XP)

Other Resilience. The arnitiko has advantage on saving throws made against necromancy spells, and is immune to spells that use color or prisms (such as *color spray* or *prismatic wall*).

Color Drain. Whenever the arnitiko touches a creature or object with its exposed flesh, the color momentarily drains from the target, leaving only blacks, whites, and shades of gray until the arnitiko stops touching the target. The effect is harmless.

Undead Invisibility. The arnitiko is invisible to all undead creatures. On its turn, an undead creature can use its action to make a DC 10 Wisdom saving throw. On a success, the creature can see the arnitiko for as long as it maintains its concentration (as if concentrating on a spell).

ACTIONS

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

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

ANORIAN VAQUERO

Medium humanoid (Anorian elf), any alignment

Armor Class 14 (leather armor)
Hit Points 22 (5d8)
Speed 30 ft.

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

Skills Animal Handling +3, Perception +3, Survival +3
Senses darkvision 120 ft., passive Perception 13
Languages Common, Elvish
Challenge 1/2 (100 XP)

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

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

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*

ACTIONS

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

Firebolt Wand. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

REACTIONS

Mount Cover. When a creature the vaquero can see targets the vaquero with an attack and the vaquero is mounted, the vaquero can choose to have its mount become the target instead.



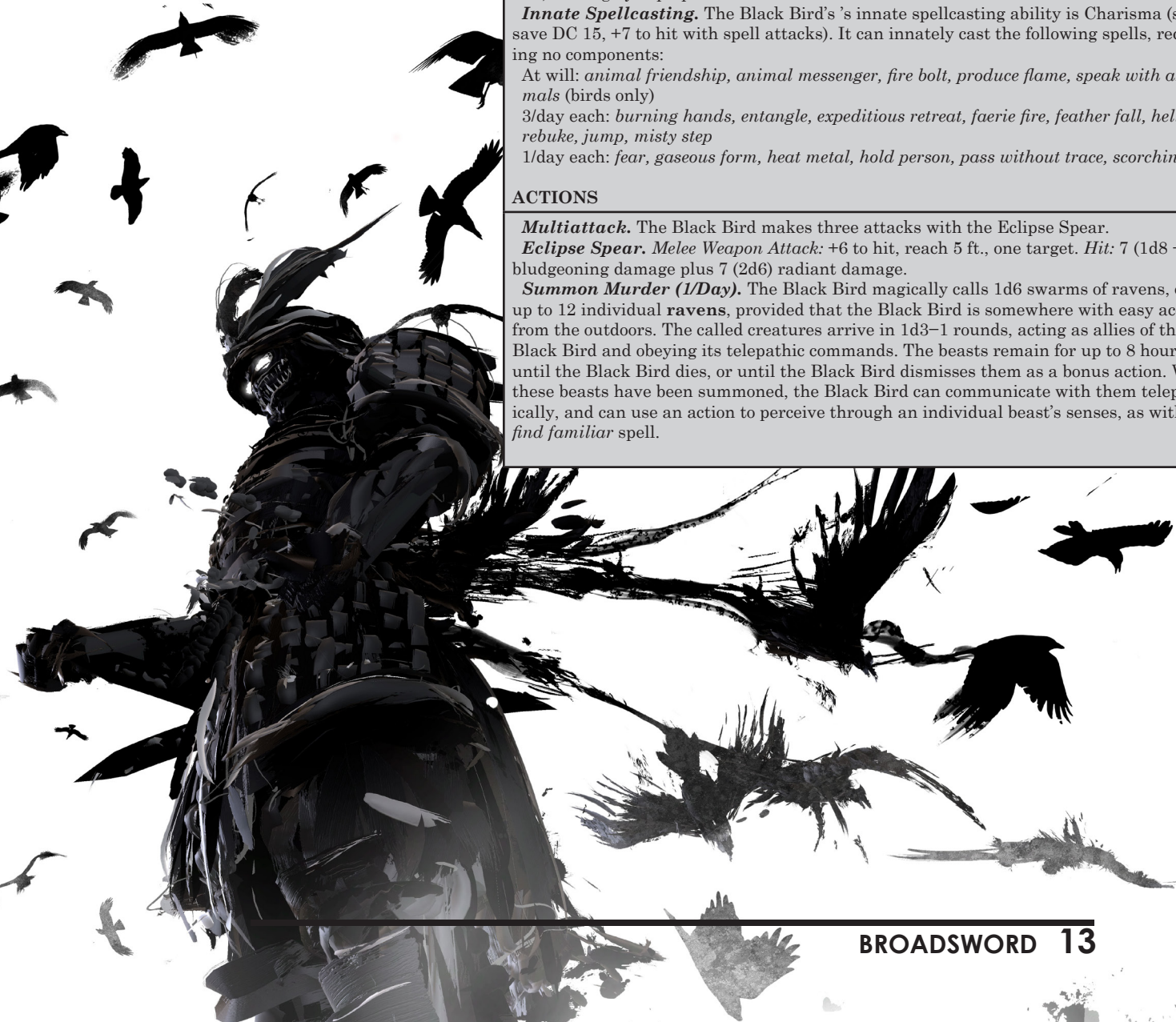
Black Bird

You won't escape me in the dark. You will draw me like a moth to a flame, and I can't be burned. You will be found.

Black Bird is a mysterious tracker who works for an unknown entity. Resembling little more than a shadow with glowing eyes, it's not even entirely clear whether or not he is human. The moniker black bird comes from the dozens—or possibly hundreds—of small, black birds that precede his arrival.

The Black Bird wields the *Eclipse Spear*, a magic item that can pierce through darkness and almost always find its target.

BLACK BIRD <i>Medium humanoid (unknown), neutral evil</i>					
Armor Class 16 (Studded Leather) Hit Points 120 (16d8 + 48) Speed 30 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	11 (+0)	15 (+2)	18 (+4)
Skills Acrobatics +7, Animal Handling +5, Insight +5, Perception +5, Stealth +7 Senses darkvision 60 ft., passive Perception 15 Languages Common, Sylvan Challenge 6 (2,300 XP)					
<p>Cunning Action. On each of its turns, the Black Bird can use a bonus action to take the Dash, Disengage, or Hide action.</p> <p>Evasion. If the Black Bird is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Black Bird instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.</p> <p>Speak with Black Birds. The Black Bird can communicate simple concepts to black-birds, ravens and crows when it speaks in Sylvan.</p> <p>Running Leap. With a 10-foot running start, the Black Bird can long jump up to 20 feet, and high jump up to 10 feet.</p> <p>Innate Spellcasting. The Black Bird's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:</p> <p>At will: <i>animal friendship, animal messenger, fire bolt, produce flame, speak with animals</i> (birds only)</p> <p>3/day each: <i>burning hands, entangle, expeditious retreat, faerie fire, feather fall, hellish rebuke, jump, misty step</i></p> <p>1/day each: <i>fear, gaseous form, heat metal, hold person, pass without trace, scorching ray</i></p>					
ACTIONS					
<p>Multiattack. The Black Bird makes three attacks with the Eclipse Spear.</p> <p>Eclipse Spear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) radiant damage.</p> <p>Summon Murder (1/Day). The Black Bird magically calls 1d6 swarms of ravens, or up to 12 individual ravens, provided that the Black Bird is somewhere with easy access from the outdoors. The called creatures arrive in 1d3–1 rounds, acting as allies of the Black Bird and obeying its telepathic commands. The beasts remain for up to 8 hours, until the Black Bird dies, or until the Black Bird dismisses them as a bonus action. While these beasts have been summoned, the Black Bird can communicate with them telepathically, and can use an action to perceive through an individual beast's senses, as with the <i>find familiar</i> spell.</p>					



Black Horn

Black horns look like black horses with a single black horn. For this reason, they are often confused with unicorns. The main difference, however, is their origin. The first black horns

were created by the Striped Conjurers of Karmithyash as mounts during the Siege of Brasolet in 532 AT. After the fall of Presson's Enclave, the Conjurers abandoned the black horns in favor of the more intelligent and less chaotic nightmares (whose vile temperament also appealed to the rakshasas.)

The virtue offered by a black horn is its ability to cover long distances in short periods of time. However, only a rare few can ride the beasts without being thrown from their backs or left abandoned in some distant location. The most famous black horn riders are the Knights of the White Pillar who train at an early age to bond with their steeds. Still, most White Pillar youths die young, often as a result of the intense training regimen required of them. The few who survive, however, are some of the deadliest and most respected warriors in all Omeria.

Blood Lichen

Blood lichen looks visually similar to reindeer moss except that it is dark red. While called blood lichen, the fungus actually consumes heat. When overwhelmed with intense sources of heat—such as that from fire—it emits it as a method of self-defense. Con-

sequently, blood lichen is frequently surrounded by the charred corpses of creatures who dare to venture too close to their fields.

BLACK HORN <i>Large fiend, chaotic neutral</i>	
Armor Class 13 Hit Points 67 (9d10 + 18) Speed 60 ft.	
STR 18 (+4)	INT 7 (-2)
DEX 16 (+3)	WIS 10 (+0)
CON 15 (+2)	CHA 16 (+3)
Skills Perception +2 Damage Resistances necrotic Condition Immunities exhaustion Senses darkvision 60 ft., passive Perception 12 Languages understands Common and Infernal but cannot speak Challenge 4 (1,100 XP)	
Charge. If the black horn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone. Magic Resistance. The black horn has advantage on saving throws against spells and other magical effects.	
ACTIONS	
Multiattack. The black horn makes two attacks: one with its hooves and one with its horn. Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage. Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage. Teleport (1/Day). The black horn magically teleports itself and up to two willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the black horn is familiar with, up to 1,000 miles away. Summon Shadows (1/Day). Up to three shadows appear in unoccupied spaces within 30 feet of the black horn and remain for 1 hour or until destroyed. Shadows summoned in this way roll initiative and act in the next available turn as allies. The black horn can have up to three shadows summoned by this ability at a time.	

BLOOD LICHEN <i>Small plant, unaligned</i>			
Armor Class 5 Hit Points 10 (3d6) Speed 0 ft.			
STR	5 (-3)	INT	1 (-5)
DEX	1 (-5)	WIS	3 (-4)
CON	10 (+0)	CHA	1 (-5)
Damage Immunities cold, fire Condition Immunities blinded, deafened, frightened Senses blindsight 30 ft. (blind beyond this radius) Languages — Challenge ¼ (50 XP)			
False Appearance. While the blood lichen remains motionless, it is indistinguishable from an ordinary fungus. Fire Absorption. Whenever the blood lichen is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.			
ACTIONS			
Fire Belch. The blood lichen emits fire in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw, or half as much damage on a successful one.			



Bowing Bird

The bowing bird resembles a larger version of the shoebill stork. This curious creature has developed a kind of strange etiquette to which it holds not only other such birds, but any other creatures it encounters. The most distinctive of example, and the one that gives it its name is its habit of bowing when another creature approaches. If this bow is not reciprocated, the bird becomes agitated, and will attack if approached too closely.

It is because of this behavior that other animals that share its habitat have learned the proper response, and can be seen returning the bow of a bowing bird: an incredible sight to stumble upon in the wild.

BOWING BIRD <i>Medium monstrosity, lawful neutral</i>	
Armor Class 12 Hit Points 22 (4d8 + 4) Speed 20 ft., fly 50 ft.	
STR 13 (+1)	INT 5 (-3)
DEX 14 (+2)	WIS 15 (+2)
CON 12 (+1)	CHA 9 (-1)
Skills Perception +4 Senses passive Perception 14 Languages understands simple words in Common, but can't speak Challenge 1/8 (25 XP)	
Keen Sight. The bird has advantage on Wisdom (Perception) checks that rely on sight. Natural Decorum. Creatures of Small size or larger that the bird can see that move to within 5 feet of the bird without first bowing to it (or performing some analogous gesture, if unable to bow) provoke an attack of opportunity from the bird.	
ACTIONS	
Bill. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) bludgeoning damage.	



Brasuga

Brasugas are mountain-dwelling giants that live among the peaks of the Basilisk's Spine. They look similar to ogres, except that they have four arms and are much more intelligent. Plus, they are less prone to temper tantrums.

The roaming gangs of the Summer Land's northern plains often hire brasugas as muscle. Brasugas grant little value to money and gold. Instead, they appreciate good company and amusing anecdotes. As such, they are fond of adventure, no matter which end of the moral/ethical spectrum those adventures may land them.

Brasuga clans generally consist of 30-50 brasugas led by a single chief. It's not uncommon for a mountain brasuga chief to have powers granted by daos. A brasuga camp with a earthshaping chief are easily identified by the prevalence of stone habitats and walls therein.

The largest clan of brasuga were the Goun-to tribe of Vaskil Valley. When the Anorians were pushed from

their homelands east of the Basilisk's Spine, the Guon-to accepted the exiled elves into their community. Although Guon-to is largely extinct now, victims of the War of the Burning Plain, their descendants maintain their strong ties with the dark elves of northern Omeria.

BRASUGA <i>Large giant, any alignment</i>	
Armor Class 12 (hide armor) Hit Points 68 (8d10 + 24) Speed 40 ft., climb 30 ft.	
STR 21 (+5)	INT 8 (-1)
DEX 10 (+0)	WIS 11 (+0)
CON 16 (+3)	CHA 9 (-1)
Skills Athletics +9 Senses passive Perception 11 Languages Giant Challenge 3 (700 XP)	
ACTIONS	
Multiattack. The brasuga makes two attacks with its spears. Spear. <i>Melee or Ranged Weapon Attack:</i> +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. <i>Hit:</i> 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage when wielded with two hands as a melee weapon.	

Bufonem

Resembling large, distorted toads with a third eye in the center of the bulbous foreheads, the bufonems were the dreaded servants of Loikiel. In the late 6th century, after Loikiel was defeated by the danaavrakts, the bufonem fled Aspaeth. Using their humanoid disguises, they took to rural areas where many still hide. Even today the witchhunters of Aspaeth travel Omeria seeking the toadfolk of Aspaeth. On more than one occasion, the witchhunters have set fire to entire villages caught hosting the depraved creatures.

Doppelganger Foes. Although they share a common origin, doppelgangers despise bufonems. To make matters worse, the two can see each other for what they truly are. As such, the Aspaethan witchhunters frequently employ doppelgangers in their ranks to spot the toadfolk in their humanoid disguises.

The Cult of Dhucabra. It's been over 400 years since the bufonems worshipped the Transmuter Loikiel. The sages among the toadfolk have since turned their attention to the myth of Dhucabra, a titan believed to be the Father of Transmutation. They have yet to find the titan.



BUFONEM <i>Medium monstrosity (shapechanger), neutral evil</i>			
Armor Class 13 (natural armor) Hit Points 33 (6d8 + 6) Speed 30 ft., swim 40 ft.			
STR	16 (+3)	INT	10 (+0)
DEX	14 (+2)	WIS	10 (+0)
CON	13 (+1)	CHA	9 (-1)
Skills Perception +4 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with redstone Senses darkvision 60 ft., passive Perception 14 Languages Common, Infernal Challenge 2 (450 XP)			
Shapechanger. The bufonem can use its action to polymorph into a Medium humanoid, or back into its true form which is a toad-humanoid hybrid. The bufonem's humanoid form is always the same, and its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.			
Amphibious. The bufonem can breathe air and water.			
Keen Sight. The bufonem has advantage on Wisdom (Perception) checks that rely on sight.			
Standing Leap. The bufonem'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. The bufonem makes two attacks, only one of which can be its bite or its tongue.			
Bite (Hybrid Form Only). <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.			
Claws (Hybrid Form Only). <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) slashing damage.			
Mace (Humanoid Form Only). <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) bludgeoning damage.			
Tongue. <i>Melee Weapon Attack:</i> +5 to hit, reach 15 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13), pulled up to 15 feet toward the bufonem, and restrained until the grapple ends. The bufonem can grapple one target at a time with its tongue.			

Byakhee

Byakhee are strange creatures that appear to be a mixture of rotting humanoids, crows, and ants. Although they make their home in interstellar space and other lonely voids, byakhee are frequently encountered as agents of some malign agenda.

Spacefaring Nature. The byakhee does not require air and is immune to the natural perils of vacuum (extreme heat and cold, zero pressure).

BYAKHEE <i>Medium monstrosity, lawful evil</i>			
Armor Class 15 (natural armor) Hit Points 36 (8d8) Speed 20 ft., fly 60 ft.			
STR	17 (+3)	INT	10 (+0)
DEX	14 (+2)	WIS	11 (+0)
CON	11 (+0)	CHA	12 (+1)
Skills Perception +2, Stealth +4 Senses darkvision 60 ft., passive Perception 12 Languages Deep Speech Challenge 2 (450 XP)			
Beast of Burden. The byakhee is considered to be a Large animal for the purpose of determining its carrying capacity.			
ACTIONS			
Multiattack. The byakhee makes one bite attack and two claw attacks. If both claw attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the byakhee uses its Rend on it. The byakhee can have only one creature grappled at a time.			
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) piercing damage.			
Claw. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) slashing damage.			
Rend. The byakhee targets one creature it is grappling. The target must make a DC 13 Constitution saving throw, taking 10 (3d6) slashing damage on a failed saving throw or half as much damage on a successful one.			



Cadejo

Along the Leash, the long road that hugs the Weysevain Coast, the Phantoms tell tales of the mysterious cadejos. These beasts quietly stalk drunken farmers and sailors returning home from nights of debauchery. Where one would think that a cadejo—who looks like a shadowy, black dog with red eyes and chains around its neck—is a malicious creature, they are actually celestial guardians. The cadejos protect their quarry, ensuring that they get home safely.

Cadejos are real and they are celestials. Where Hearth once had its enigmatic couatls, Omeria has cadejos. The similarities between the two guardian creatures is so great, some even assume that cadejos are nothing more than couatls in disguise. This isn't true, of course, although, there have been tales of Hearthan couatls who have taken on the appearance of cadejos while touring Omeria.

Although celestials are rare, cadejos are still very much active along the Leash and the Weysevain. During trying times, Weysevain locals—particularly Arruquetans—have attempted to summon and utilize the black dogs of the Leash.

CADEJO			
<i>Medium celestial, neutral good</i>			
Armor Class 13 (natural armor)			
Hit Points 58 (9d8 + 18)			
Speed 50 ft.			
STR	15 (+2)	INT	7 (-2)
DEX	15 (+2)	WIS	16 (+3)
CON	15 (+2)	CHA	11 (+0)
Skills Stealth +8			
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks			
Senses darkvision 60 ft., passive Perception 13			
Languages —			
Challenge 5 (1,800 XP)			
Innate Spellcasting. The cadejo's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells requiring no spell components. At will: <i>lesser restoration</i> 1/day each: <i>find the path, sanctuary</i> .			
ACTIONS			
Multiattack. The cadejo makes two attacks: one with its bite and one with its claws.			
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or fall prone in its space.			
Claws. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d4 + 2) piercing damage plus 9 (2d8) necrotic damage.			

Calamity Monsters

Dr. Calamity's henchmen and golems may be found wherever his nefarious plans manifest.

Clay Golem Simulacrum

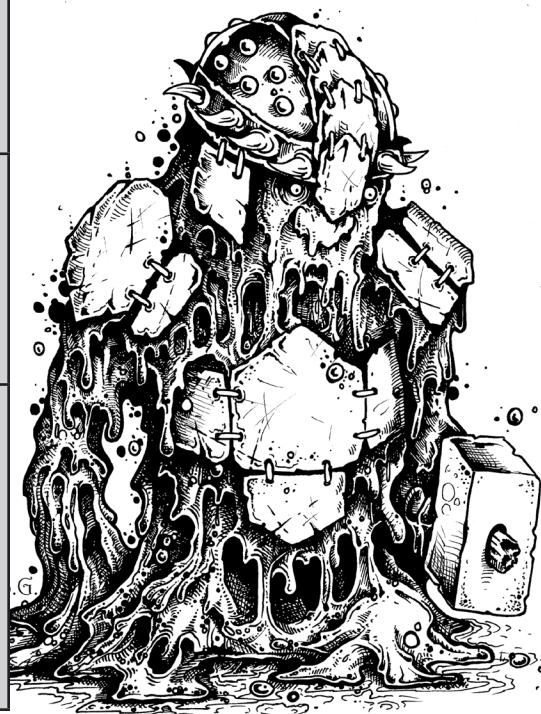
A clay golem simulacrum is a **clay golem** that can assume the appearance of a creature it has killed using its life draining slam attack.

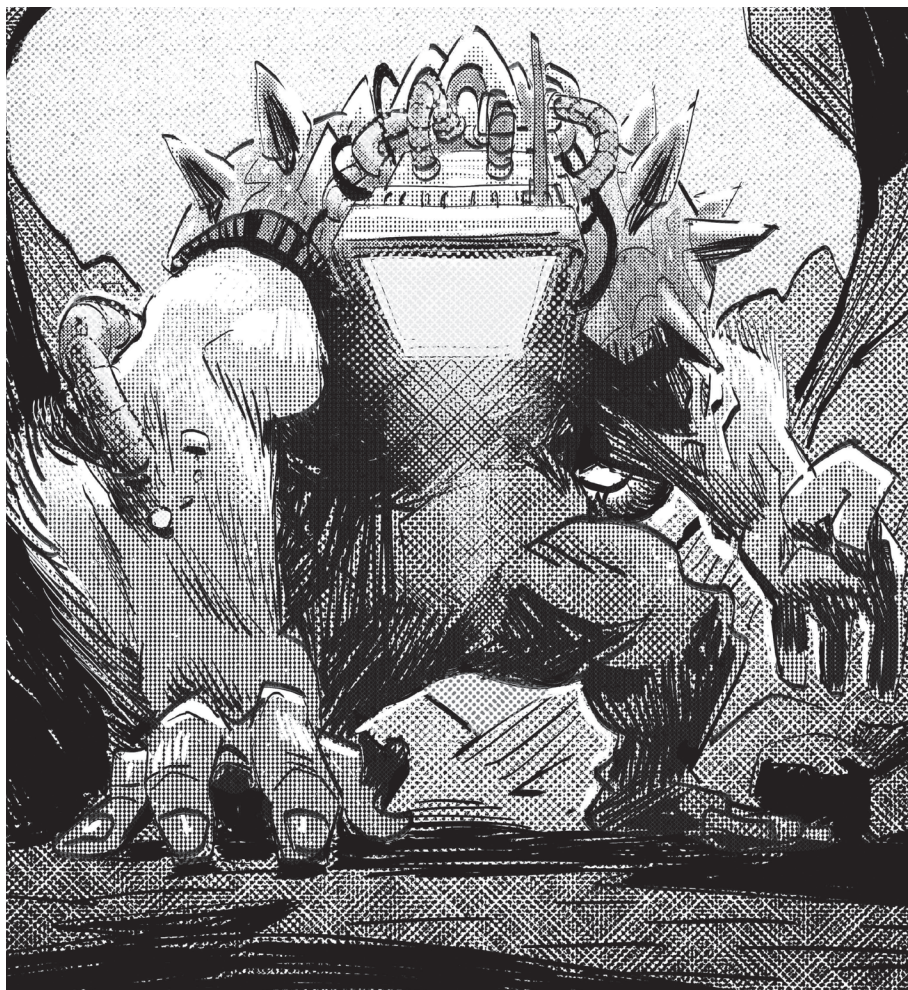
Type. This creature gains the (shapechanger) tag.

Ability Score Adjustment. The clay golem simulacrum's Intelligence score is 10 (+0).

Languages. When the clay golem simulacrum assumes the form of another creature using its shapechanger feature, it can speak the languages that the creature knew.

New Feature: Shapechanger. The clay golem simulacrum can use its action to polymorph into a Medium or Small humanoid it has replaced, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.





Calamity Henchman

The calamity henchman uses the **thug** stat block, except it replaces its heavy crossbow with a blaster rifle. The rifle has range of 100/400 ft. and deals 1d10 radiant damage on a hit.

Giant Ape Sentry

The giant ape sentry is a living creature whose head has been removed and replaced with a magical, telepathic sensor. It uses the **giant ape** stat block, with the following changes:

Type. Its creature type is construct.

Abilities Scores. Its ability scores change as follows: Int 2 (-4), Wis 10 (+0), Cha 1 (-5).

Skills. It loses its proficiency in Athletics and Perception.

Senses. It has blindsight with a radius of 30 feet, and it is blind beyond this radius. Passive Perception is 10.

Damage Immunities. It is immune to psychic damage.

Condition Immunities. It is immune to the blinded, charmed, deafened, exhaustion, frightened, paralyzed, and petrified conditions.

New Feature: Psychic Static (Recharge 6). The giant ape sentry emits a wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 10 Intelligence saving throw. On a failed saving throw, a creature takes 10 (3d6) psychic damage and is stunned until the end of the sentry's next turn. On a successful saving throw, the creature takes half as much damage and isn't stunned.

Golemancer

A golemancer is a specialist wizard that focuses on golem creation. It uses the **mage** stat block, except with the following changes:

New Feature: Construct Commander. All constructs of the golemancer's choice within 30 feet of the golemancer have advantage on all saving throws and ability checks as long as the golemancer isn't incapacitated.

Alternate Spell List. The golemancer knows and prepares the following spells:

Cantrips (at will)—*light, mage hand, poison spray, prestidigitation*;

1st-level (4 slots)—*detect magic, expeditious retreat, mage armor*;

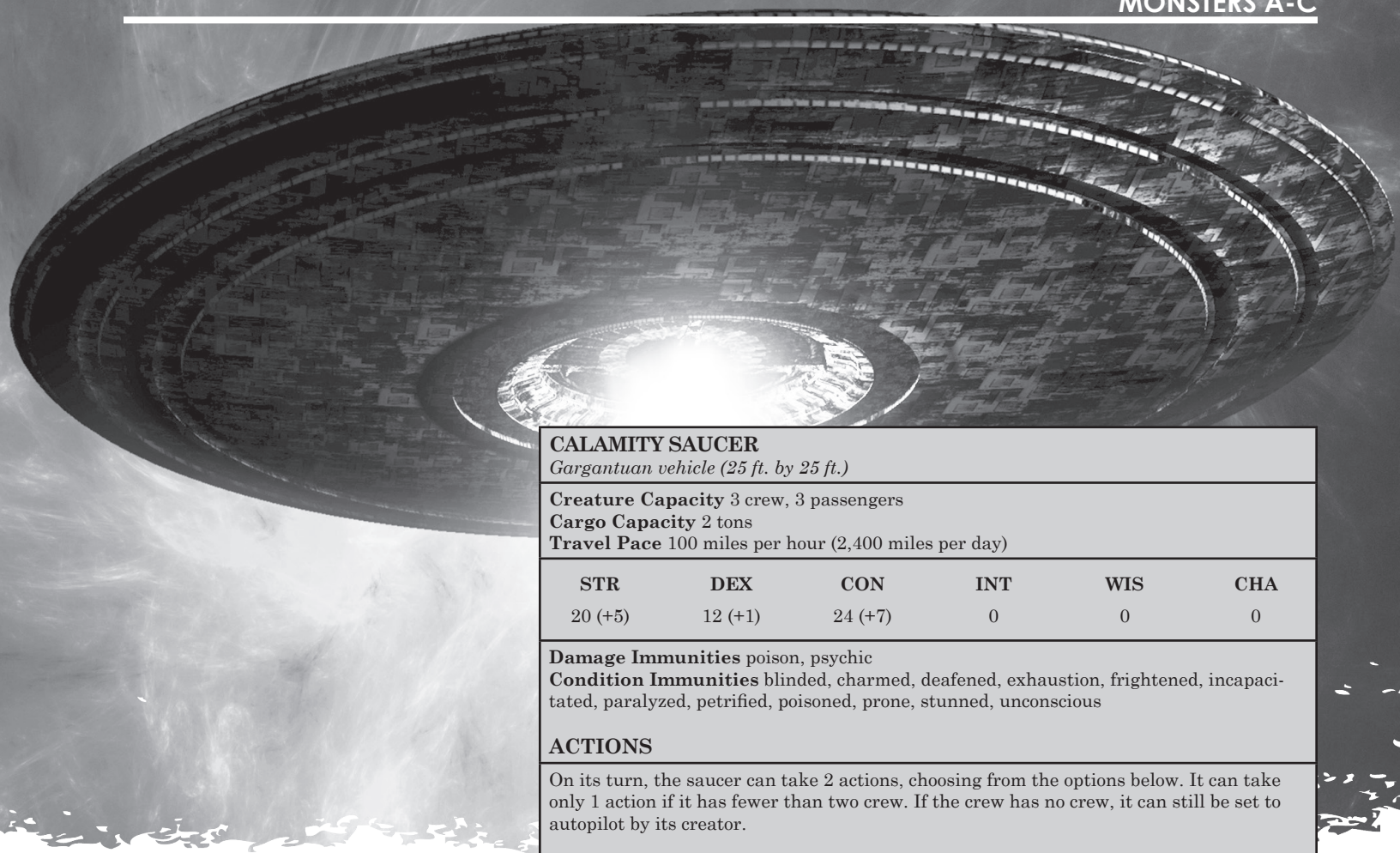
2nd-level (3 slots)—*levitate, mirror image, misty step*;

3rd-level (3 slots)—*counterspell, fear, haste*;

4th-level (3 slots)—*greater invisibility, fabricate*;

5th-level (1 slot)—*animate objects, cone of cold*.





Calamity Saucer

Known as a calamity saucer, this disc-shaped flying vehicle is used by Doctor Calamity and his golem-mancers to move around Omeria. The vehicle includes space for six people. Because of its extraplanar technology, it's one of the fastest vehicles in all Omeria, surpassing even the great Dinzer war blimps.

Although the vehicle may be equipped with any number of gizmos and weaponry, Calamity prefers heat rays which act not unlike the *firebolt* spell.

CALAMITY SAUCER <i>Gargantuan vehicle (25 ft. by 25 ft.)</i>					
Creature Capacity 3 crew, 3 passengers Cargo Capacity 2 tons Travel Pace 100 miles per hour (2,400 miles per day)					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	0	0	0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious					
ACTIONS <p>On its turn, the saucer can take 2 actions, choosing from the options below. It can take only 1 action if it has fewer than two crew. If the crew has no crew, it can still be set to autopilot by its creator.</p> <p>Fire Heat Rays. The saucer can fire its heat rays. Move. The saucer can use its helm to move with its propulsion engine. Turn Invisible. The saucer uses its cloaking device to turn invisible until it attacks, the saucer's helm takes damage, or until the saucer uses this action to turn visible.</p>					
HULL Armor Class 20 Hit Points 300 (damage threshold 15)					
CONTROL: HELM Armor Class 20 Hit Points 50 <p>Move up to the speed of the saucer's propulsion engine. If the helm is destroyed, the saucer can't turn, turn invisible, or use its weapons. The helm can only be targeted if the hull has taken 100 or more damage.</p>					
MOVEMENT: PROPULSION ENGINE Armor Class 20 Hit Points 100; -150 ft. speed per 20 damage taken Speed (air) 880 ft. (fly, hover)					
WEAPON: HEAT RAY (2) Armor Class 16 Hit Points 50 each <i>Ranged Weapon Attack:</i> +6 to hit, range 120 ft., one target. <i>Hit:</i> 13 (3d8) fire damage. A flammable object hit by this weapon ignites if it isn't being worn or carried.					

Centaur Champion (Alogo)

The strongest and bravest of the centaur clans are the Alogos. When an Alogo rides with a clan, it is always at the front, driving its clansmen with rallying warcries. An Alogo never flees combat and will martyr itself before it lets down its kin.

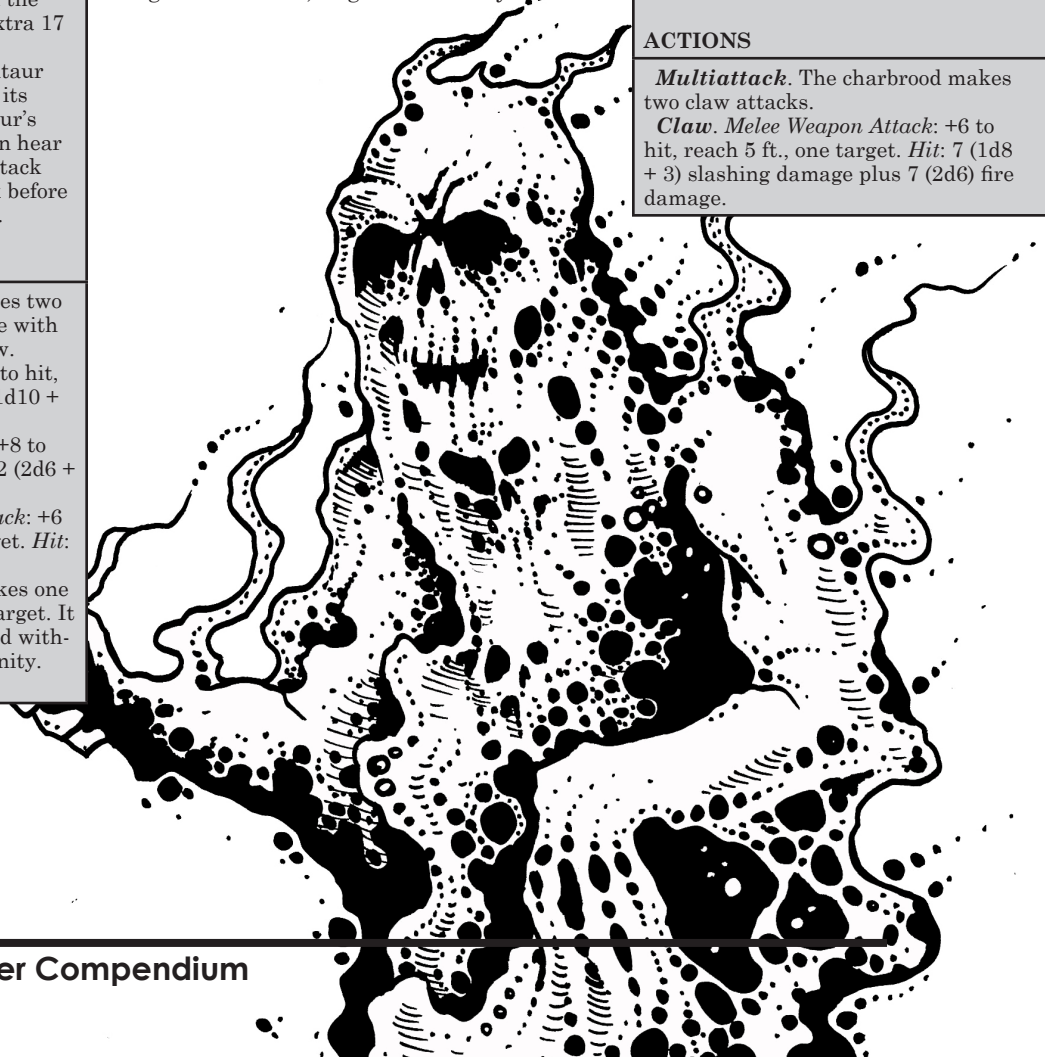
CENTAUR CHAMPION	
<i>Large monstrosity, neutral good</i>	
Armor Class 13 Hit Points 93 (11d10 + 33) Speed 50 ft.	
STR 20 (+5)	INT 10 (+0)
DEX 16 (+3)	WIS 15 (+2)
CON 16 (+3)	CHA 13 (+1)
Saving Throws Str +8, Dex +6, Con +6 Skills Athletics +8, Perception +5, Survival +5 Senses passive Perception 15 Languages Common, Elvish, Sylvan Challenge 5 (1,800 XP)	
<p>Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 17 (5d6) piercing damage.</p> <p>Rallying Cry (1/Day). The centaur can use its bonus action to incite its allies. Each creature of the centaur's choice within 30 feet of it that can hear it has advantage on their next attack roll so long as it makes its attack before the start of the Alogo's next turn.</p>	
ACTIONS	
<p>Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.</p> <p>Pike. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 10 (1d10 + 5) piercing damage.</p> <p>Hooves. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage.</p> <p>Longbow. <i>Ranged Weapon Attack:</i> +6 to hit, range 150/600 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage.</p> <p>Hit-and-Run. The centaur makes one melee weapon attack against a target. It can then move up to half its speed without provoking attacks of opportunity.</p>	

Charbrood

Charbrood are insidious elemental creatures that hunt living creatures in the Obsidian Plain. Sometimes they are referred to as “greater magmin.” However, they have no known connection to magmin beyond their fire elemental origin.

The first charbrood were created by the Striped Conjurers of Karmithyash as elite shock troops. After the fall of Hearth and the Obsidian Wars, most charbrood were destroyed. Those that survived hid among the explosive peaks of the Obsidian Plain. In time, the charbrood learned to create their own progeny. While not as powerful as the first charbrood, these descendants (as presented here) are still dangerous in their own right. For example, Scaldris of the Bleeding Peak decimated an entire Dinzer Wand Wielder battalion on its own before it was defeated by the legendary hobgoblin warrior, Zagzud the Dirty.

CHARBROOD	
<i>Medium elemental, chaotic evil</i>	
Armor Class 15 (natural armor) Hit Points 71 (11d8 + 22) Speed 40 ft.	
STR 16 (+3)	INT 7 (-2)
DEX 16 (+3)	WIS 12 (+1)
CON 15 (+2)	CHA 9 (-1)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire Senses darkvision 60 ft., passive Perception 12 Languages Ignan Challenge 5 (1,800 XP)	
<p>Aggressive. As a bonus action, the charbrood can move up to its speed toward a hostile creature that it can see.</p> <p>Heated Body. A creature that touches the charbrood or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.</p> <p>Ignited Illumination. As a bonus action, the charbrood can set itself ablaze or extinguish its flames. While ablaze, the charbrood sheds bright light in a 20-foot radius and dim light for an additional 20 feet.</p>	
ACTIONS	
<p>Multiattack. The charbrood makes two claw attacks.</p> <p>Claw. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage plus 7 (2d6) fire damage.</p>	



Clones of Grihoo

Deep beneath a remote island hidden from the world is a temple, dark and terrible. Its construction intertwines terrestrial stone and unknown steel. Within its walls live terrible things that ought not exist. All of this stands in tribute to an evil entity of tremendous power.

Cloned Sorcerer

Though all the other clones were considered failures, a sorcerer known only as Sixty-Six is considered a success.

Every other clone cursed to live out its miserable existence within the walls of the temple of Grihoo is but a shadow of this individual's potential. This cloned sorcerer is a capable fighter and adept spellcaster, able to weave and sustain spells in a way not possible for any other mage in existence.

In the *Grihoo* adventure, the clone Sixty-six is a cloned sorcerer.

Overgrown Clone

Those clones which successfully test through the initial phases of their growth then continue to mature to their full intended size. It is at this point that they face the second major failing point along their growth cycle: nearly all of the clones that reach this phase simply don't stop growing. If an overgrown clone doesn't shatter its own development chamber due to its sheer size, it is ejected and discarded, the same as with the earlier rejects.

While these clones may be larger and more physically developed than their unstable siblings, they are no more advanced mentally. Overgrown clones are similarly violent and prone to fits of rage. With these larger individuals though, their excitable internal magic activates to enhance their growth one hundredfold.

An angered or excited clone such as this will grow uncontrollably, at a rate clearly visible to any observer.

CLONED SORCERER					
<i>Medium monstrosity, neutral</i>					
Armor Class 13 (16 with mage armor)					
Hit Points 66 (12d8 + 12)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	19 (+4)
Saving Throws Dex +6, Con +4, Cha +7					
Skills Deception +10, Insight +8, Perception +5					
Senses darkvision 60 ft., passive Perception 8					
Languages Common, Draconic, Infernal					
Challenge 6 (2,300 XP)					
<p>Sorcery Points. The clone has 10 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:</p> <p>Heightened Spell. When the clone casts a spell that forces a creature to make a saving throw to resist its effects, the clone can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.</p> <p>Quicken Spell. When the clone casts a spell that has a casting time of 1 action, they can spend 2 sorcery points to cast the spell as part of the same bonus action used to spend those sorcery points.</p> <p>Twinned Spell. When the clone casts a spell that targets only one creature and doesn't have a range of self, they can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). Only a spell incapable of targeting more than one creature at the spell's current level is eligible.</p> <p>Spellcasting. The clone is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The clone has the following sorcerer spells prepared:</p> <p><i>Cantrips (at will): acid splash, fire bolt, mage hand, poison spray, ray of frost, shocking grasp</i></p> <p><i>1st Level (4 slots): burning hands, mage armor(†), magic missile, shield, thunderwave</i></p> <p><i>2nd Level (3 slots): invisibility, misty step, scorching ray</i></p> <p><i>3rd Level (3 slots): blink, counterspell, fireball</i></p> <p><i>4th Level (3 slots): greater invisibility, wall of fire</i></p> <p><i>5th Level (2 slots): dominate person</i></p> <p>† The cloned sorcerer casts this spell on themselves before combat.</p>					
ACTIONS					
<p>Multiattack. The sorcerer makes two weapon attacks.</p> <p>Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.</p> <p>Spell Node (Recharge 4-6). The clone conjures a pulsing node of magic and uses it to sustain a spell. The node appears as a pulsating gray sphere floating in an unoccupied space within 10 feet of the clone. The node has an AC of 12, 20 hit points, and immunity to all nonmagical damage. The clone can have up to 3 spell nodes active at once. As part of this action, the clone spends one of its spell slots to cast a spell that normally requires concentration. The spell is cast as normal, except that the node becomes the spell's origin, the spell doesn't require concentration, and it lasts for its full duration, or until the node is destroyed. Effects of a spell originating from a node end for a target if at any point an uninterrupted 60-foot path can't be traced from the node to that target. A node dissipates if it has no more targets. Spells cast into a node can be augmented by the clone's sorcery points.</p>					
REACTIONS					
<p>Bend Luck. When another creature the clone can see makes an attack roll, an ability check, or a saving throw, the clone can spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (clone's choice) to the creature's roll.</p>					

MONSTERS A-C

While this growth makes the clone undeniably more dangerous, the transformation is inherently unsustainable. Eventually, the growth exceeds the capacity of the clone's own organs, causing it to collapse and expire as suddenly as the process began.

OVERGROWN CLONE

Large monstrosity, chaotic evil

Armor Class 10 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR 17 (+3) **INT** 3 (-4)

DEX 8 (-1) **WIS** 7 (-2)

CON 16 (+3) **CHA** 9 (-1)

Saving Throws Str +5, Con +5

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 2 (450 XP)

Runaway Growth. The clone grows each round that it's in combat. Each round at initiative count 0, roll a die. On an even result, the clone's size increases by one category. Each time the clone grows this way, it regains 20 hit points, and it gains a cumulative +1 bonus to all ability checks, saving throws, as well as attack and damage rolls. When the clone is Gargantuan and would increase its size again, its organs and musculoskeletal structure can no longer support the growth, causing the clone to collapse and die.

ACTIONS

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

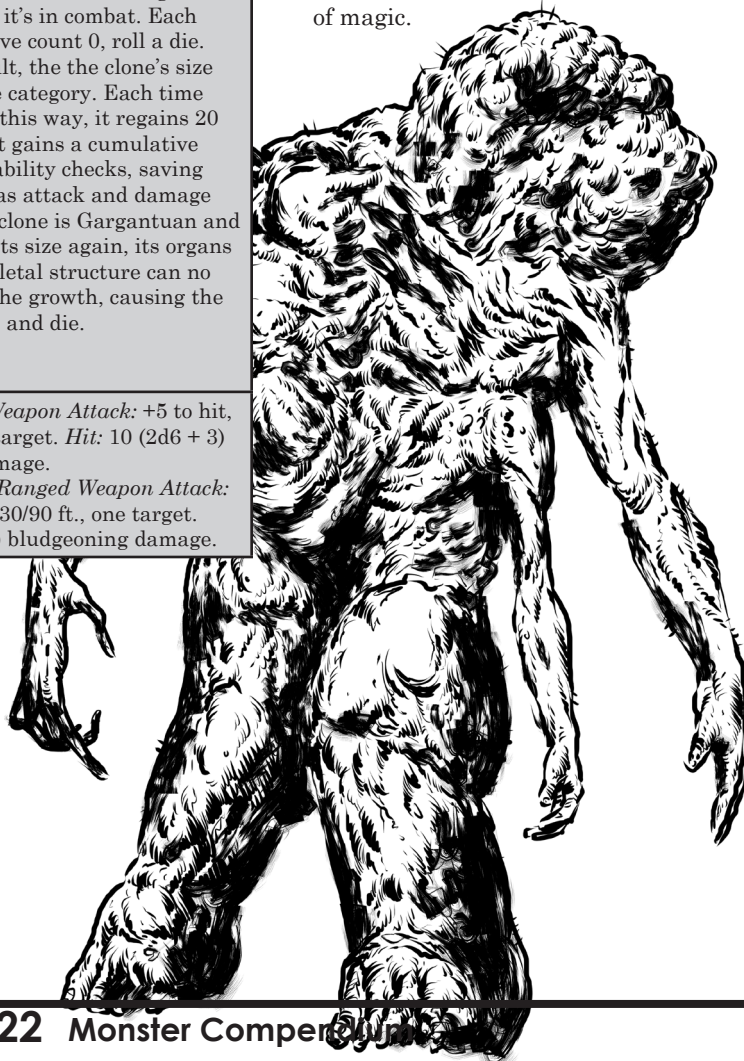
Hurl Debris. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Unstable Clone

Unstable clones are those which fail the earlier checks along their development. Once it is clear that a clone isn't going to mature properly, the process is halted, and the clone is removed from its development chamber and discarded.

Most of these stunted and misshapen beings die within hours. Those which do not grow to be feral, mad, and violently unpredictable. Their underdeveloped minds and traumatic emergence are a volatile mix, as nearly all of these clones are creatures of frustrated rage which lash out at the slightest provocation.

Unfortunately (for themselves, as well as those around them), these clones' proclivity for rage and violence quickly excites the magical forces inherent in their bodies, resulting in potent and highly random bursts of magic.



UNSTABLE CLONE

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR 9 (-1) **INT** 10 (+0)

DEX 16 (+3) **WIS** 8 (-1)

CON 8 (-1) **CHA** 13 (+1)

Skills Acrobatics +5

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Challenge ½ (100 XP)

Unstable Magic. As a bonus action, the clone can attempt to channel its chaotic inner magic. Roll a d8. The clone produces the corresponding effect from the following table:

1. The clone explodes in a burst of flame. The clone is killed, and each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

2-3. Nothing happens. The clone can't use its Unstable Magic again until it completes a short or long rest.

4. A random creature within 30 feet of the clone ceases to exist, vanishing in a puff of smoke. At the start of that creature's next turn, it reappears in the closest unoccupied space to a point 2d10 feet in a random direction from where it vanished.

5. Until the end of the clone's next turn, its speed increases by 15 feet, it can move through the spaces of creatures larger than it, and it doesn't provoke opportunity attacks for leaving an enemy's reach.

6. The clone teleports up to 30 feet to an unoccupied space it can see.

7. The clone makes an elemental surge attack.

8. The clone rolls on this table at the end of each of its turns, even if it had already used its unstable magic that turn. This continues until the clone rolls a result of 1-3 for this ability at any point.

ACTIONS

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

Elemental Surge. *Melee or Ranged Spell Attack:* +3 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 (1d6 + 1) acid, cold, fire, or lightning damage (clone's choice or determined randomly).

Collector

The collectors are Servants of Light. They journey into The Black Cauldron to find and retrieve traveler orbs. Often, collectors are accompanied by ourobras.

COLLECTOR <i>Medium humanoid, lawful good</i>	
Armor Class 12 Hit Points 16 (3d8 + 3) Speed 30 ft.	
STR 12 (+1)	INT 11 (+0)
DEX 14 (+2)	WIS 15 (+2)
CON 13 (+1)	CHA 13 (+1)
Saving Throws Wis +4 Skills Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages Beste, Common Challenge 1/4 (50 XP)	
Other Resilience. The collector has advantage on saving throws made against necromancy spells, and is immune to spells that use color or prisms (such as <i>color spray</i> or <i>prismatic wall</i>).	
ACTIONS	
Multiattack. The collector makes two attacks with its light dagger.	
Light Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) radiant damage.	

Colour Out of Space

A colour out of space is a shapeless, formless mass of unplaceable color. These incorporeal creatures travel through space searching for verdant soil and shallow waters to lay their embryos. Colour embryos gestate for 1d6 days, then emerge as “larva”, which appears jellylike, eventually growing into its familiar insubstantial nature.

Lair. Colours out of space prefer dark, secluded places with plenty of

water, such as underground pools of water, wells, and even under the sea.

Regional Effects. The region containing a colour’s lair is warped by the creature’s unnatural presence, creating any of the following effects:

- Vegetation within 1 mile of the colour grows at an alarming and unhealthy rate. Fruit tastes bitter.
- Insects and animals within 1 mile of the colour are born deformed.
- Plants, animals, and even humanoids within 500 miles of the colour glow at night.

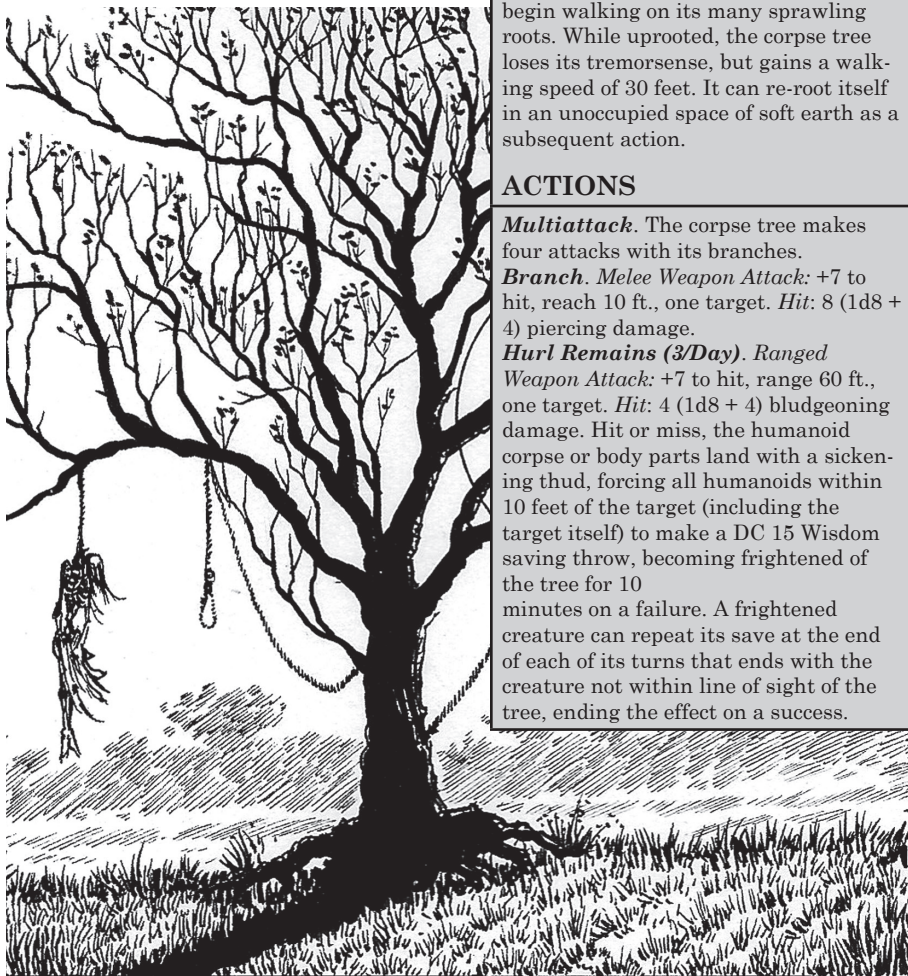
COLOUR OUT OF SPACE <i>Medium elemental, neutral</i>					
Armor Class 14 Hit Points 153 (18d8 + 72) Speed 0 ft., fly 75 ft. (hover)					
STR 7 (-2)	DEX 18 (+4)	CON 18 (+4)	INT 12 (+1)	WIS 10 (+0)	CHA 5 (-3)
Saving Throws Dex +8 Damage Immunities poison; bludgeoning, piercing, slashing from nonmagical weapons Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 120 ft., passive Perception 10 Languages — Challenge 10 (5,900 XP)					
Incorporeal Movement. The colour out of space can move through other creatures and objects as if they were difficult terrain. Unless it is using its disintegration attack, it takes 5 (1d10) force damage if it ends its turn inside an object.					
Lightning Weakness. If the colour takes lightning damage, it must make a DC 14 Constitution saving throw. On a failed saving throw, the colour out of space is restrained until the end of its next turn.					
Sunlight Sensitivity. While in sunlight, the colour has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.					
Unusual Nature. The colour does not require air or sleep.					
ACTIONS					
Life Drain. <i>Melee Spell Attack:</i> +8 to hit, reach 5 ft., one creature. <i>Hit:</i> 10 (3d6) necrotic damage and the target’s hit points maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.					
Disintegration (Recharge 6). The colour moves up to half its speed. While doing so, if the colour enters a creature’s space, the creature must make a DC 16 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the colour. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the colour enters the creature’s space, and the creature takes 44 (8d10) force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a <i>true resurrection</i> or a <i>wish</i> spell. The colour automatically disintegrates a Medium or smaller nonmagical object or a creation of magical force. If the target is a Large or larger object or creation of force, this attack disintegrates a 5-foot-cube portion of it. A magic item is unaffected by this attack.					

Corpse Tree

Whether by malevolent design or simply by prolonged exposure to unholy presences, many of the plants around Skirvin manor have become dangerous, violent, and even bloodthirsty.

When a particularly old tree's soil is the site of too many demonic sacrifices, it may become what is known simply as a corpse tree.

Aside from their particularly sharp, spear-like branches and grisly decorum, corpse trees otherwise look like ordinary trees. But when one wanders too close, it lurches to life and savagely attacks the intruder, impaling those who aren't able to escape. If the corpses of the tree's victims aren't removed, it will display them from its branches almost like trophies until they gradually rot away.



CORPSE TREE <i>Huge plant, neutral evil</i>	
Armor Class 16 (natural armor) Hit Points 84 (8d12 + 32) Speed 0 ft.	
STR 19 (+4)	INT 4 (-3)
DEX 4 (-3)	WIS 9 (-1)
CON 18 (+4)	CHA 5 (-3)
Skills Perception +2 Damage Vulnerabilities fire Damage Resistances bludgeoning, piercing	
Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 13 Languages Abyssal, Sylvan Challenge 5 (1,800 XP)	
False Appearance. While it remains motionless, the corpse tree is indistinguishable from an ordinary tree.	
Roots. The corpse tree normally remains rooted in the ground for years at a time. If attacked or provoked by a creature outside its reach, the corpse tree can uproot itself as an action, to begin walking on its many sprawling roots. While uprooted, the corpse tree loses its tremorsense, but gains a walking speed of 30 feet. It can re-root itself in an unoccupied space of soft earth as a subsequent action.	
ACTIONS	
Multiattack. The corpse tree makes four attacks with its branches.	
Branch. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage.	
Hurl Remains (3/Day). <i>Ranged Weapon Attack:</i> +7 to hit, range 60 ft., one target. <i>Hit:</i> 4 (1d8 + 4) bludgeoning damage. Hit or miss, the humanoid corpse or body parts land with a sickening thud, forcing all humanoids within 10 feet of the target (including the target itself) to make a DC 15 Wisdom saving throw, becoming frightened of the tree for 10 minutes on a failure. A frightened creature can repeat its save at the end of each of its turns that ends with the creature not within line of sight of the tree, ending the effect on a success.	



Crabigator

Created by unknown forces as a huge crab and alligator hybrid, crabigators have long terrorized shallow caves around the Dark Sea. Their aggressive nature has led sailors to avoid known nests of these creatures.

CRABIGATOR <i>Huge beast, unaligned</i>	
Armor Class 15 (natural armor) Hit Points 95 (10d12 + 30) Speed 30 ft., swim 50 ft.	
STR 21 (+5)	INT 2 (-4)
DEX 12 (+1)	WIS 10 (+0)
CON 17 (+3)	CHA 7 (-2)
Skills Stealth +4 Senses blindsight 30 ft., passive Perception 10 Languages — Challenge 6 (2,300 XP)	
Amphibious. The crabigator can breathe air and water.	
ACTIONS	
Multiattack. The crabigator makes three attacks: one with its bite, one with its claws, and one with its tail.	
Bite. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 21 (3d10 + 5) piercing damage.	
Claw. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one creature, <i>Hit:</i> 15 (3d6 + 5) bludgeoning damage and the target is grappled (escape DC 15). The crabigator has two claws, each of which can grapple only one target. Until the grapple ends, the crabigator has advantage on bite attacks made against the target.	
Tail. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target not grappled by crabigator, <i>Hit:</i> 14 (2d8 + 5) bludgeoning damage and if the target is a creature it must succeed on a DC 16 Strength saving throw or be knocked prone.	

Dark Young of Shub-Niggurath

In dim light or at first glance, the dark young appear as low trees with ropey branches, not unlike a willow. Should one dare get a closer look at these aberrations, the truth is revealed. Dark young are enormous, writhing masses of tentacles punctuated here or there with great suck-erlike mouths. Its entire form rests atop three stout legs that end in great

hooves. Emerging from the mass of writhing tentacles are its main tentacles, each one thicker than an elephant's trunk.

These horrors lurk in dark groves where those who worship their mother, The Black Goat, can pay respects via rituals of unabashed fecundity.



DARK YOUNG <i>Huge aberration, chaotic evil</i>			
Armor Class 17 (natural armor)			
Hit Points 152 (16d12 + 48)			
Speed 30 ft.			
STR	25 (+7)	INT	14 (+2)
DEX	16 (+3)	WIS	18 (+4)
CON	17 (+3)	CHA	15 (+2)
Skills Perception +8			
Damage Immunities acid, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks			
Condition Immunities poisoned			
Senses blindsight 120 ft., passive Perception 18			
Languages understands Deep Speech but does not speak			
Challenge 12 (8,400 XP)			
<p>Trampling Charge. If the dark young moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the dark young can make one stomp attack against it as a bonus action.</p>			
ACTIONS			
<p>Multiattack. The dark young makes four attacks with its tentacles.</p> <p>Gore. <i>Melee Weapon Attack:</i> +11 to hit, reach 5 ft., one target. <i>Hit:</i> 20 (3d8 + 7) piercing damage.</p> <p>Stomp. <i>Melee Weapon Attack:</i> +11 to hit, reach 5 ft., one prone target. <i>Hit:</i> 23 (3d10 + 7) bludgeoning damage.</p> <p>Tentacles. <i>Melee Weapon Attack:</i> +11 to hit, reach 20 ft., one creature. <i>Hit:</i> 11 (1d8 + 7) bludgeoning damage and the target is grappled (escape DC 19). The dark young has four tentacles, each of which can grapple only one target.</p> <p>Strength Drain. Each creature the dark young is grappling must make a DC 15 Constitution saving throw. On a failed saving throw, the target takes 10 (2d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest. On a successful saving throw, the target takes half as much necrotic damage and its Strength score is unaffected.</p>			

DECIPULA VINES

Small plant, unaligned

Armor Class 12

Hit Points 9 (2d6 + 2)

Speed 15 ft.

STR 16 (+3) **INT** 1 (-5)

DEX 14 (+2) **WIS** 1 (-5)

CON 12 (+1) **CHA** 1 (-5)

Damage Resistances bludgeoning, piercing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, stunned, unconscious

Senses tremorsense 15 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Decipula Plant. The decipula vine is connected to a decipula plant (see the previous entry). The decipula vines cannot move more than 300 feet from the decipula plant and the decipula plant senses what its decipula vines sense and vice versa. If the decipula plant is destroyed, the vine is destroyed with it.

False Appearance. While the decipula vine remains motionless, it is indistinguishable from an ordinary vine.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, unable to breathe, and takes 5 (1d4 + 3) bludgeoning damage at the start of each of the decipula vine's turns. The vine can only grapple one creature at a time.

Decipula Plants

These carnivorous plants are found in warm, wet climates around the world. The decipula uses its long vines to hunt for prey. Once the vine grapples a creature, it pulls the creature back to its lair where it slowly digests the creature within its leafy maw.

DECIPULA PLANT

Large plant, unaligned

Armor Class 12

Hit Points 52 (8d10 + 8)

Speed 5 ft.

STR 16 (+3) **INT** 1 (-5)

DEX 14 (+2) **WIS** 10 (+0)

CON 12 (+1) **CHA** 2 (-4)

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Grasping Vines. The decipula plant can control up to eight decipula vines at a time. Each decipula vine uses its own stat block (see the **decipula vine** entry) and must remain within 300 feet of the decipula plant. The decipula plant senses what its decipula vines sense and vice versa. Destroying a decipula vine deals no damage to the decipula plant, which can use its bonus action to create a new decipula vine on its turn. If the decipula plant is destroyed, all decipula vines it currently controls are destroyed with it.

False Appearance. While the decipula plant remains motionless, it is indistinguishable from an ordinary tropical plant.

ACTIONS

Multiattack. The decipula plant uses Reel and makes one Engulf attack.

Engulf. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature that is grappled by one or more of the decipula plant's vines. *Hit:* The target is trapped inside the decipula plant's jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the decipula plant, and takes 10 (3d6) acid damage at the start of each of the target's turns. If the decipula plant dies, the creature is no longer restrained by it. A decipula plant can engulf only one creature at a time.

Reel. The decipula plant pulls up to three of its decipula vines and any creatures or objects that they are holding or grappling up to 25 feet straight toward it.



Diego the Werecrocodile

Normally, giantkin who are bitten by lycanthropes don't survive the shock of initial transformation and die painfully shortly thereafter. On rare occasions, a giant will survive the transformation and fully embrace the curse. The albino werecrocodiles who live below the streets of Murktown are led by one such giantkin lycanthrope, a vicious ogre werecrocodile named Diego.

Ultimately, Diego is not the true mastermind behind the albino werecrocs. His lover, Harmony, a former assassin for the Black Rose Clan of Greatwell, directs the brutes.



DIEGO THE OGRE WERECROCODILE						
<i>Large giant (shapechanger), chaotic evil</i>						
Armor Class 18 (plate) in humanoid or hybrid form, 12 (natural armor) in crocodile form						
Hit Points 153 (18d10 + 54)						
Speed 40 ft. (30 ft., swim 50 ft. in crocodile or hybrid form)						
STR	DEX	CON	INT	WIS	CHA	
22 (+6)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	7 (-2)	
Saving Throws Str +10, Con +7						
Skills Stealth +7						
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons						
Senses passive Perception 10						
Languages Common, Giant (can't speak in crocodile form)						
Challenge 10 (5,900 XP)						
Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile-humanoid hybrid or into a Large crocodile, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.						
Hold Breath. The werecrocodile can hold its breath for 15 minutes.						
Illumination. The werecrocodile's Realmwarden's Greataxe sheds bright light in a 15-foot radius and dim light for an additional 15 feet.						
ACTIONS						
Multiattack. In humanoid form, the werecrocodile makes two attacks with its great-axe. In hybrid form, the werecrocodile makes two melee weapon attacks, only one of which can be its bite. In crocodile form, the werecrocodile makes two attacks: one with its bite and one with its tail.						
Realmwarden Greataxe (Humanoid or Hybrid Form Only). <i>Melee Weapon Attack:</i> +13 to hit, reach 5 ft., one target. <i>Hit:</i> 15 (1d12 + 9) force damage. If the target is an aberration or undead, the target takes an additional 6 (1d12) radiant damage.						
Bite (Hybrid or Crocodile Form Only). <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one creature. <i>Hit:</i> 11 (1d10 + 6) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werecrocodile lycanthropy.						
Tail (Hybrid or Crocodile Form Only). <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.						

Dimensional Shambler

Dimensional shamblers are monstrous entities that haunt the cracks between dimensions. Standing over eight feet tall, these creatures resemble hairless simians, however, their lolling heads and spindly legs seem to borrow from insects.

DIMENSIONAL SHAMBLER	
<i>Large aberration, chaotic evil</i>	
Armor Class 13 (natural armor)	
Hit Points 102 (12d8 + 48)	
Speed 30 ft.	
STR	19 (+4) INT 7 (-2)
DEX	10 (+0) WIS 10 (+0)
CON	18 (+4) CHA 7 (-2)
Senses darkvision 60 ft., passive Perception 10	
Languages Deep Speech	
Challenge 3 (700 XP)	
Innate Spellcasting (2/Day). The dimensional shambler can innately cast <i>plane shift</i> , requiring no components when it does. It can only target itself and up to one creature it is grappling. Its innate spellcasting ability is Wisdom (spell save DC 10).	
ACTIONS	
Multiattack. The dimensional shambler makes two slam attacks.	
Slam. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 13 (2d8 + 4) bludgeoning damage. Instead of dealing damage, the dimensional shambler can grapple the target (escape DC 14).	

Doctor Calamity

The good doctor is a master manipulator and a certified megalomaniac. Having acquired genre-bending cybernetic enhancements on the techno-planet Mechanicum in the Ford Galaxy, Calamity returned after many misadventures to Omeria. He effortlessly wields the arts of sorcery and superscience, but to what end? To conquer the known universe? To mold humankind into some unknown image? Is he just trolling everyone? Who can say. The mind of Calamity is as inscrutable as it is impenetrable.



DOCTOR CALAMITY

Medium humanoid (unknown), neutral evil

Armor Class 18 (battle armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft., fly 40 ft.

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

Saving Throws Int +10, Wis +7

Skills Arcana +15, History +15

Damage Resistances damage from spells; bludgeoning, piercing, & slashing from nonmagical attacks

Senses passive Perception 12

Languages Abyssal, Common, Deep Speech, Infernal, Primordial, and Undercommon

Challenge 14 (11,500 XP)

Battle Armor. While wearing his battle armor, Dr. Calamity has advantage on Strength checks and saving throws.

Legendary Resistance (3/Day). If Dr. Calamity fails a save, he can choose to succeed instead.

Magic Resistance. Dr. Calamity has advantage on saving throws vs spells and other magical effects.

Spellcasting. Dr. Calamity is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Dr. Calamity can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

At Will: *fire bolt*, *light*, *prestidigitation*, *shocking grasp*

1st Level (4 slots): *detect magic*, *expeditious retreat*, *identify*, *magic missile*

2nd Level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd Level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th Level (3 slots): *arcane eye*, *banishment*, *fire shield*

5th Level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*Doctor casts these spells on himself before combat.

ACTIONS

Laser Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) radiant dmg.

Fire Bolt Spell. Ranged Spell Attack: +10 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

LEGENDARY ACTIONS

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

At Will Spell. Dr. Calamity casts one of his at-will spells.

Boost. Dr. Calamity flies up to half his flying speed.

Blinders (Costs 2 Actions). Dr. Calamity's armor creates a flash of bright light in a 60-foot radius.

Each creature in the area must succeed on a DC 18 Constitution saving throw or becomes blinded for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on itself with a success. Once Dr. Calamity uses this Legendary Action, he can't use it again until he completes a short or long rest.

Glue Cannon (Costs 2 Actions). Dr. Calamity fires a glob of glue at a point that he can see within 60 feet of him. The glue fills a 20-foot-radius area centered on that point. The glue is difficult terrain.

Each creature that starts its turn in the glue or that enters it during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the glue or until it breaks free. A creature restrained by the glue can use its action to make a DC 18 Strength check. If it succeeds, it is no longer restrained. The glue is vulnerable to acid damage. Any 5-foot cube of glue exposed to acid melts away in 1 round.

Hypnosis Ray (Costs 2 Actions). Dr. Calamity emits a pulsing wave of hypnotic light in a 30-foot cone. Each creature in the area that can see the light must make a DC 18 Wisdom save, or become charmed by Dr. Calamity until the end of its next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, Dr. Calamity can use his bonus action to maintain this effect, extending its duration until the end of his next turn. However, the effect ends if he moves more than 30 feet away from the creature, if the creature can't see Dr. Calamity, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, it automatically succeeds on its saving throws against this action for 24 hours.

Doctor Kalaxan

Doctor Kalaxan is the mysterious quest giver in the adventure *The Mystery of Hoegar's Hollow*. While he often appears as a wizard that goes by the moniker Kalaxan the Magnificent, Kalaxan is actually a human-like construct known as an android. He was the lead science officer aboard the *Paramount* when the ship crashed.

Construct Nature. Kalaxan does not require air, food, drink, or sleep.

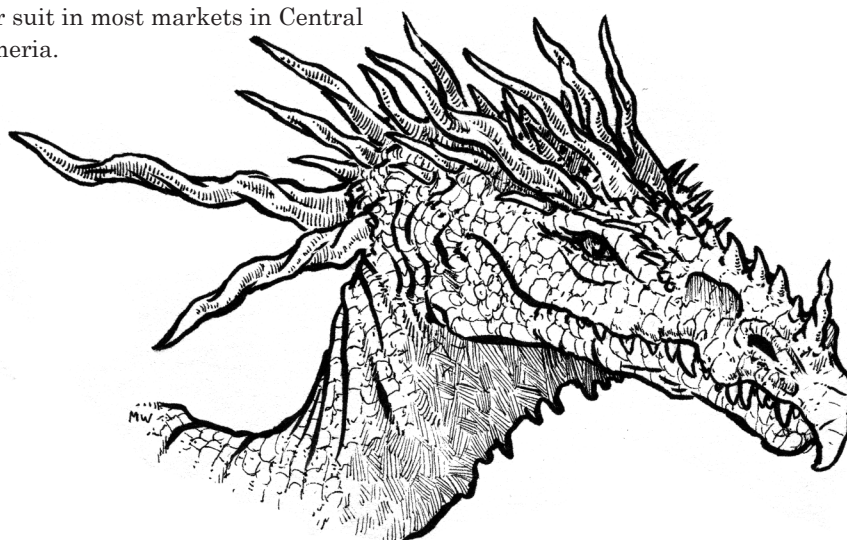
DOCTOR KALAXAN <i>Medium construct (android), neutral</i>			
Armor Class 15 (natural armor) Hit Points 39 (6d8 + 12) Speed 30 ft.			
STR	15 (+2)	INT	14 (+2)
DEX	18 (+4)	WIS	15 (+2)
CON	15 (+2)	CHA	10 (+0)
Skills History +6, Insight +4, Investigation +6, Medicine +3, Nature +6, Perception +6 Damage Resistances radiant Damage Immunities poison, psychic Condition Immunities exhaustion, paralyzed, poisoned Senses darkvision 60 ft., passive Perception 16 Languages Common Challenge 2 (450 XP)			
Innate Spellcasting (Protocols). Kalaxan's innate spellcasting ability is Intelligence (spell save DC 14). He can innately cast the following spells, requiring no components: At Will: <i>comprehend languages, disguise self, silent image, shocking grasp, true strike</i> 3/day each: <i>invisibility (self only), shield, floating disk</i> 1/day each: <i>dimension door</i>			
ACTIONS			
Multiattack. Kalaxan makes two slam attacks. Slam. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) bludgeoning damage. Radpistol. <i>Ranged Weapon Attack:</i> +6 to hit, range 50/150, one target. <i>Hit:</i> 14 (3d6 + 4) radiant damage. Instead of dealing damage, Kalaxan can attempt to stun the target. The target must make a DC 10 Constitution saving throw or become stunned for 1 minute. At the end of each of the target's turns, the target can repeat its saving throw, ending the effect on itself with a success.			

Drake, Desert

Found primarily in the Desolation of Ditimaya, The Obsidian Plain, and The Wither, desert drakes are the much more aggressive and animalistic cousins of the Great Chromatics. Content to do nothing more than hunt, sleep, and procreate, these dragons are the bane of desert inhabitants throughout Central Omeria.

Fortunately, in the Desolation, desert drakes are actively hunted by the Ghosts of the Leash. Their sandy hides are used to line and camouflage Ghost armor, evovehicles, and fortresses, giving ghosts their "invisible" quality. Meanwhile, The Wither lacks active drake-hunters. The prolific dragons are a considerable nuisance for Deadrunners, sand-walkers, and other brave humanoids who dare to enter The Wither.

Collecting Desert Drake Hides. A dead desert drake's hide can be removed with a successful DC 17 Strength check using proficiency in leatherworker's tools. A full desert drake hide can be turned into three suits of hide armor that offer the same Sand Camouflage properties the drake possessed. It takes one week of downtime for a creature with proficiency in leatherworker's tools to craft desert drake hide armor. Desert drake hide armor sells for 100 gp per suit in most markets in Central Omeria.



DESERT DRAKE <i>Huge dragon, chaotic evil</i>			
Armor Class 17 (natural armor) Hit Points 175 (14d12 + 84) Speed 40 ft., fly 80 ft., burrow 30 ft.			
STR	24 (+7)	INT	3 (-4)
DEX	10 (+0)	WIS	9 (-1)
CON	22 (+6)	CHA	6 (-2)
Skills Perception +3, Stealth +4 Damage Resistances fire, lightning, thunder Condition Immunities petrified Senses blindsight 30 ft., passive Perception 13 Languages — Challenge 11 (7,200 XP)			
Sand Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in sandy terrain. Sand Walk. Difficult terrain composed of sand doesn't cost the drake extra movement			
ACTIONS			
Multiattack. The drake makes three attacks: one with its bite and two with its claws. Bite. <i>Melee Weapon Attack:</i> +11 to hit, reach 10 ft., one creature. <i>Hit:</i> 17 (3d6 + 7) piercing damage. Claws. <i>Melee Weapon Attack:</i> +11 to hit, reach 10 ft., one creature. <i>Hit:</i> 20 (3d8 + 7) piercing damage.			

Drake, Summer

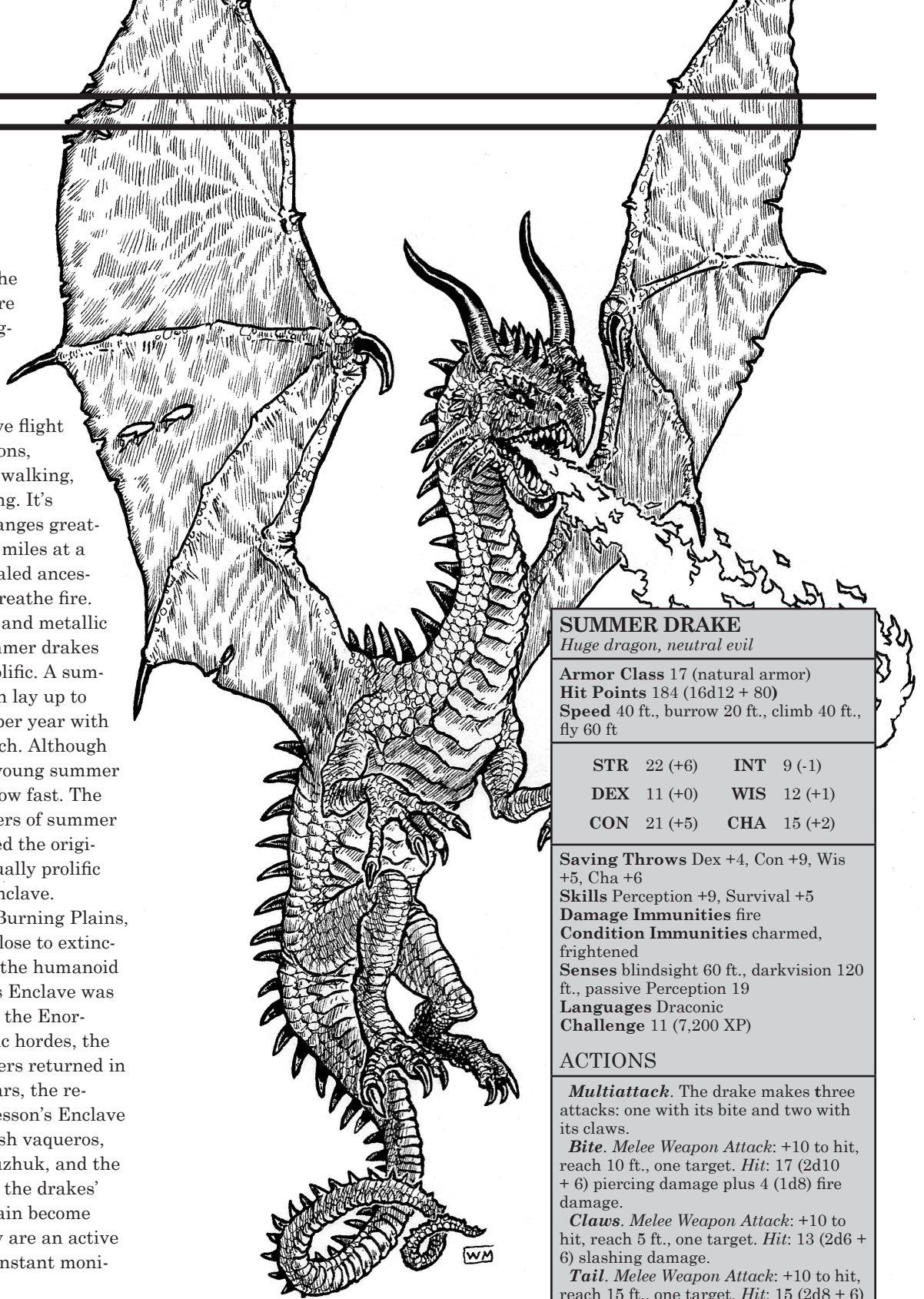
Summer drakes are a breed of dragon found almost exclusively in the Summer Land. They are smaller than most dragons, never reaching more than 25 feet in length from snout to tail. Although they have flight ability typical for dragons, summer drakes prefer walking, climbing, and burrowing. It's rare they ever fly for ranges greater than a few hundred miles at a time. Like their red-scaled ancestors, summer drakes breathe fire.

Unlike the chromatic and metallic dragons of legend, summer drakes are extraordinarily prolific. A summer dragon matron can lay up to three clutches of eggs per year with six to ten eggs per clutch. Although the mortality rate for young summer drakes is high, they grow fast. The high population numbers of summer drakes are what created the original demand for the equally prolific knights of Presson's Enclave.

Until the War of the Burning Plains, summer drakes were close to extinction. After over half of the humanoid population of Presson's Enclave was eradicated by Tostrasz the Enormous and his chromatic hordes, the summer drakes' numbers returned in full force. In recent years, the remaining knights of Presson's Enclave with help from Vaskilish vaqueros, the griffon riders of Kuzhuk, and the Goun-to-gen brasugas, the drakes' numbers have once again become manageable. Still, they are an active threat that requires constant monitoring.

Like the chromatic reds, summer drakes prefer to make their homes in high mountains and hills. Many of the summer drakes also make their homes in the ruins of Pressonian cities, those charred by destructive breath of their larger cousins.

Summer drakes only live for 200-300 years, and never achieve "ancient" status. Although they have innate sorcerous powers, they dislike magic and find its practice a waste of time.



SUMMER DRAKE <i>Huge dragon, neutral evil</i>			
Armor Class 17 (natural armor) Hit Points 184 (16d12 + 80) Speed 40 ft., burrow 20 ft., climb 40 ft., fly 60 ft			
STR	22 (+6)	INT	9 (-1)
DEX	11 (+0)	WIS	12 (+1)
CON	21 (+5)	CHA	15 (+2)
Saving Throws Dex +4, Con +9, Wis +5, Cha +6 Skills Perception +9, Survival +5 Damage Immunities fire Condition Immunities charmed, frightened Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19 Languages Draconic Challenge 11 (7,200 XP)			
ACTIONS			
<i>Multiattack.</i> The drake makes three attacks: one with its bite and two with its claws.			
<i>Bite. Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 17 (2d10 + 6) piercing damage plus 4 (1d8) fire damage.			
<i>Claws. Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d6 + 6) slashing damage.			
<i>Tail. Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one target. <i>Hit:</i> 15 (2d8 + 6) bludgeoning damage.			
<i>Fire Breath (Recharge 5-6).</i> The dragon exhales a ball of fire at a point that it can see within 150 feet of it. Each creature within 20-feet of that point must make a DC 17 Dexterity saving throw. A creature takes 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.			

Drow, Dark Sea

These specialists may be found on the ships plying the Dark Sea.

Beatkeepers

Those that learn the Way of Rhythm are invaluable assets upon the Dark

DROW BEATKEEPER <i>Medium humanoid (drow), lawful evil</i>					
Armor Class 15 (scale mail) Hit Points 33 (6d8 + 6) Speed 30 ft.					
STR	14 (+2)	INT	11 (+0)		
DEX	13 (+1)	WIS	13 (+1)		
CON	12 (+1)	CHA	12 (+1)		
Skills Perception +3, Stealth +3 Senses darkvision 120 ft., passive Perception 13 Languages Elvish, Undercommon Challenge 1 (200 XP)					
Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The drow can innately cast the following spells, requiring no material components: At will: <i>dancing lights</i> 1/day each: <i>darkness</i> , <i>faerie fire</i>					
ACTIONS					
Multiattack. The drow makes two attacks and uses 'Keep The Rhythm' if it is within 5 ft. of its timpani. Timpani Mallet. <i>Melee Weapon</i> <i>Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) bludgeoning damage. Keep The Rhythm. Each creature of the drow's choice within 15 ft. of it that can hear the timpani must succeed on a DC 12 Wisdom saving throw or begin dancing for as long as the drow concentrates on the effect (as if concentrating on a spell). While dancing, the creature has disadvantage on attack rolls and its speed is halved. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. The effect ends early if the creature is ever deafened or moves more than 30 feet from the drow.					

Sea. For vessels without access to Galecasters, rowing is the only legitimate means of locomotion. A beatkeeper's magical percussion not only keeps its rowers in time, but stimulates them to ever greater feats of speed and endurance.

Crestcallers

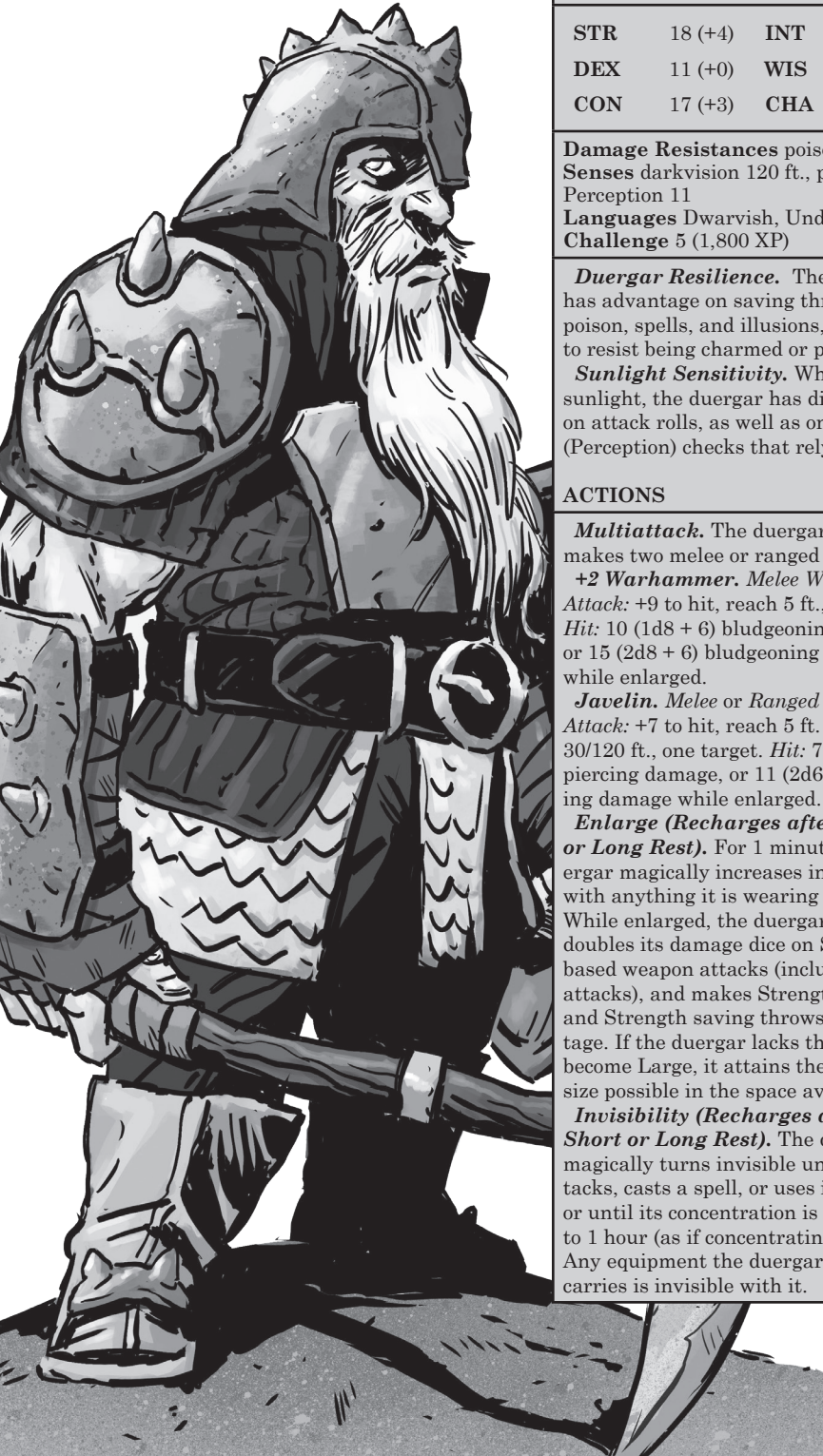
Able to innately control water, crestcallers can bend waves, easing a boat's passage through troubled waters. In a pinch, they can manipulate water into deadly weapons, pulling foes from boats and knocking them underwater.



DROW CRESTCALLER <i>Medium humanoid (drow), lawful evil</i>					
Armor Class 15 (studded leather) Hit Points 66 (12d8 + 12) Speed 30 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)
Skills Perception +3, Stealth +5 Senses darkvision 120 ft., passive Perception 13 Languages Elvish, Undercommon Challenge 3 (700 XP)					
Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The drow can innately cast the following spells, requiring no material components: At will: <i>dancing lights</i> , <i>shape water</i> 2/day each: <i>darkness</i> , <i>faerie fire</i> 1/day <i>control water</i> , <i>magic weapon</i>					
ACTIONS					
Multiattack. The drow makes two Poisoned Dagger attacks. Poisoned Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft., or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage. Water Whip. <i>Ranged Spell Attack;</i> +5 to hit, range 60 ft., one target within 15 feet of a body of water within range. <i>Hit:</i> 7 (2d6) slashing damage and the creature must succeed on a DC 13 Strength saving throw or be either pulled up to 15 feet towards the body of water, or knocked prone (caster's choice).					
LEGENDARY ACTIONS					
The drow crestcaller can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Drow Crestcaller regains spent legendary actions at the start of its turn. Move. The drow disengages, then moves up to its speed. Attack. The drow makes one poisoned dagger attack. Extra Water Whip (costs 2 actions). The drow uses the Water Whip action.					

Duergar Warmaster

This highly-trained duergar leads other duergar in battle with a powerful magic warhammer.



DUERGAR WARMASTER <i>Medium humanoid (dwarf), lawful evil</i>			
Armor Class 20 (plate, shield) Hit Points 90 (12d8 + 36) Speed 25 ft.			
STR	18 (+4)	INT	12 (+1)
DEX	11 (+0)	WIS	12 (+1)
CON	17 (+3)	CHA	14 (+2)
Damage Resistances poison Senses darkvision 120 ft., passive Perception 11 Languages Dwarvish, Undercommon Challenge 5 (1,800 XP)			
<i>Duergar Resilience.</i> The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.			
<i>Sunlight Sensitivity.</i> While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.			
ACTIONS			
<i>Multiattack.</i> The duergar warmaster makes two melee or ranged attacks.			
<i>+2 Warhammer. Melee Weapon</i> Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage, or 15 (2d8 + 6) bludgeoning damage while enlarged.			
<i>Javelin. Melee or Ranged Weapon</i> Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.			
<i>Enlarge (Recharges after a Short or Long Rest).</i> For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.			
<i>Invisibility (Recharges after a Short or Long Rest).</i> The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.			



Eight-Legged Horror

Eight-legged horrors are fearsome creatures that resemble demonic spiders. These aberrations haunt the darkest corners of the world, imbuing those unfortunate enough to encounter them with unshakeable horror.

EIGHT-LEGGED HORROR <i>Large aberration, chaotic evil</i>					
Armor Class 14 (natural armor) Hit Points 130 (20d8 + 40) Speed 40 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	11 (+0)	9 (-1)
Saving Throws Wis +2, Cha +1 Skills Perception +2, Stealth +7 Damage Immunities poison Condition Immunities poisoned Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12 Languages Deep Speech Challenge 4 (1,100 XP)					
<p>Spider Frenzy. So long as the horror is conscious, all spiders and spider-like creatures (such as ettercaps) within 30 feet of the horror have advantage on melee attack rolls, but attack rolls made against the spiders are also made at advantage.</p> <p>Spider Climb. The horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.</p> <p>Web Sense. While in contact with a web, the horror knows the exact location of any other creature in contact with the same web.</p> <p>Web Walker. The horror ignores movement restrictions caused by webbing.</p>					
ACTIONS					
<p>Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but infected with a disease—spider larvae. Over the course of the next 24 hours, the eggs move to the creature's chest cavity, gestate, and form small spiders. In the hour before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the spiders chew their way through vital organs and out of the host's chest, mouth, and other accessible orifices in 1 round, killing the host in the process. The spiders appear as a swarm of spiders in an unoccupied space within 5 feet of its host. If the disease is cured before the swarm of spiders emerges, the spiders are disintegrated.</p> <p>Spit Acid (Recharge 5-6). <i>Ranged Weapon Attack:</i> +5 to hit, range 15/30 ft., one creature. <i>Hit:</i> 28 (8d6) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.</p>					

Elder Thing

Elder things appear as ridged, barrel-shaped creatures with thin horizontal arms that radiate spoke-like from a central ring and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of the knobs act as a hub for a system of five long, flat, triangularly tapering arms arranged around it like the arm of a starfish. They are winged.

ELDER THING <i>Large aberration, any lawful alignment</i>			
Armor Class 14 (natural armor) Hit Points 59 (7d10 + 21) Speed 30 ft., fly 50 ft., swim 20 ft.			
STR	18 (+4)	INT	16 (+3)
DEX	13 (+1)	WIS	12 (+1)
CON	17 (+3)	CHA	13 (+1)
Saving Throws Int +5, Wis +3 Skills Arcana +5, Insight +3 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks Senses blindsight 60 ft., passive Perception 11 Languages any four languages (usually Deep Speech) Challenge 4 (1,100 XP)			
<p>Amphibious. The elder thing can breathe both air and water.</p> <p>Echolocation. The elder thing can't use blindsight while deafened.</p> <p>Spellcasting. The elder thing is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The elder thing has the following wizard spells prepared:</p> <p>Cantrips (at will): <i>chill touch</i>, <i>mage hand</i>, <i>mending</i> 1st Level (4 slots): <i>detect magic</i>, <i>protection from evil and good</i>, <i>shield</i> 2nd Level (2 slots): <i>darkness</i>, <i>invisibility</i></p>			
ACTIONS			
<p>Multiattack. The elder thing makes four attacks with its tentacles.</p> <p>Tentacle. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one creature. <i>Hit:</i> 6 (1d4 + 4) bludgeoning damage and the target is grappled (escape DC 14). While the target is grappled, it is restrained. The elder thing has four tentacles, each of which can grapple only one target.</p>			





Emperor of Bones

Once a noble's son with a promising future in arcane magic, the self-proclaimed emperor of bones destroyed himself and his followers thanks to a necromantic ritual gone awry. Resurrected and driven by a compulsion to complete the ritual, the emperor continues his dark practices at the shrine that bears his name.

Undead Nature. The emperor of bones does not require air, food, drink, or sleep. Neither does he live, laugh, love.

EMPEROR OF BONES <i>Medium undead, lawful evil</i>			
Armor Class 12 Hit Points 45 (7d8 + 14) Speed 30 ft.			
STR	10 (+0)	INT	13 (+1)
DEX	14 (+2)	WIS	8 (-1)
CON	15 (+2)	CHA	7 (-2)
Saving Throws Int +3, Wis +1 Damage Vulnerabilities bludgeoning Damage Immunities poison Condition Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 9 Languages Common Challenge 1 (200 XP)			
Spellcasting. The emperor is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following wizard spells prepared: At Will: <i>chill touch, mage hand, minor illusion</i> 1st Level (4 slots): <i>fog cloud, sleep</i> 2nd Level (3 slots): <i>hold person, mirror image</i>			
ACTIONS			
Chill Touch (cantrip). Ranged Spell Attack: +3 to hit, range 120 ft., one creature. Hit: 4 (1d8) necrotic damage and the target can't regain hit points until the start of the emperor's next turn. Undead hit by this attack have disadvantage on attack rolls against the emperor until the start of the emperor's next turn.			
Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when wielded with two hands.			

Evie Teddison

When Tikola invented light emitting dragons, Evie invented the silverbulb, a glowing root vegetable. When Tikola unveiled Dragon's Breath technology and proposed her 'alternate combustion' system, Evie revealed her 'direct

EVIE TEDDISON <i>Small humanoid (gnome), lawful neutral</i>			
Armor Class 14 (studded leather) Hit Points 54 (12d6 + 12) Speed 25 ft.			
STR	10 (+0)	INT	16 (+3)
DEX	15 (+2)	WIS	13 (+1)
CON	12 (+1)	CHA	11 (+0)
Skills Arcana +7, Perception +3 Senses darkvision 60 ft., passive Perception 13 Languages Gnomish, Elvish, Sa-huagin, Undercommon Challenge 3 (700 XP)			
Stormy Overcast (Recharge 5-6). Evie can create an additional effect when she casts ray of frost or shocking grasp. Roll a d6 to determine the effect: 1-2. Evie and each creature and object within 10 feet of her must succeed on a DC 13 Constitution saving throw or take 1d8 thunder damage; 3-4. An effect identical to the <i>fog cloud</i> spell appears, centred on Evie, and with a duration of 1 round; 5-6. Target is shot 20 feet into the air. Spellcasting. Evie is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Evie has the following spells prepared: At will: <i>mending, message, ray of frost, shocking grasp</i> 1st level (4 slots): <i>cure wounds, expeditious retreat, grease</i> 2nd Level (3 slots): <i>aid*, heat metal, web</i> 3rd Level (2 slots): <i>haste, water breathing*</i> * Evie casts these spells before combat.			
ACTIONS			
Ray of Frost (cantrip). Ranged Spell Attack: +5 to hit, range 60 ft., Hit: 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of Evie's next turn.			

compulsion' Wave technology. When Tikola crafted the Osethlume omlette, Evie contrived the Ash Hallow hummous. Long have these rival inventors tried to outdo one another, much to the delight of those that profit from their creations.

Evie is, to all appearances, a well-mannered, charcoal-skinned deep gnome. But her charm and knowledge of social etiquette belies her ruthlessness. She will stop for nothing—other than a well-made hummous—on her journey to greatness.

Fadrax

Sometimes referred to as “Lesser Wraiths” by Lost Ones, fadraxes are the life-drained remains of celestials who have been pulled into the Other, particularly devas and planetars. They appear as hollow, formless creatures made of white smoke. Their faces give little to no hint at the creature they once were. Where their wings once emerged from their backs only burning white fire remains.

Fadraxes possess an ability that allows them to absorb the weaker members of their kind. Once a fadrax consumes another fadrax, it temporarily gains a second head and second set of arms.

Undead Nature. The fadrax does not require air, food, drink, or sleep.



FADRAX <i>Medium undead, lawful evil</i>			
Armor Class 13 Hit Points 26 (4d8 + 8) Speed 0 ft., fly 60 ft. (hover)			
STR	5 (-3)	INT	9 (-1)
DEX	17 (+3)	WIS	12 (+1)
CON	15 (+2)	CHA	13 (+1)
Damage Vulnerabilities radiant Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons Damage Immunities necrotic, poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 60 ft., passive Perception 11 Languages Beste Challenge 3 (700 XP)			
Incorporeal Movement. The fadrax can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Sunlight Sensitivity. While in sunlight, the fadrax has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Whispers in the Dark. The fadrax constantly whispers to itself. Each creature that starts its turn within 20 feet of the fadrax and can hear the fadrax must succeed on a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions and its movement is reduced by half until the start of its next turn.			
ACTIONS			
Life Drain. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 12 (2d8 + 3) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Consume Fadrax (1/Day). The fadrax targets another fadrax within 10 feet of it that has half of its hit points remaining or less. The target is destroyed and the fadrax gains temporary hit points equal to half of the target's remaining hit points. Until the fadrax loses these temporary hit points, it gains the following benefits: it gains advantage on all Wisdom (Perception) checks and it gains the Multiattack action, which it can use to make two Life Drain attacks.			

Failabra

Failbras (FIE-la-bra) are gargantuan, 100-foot-long, hyperintelligent whales that can fly as well as swim. They live in the Other and are the acting guardians of Eqqaros and the Goddess in Light's subjects. Maaso, Onet, and Imidio are the last three of their kind.

Beings of Celestial Energy. During the genesis of the Other,



Gatekeepers to the Real

While all three surviving failabras are within 100 feet of another, they can open a Door to the Real. The door is a *gate* spell that opens into a random location on the Material plane. All three must maintain concentration in order to keep the gate open for up to 1 minute. In addition, each whale takes 70 (20d6) psychic damage when they cast the spell, and an additional 35 (10d6) psychic damage at the start of each of their turns for the duration. The psychic damage caused by this trait does not require the failabras to make Constitution saving throws in order to maintain concentration on the spell.

Once the three successfully use this trait, they cannot use it again for 1 year.

rogue celestial energy traveled across the infinite nothingness at light speeds. Too powerful for consumption by the shadowstuff, the energy settled, collapsed in on itself, and became the first failabras. Once the failabras came into being, other celestial creatures reborn within the Other turned to them for protection. The Goddess in Light herself was one of the first such creatures protected

by these great psychic whales.

Friends of the Narbos. The narbos of the Glow Motes are close allies of the failabras. In fact, the narbos cherish their relationship with the failabras more than they do the Goddess in Light. It's not uncommon to find a bevvy of narbos in the gullet of a failabra.

Immortal Nature. The failabra does not require food, water, or drink.

FAILABRA

Gargantuan celestial, lawful good

Armor Class 15 (natural armor)
Hit Points 391 (27d20 + 108)
Speed 0 ft., fly 60 ft. (hover), swim 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	22 (+6)	30 (+10)	25 (+7)

Saving Throws Con +10
Skills Insight +22, Perception +16
Senses blindsight 300 ft., passive Perception 26
Languages understands all languages but doesn't speak, telepathy 300 ft.
Challenge 19 (22,000 XP)

Echolocation. The failabra can't use its blindsight while deafened.
Hold Breath. The failabra can hold its breath for 30 minutes.
Innate Spellcasting (Psionics). The failabra's innate spellcasting ability is Wisdom (spell save DC 24). It can innately cast the following spells, requiring no components:
 At will: *animal friendship, calm emotions, detect magic, detect thoughts, telekinesis*
 3/day: *gust of wind, locate person*
 1/day: *control water, control weather, water breathing*
Keen hearing. The failabra has advantage on Wisdom (Perception) checks that rely on hearing.
Limited Spell Absorption. Whenever the failabra is subjected to damage from spells of 3rd level or lower, it takes no damage and instead regains a number of hit points equal to the damage the spell dealt. It has advantage on saving throws against all other spells and magical effects.
Siege Monster. The failabra deals double damage to objects and structures.

ACTIONS

Multiattack. The failabra can use its Psionic Blast. It then makes one attack with its bite and one attack with its tail. It can't make its bite attack and tail attack against the same target.
Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage. If the target is a Large or smaller creature, the failabra can choose to swallow the creature instead of dealing damage.
 While swallowed the creature has total cover against attacks and other effects outside the failabra. If the failabra takes 60 damage or more on a single turn from a creature inside it, the failabra must succeed on a DC 14 Constitution saving throw at the end of its turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the failabra. If the failabra dies, a swallowed creature can escape from the corpse by using 30 feet of movement, exiting prone.
Tail. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. *Hit:* 41 (10d6 + 6) bludgeoning damage.
Psionic Blast (Recharge 5-6). The failabra emits a wave of psychic energy in a 120-foot cone. Each creature of the failabra's choice in the area must succeed on a DC 24 Intelligence saving throw or take 45 (10d8) psychic damage and become stunned for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the stunned effect on itself with a success.

Fetch

Certainly, there were countless of horrors spawned by the Transmuter Wars of the early 7th century. However, there were none worse than the disgusting shapechangers known as Fetches. Loikiel, unhappy with the freewill his doppelgangers possessed, created fetches to act as covert agents in his armies. Outrageously evil, the creatures would infiltrate humanoid and danaavrakti fortresses, absorb their numbers, and move on to the next location like locusts. Difficult to control, Loikiel commanded his servants to destroy the fetches before they could get out of hand. Of course, some escaped into The Wither. Today, these horror continue to haunt the wasteland and its humanoids.

Gnoll Companions. Interestingly, fetches refuse to absorb gnolls. For this reason, they often work alongside the hyenahumanoids. When gnolls find a particular village or fortress to be particularly tough “nut to crack”, the war chiefs will send a fetch into the camp to lower its defenses from within.

Dulon-Blooded. Pexian aberrationists theorize that Loikiel created the original fetches using blood from dulons, the progenitors of all life on Casar. If true, this implies that fetches might still retain the memories of the dulons from which they were created.



FETCH <i>Medium aberration (shapechanger), chaotic evil</i>			
Armor Class 17 (natural armor) Hit Points 85 (10d8 + 40) Speed 30 ft., climb 30 ft.			
STR	16 (+3)	INT	13 (+1)
DEX	18 (+4)	WIS	16 (+3)
CON	18 (+4)	CHA	18 (+4)
Saving Throws Con +7 Skills Deception +10, Perception +6, Stealth +7 Damage Resistances bludgeoning, piercing, and slashing made by nonmagical attacks Senses blindsight 30 ft., passive Perception 16 Languages any that its current form knew Challenge 7 (2,900 XP)			
<p>Shapechanger. The fetch can use its action to polymorph into any Small or Medium creature that it has killed with its Absorb action, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.</p> <p>Regenerate. The fetch regains 10 hit points at the start of its turn. If the fetch takes acid or fire damage, this trait doesn't function at the start of the fetch's next turn. The fetch dies only if it starts its turn with 0 Hit Points and doesn't regenerate.</p>			
ACTIONS			
<p>Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage, and if the target is a creature it is grappled (escape DC 13). While grappled the creature is restrained.</p> <p>Absorb. The fetch targets one creature it is grappling. The target must make a DC 15 Constitution saving throw. The target takes 36 (8d8) necrotic damage on a failed saving throw, or half as much damage on a successful one. The target's maximum hit points are reduced by an amount equal to the necrotic damage taken. If this reduces the target's maximum hit points below 0, the target dies and the fetch absorbs the creature including its memories. Otherwise, this reduction lasts until the target completes a short or long rest.</p> <p>Unearthly Wail. The fetch emits a horrible sound. Each creature within 60 feet of the fetch that can hear it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature is frightened for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on its initial saving throw or the effect ends for it is immune to the fetch's Unearthly Wail for 24 hours.</p>			

Fuguhito

From the Depths rise the fuguhito. Land lovers call these spine-covered water breathers “pufferfolk”, and as one might expect, the fuguhito looks like a humanoid pufferfish. Their needles are not just sharp but carry a powerful toxin capable of paralyzing foes.

Servants of Qhek. The marids of Qhek use the fuguhito as their front-line. And since fuguhito can exist out of water and are closer to human size than the sahuagin or merfolk, they make excellent spies.

FUGUHITO <i>Med humanoid (fuguhito), lawful evil</i>			
Armor Class 13 (natural armor) Hit Points 13 (2d8 + 4) Speed 30 ft., swim 30 ft.			
STR	11 (+0)	INT	8 (-1)
DEX	14 (+2)	WIS	11 (+0)
CON	15 (+2)	CHA	9 (-1)
Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages Aquan Challenge 1 (200 XP)			
<p>Barbed Hide. At the start of each of its turns, the fuguhito deals 4 (1d8) piercing damage to any creature grappling it. A creature who takes damage from the fuguhito's barbed hide must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 minute. Creatures immune to poison automatically succeed on their saving throw. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.</p> <p>Limited Amphibiousness. The fuguhito can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.</p>			
ACTIONS			
<p>Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage.</p> <p>Needles. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. <i>Hit:</i> 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become paralyzed for 1 minute. Creatures immune to poison automatically succeed on their saving throw. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.</p>			

Fungal Creatures

Buried deep below the earth is an old duergar wizard's complex. Once upon a time it hummed with activity as the duergar wizard Sorcha and her assistants researched and experimented with the creation of half-dragons. Now, it lies in ruin, consumed by a parasitic fungus. Its former occupants roam its festered halls in search of fresh bodies to infect.

Heavyweight

The biggest of the fungal creatures that operate out of the wizard's complex, heavyweights pack a heavy punch. So long as they are within range of another living plant creature, they are effectively immortal thanks to their regenerative trait.

Kobold King

One surprising creature to come from the fungal horrors infesting the lost laboratory was the kobold king. The kobold king looks like a mass of arms, faces, teeth, and claws—a horrible amalgam of flesh and fungus that was once a small kobold gang.

Latch

Sometimes referred to as “fungal ropers,” a latch is a small fungal creature that uses its tendrils to grab living creatures so that it can drain the life from them.

Sprout

A sprout superficially resembles a ghoul or ghost, but is much worse. The creatures absorb the living flesh of their prey, adding the flesh to their own mass. This allows them to increase their size and combat capabilities.

Superspreader

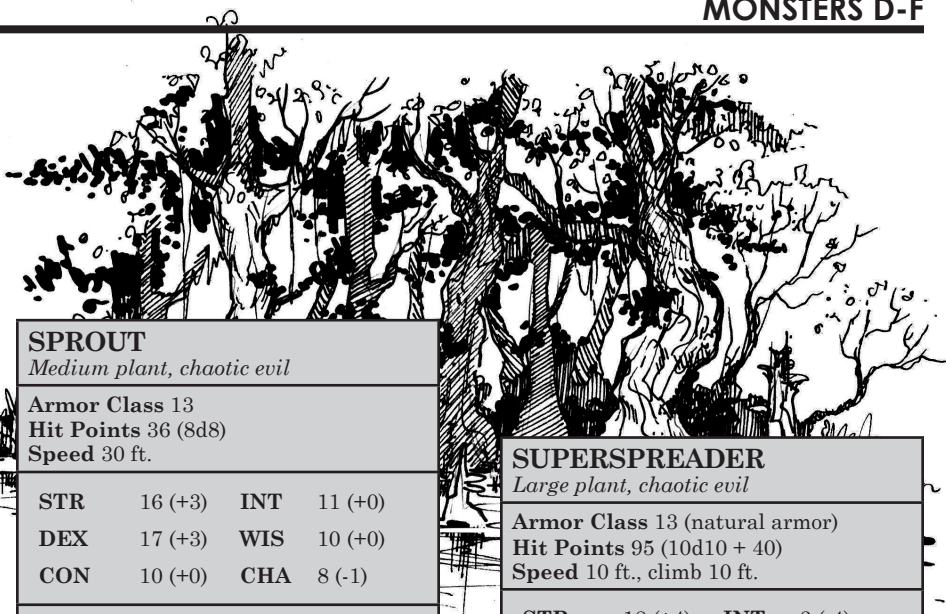
A superspreader is a large mound of fungus that secretes oozes and acids, creating a toxic environment for most

living creatures. Often, these horrible fungi are found in the presence of other fungal creatures.

HEAVYWEIGHT <i>Large plant, chaotic evil</i>			
Armor Class 17 (natural armor) Hit Points 114 (12d10 + 48) Speed 25 ft.			
STR	20 (+5)	INT	5 (-3)
DEX	9 (-1)	WIS	10 (+0)
CON	18 (+4)	CHA	5 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 5 (1,800 XP)			
Symbiotic Regeneration. The heavyweight regains 10 hit points at the start of its turn. This trait functions only if there is at least one living plant creature within 30 feet of it. The heavyweight dies only if it starts its turn with 0 hit points and it doesn't regenerate.			
ACTIONS			
Multiattack. The heavyweight makes two slam attacks. Slam. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 16 (2d10 + 5) bludgeoning damage.			

KOBOLD KING <i>Medium plant, chaotic evil</i>			
Armor Class 11 Hit Points 22 (5d8) Speed 30 ft.			
STR	12 (+1)	INT	6 (-2)
DEX	12 (+1)	WIS	7 (-2)
CON	10 (+0)	CHA	5 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Common and Draconic but can't speak Challenge 3 (700 XP)			
Sunlight Sensitivity. While in sunlight, the kobold king has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Viscera Removal. As a bonus action, the kobold king ejects unwanted internal organs from its mass into an unoccupied space within 5 feet of it. A creature that enters the space for the first time on its turn or ends its turn in the space must succeed on a DC 10 Dexterity saving throw or fall prone. The waste remains until it is cleaned up.			
ACTIONS			
Multiattack. The kobold king makes three claw attacks. Claw. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) slashing damage. Eject Spine (1/Day). The kobold king ejects an unwanted spine from its mass. The kobold king targets one creature that it can see within 30 feet of it. That target must succeed on a DC 10 Dexterity saving throw or take 14 (4d6) piercing damage plus 7 (2d6) poison damage. After the kobold king ejects the spine, it permanently falls prone and it gains resistance to bludgeoning damage.			
REACTIONS			
Claw Attack. When a creature falls prone in a space within 5 feet of the kobold king, the kobold king can make one claw attack against that creature.			





LATCH <i>Medium plant, chaotic evil</i>			
Armor Class 15 (natural armor) Hit Points 52 (8d8 + 16) Speed 30 ft., climb 30 ft.			
STR	14 (+2)	INT	7 (-2)
DEX	14 (+2)	WIS	12 (+1)
CON	14 (+2)	CHA	7 (-2)
Damage Resistances necrotic Damage Immunities poison Senses darkvision 60 ft., passive Perception 11 Languages — Challenge 3 (700 XP)			
<p>Grasping Tendrils. The latch can control up to six tendrils at a time. Each tendril can be attacked (AC 15; 5 hit points; resistance to necrotic damage; immunity to poison and psychic damage). Destroying a tendril deals no damage to the latch, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.</p> <p>Spider Climb. The latch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.</p> <p>Symbiotic Expertise. While the latch is grappling a living creature, it has advantage on all of its ability checks, attack rolls, and saving throws.</p>			
ACTIONS			
<p>Multiattack. The latch makes three tendril attacks and uses Reel.</p> <p>Tendril. Melee Weapon Attack: +4 to hit, reach 15 ft., one creature. Hit: 9 (2d6 + 2) bludgeoning damage and the target is grappled. Until this grapple ends, the target is restrained, and the latch can't use this tendril on another target.</p> <p>Reel. The latch pulls each creature grappled by it up to 15 feet straight towards it.</p> <p>Life Drain. Each creature that the latch is grappling takes 14 (4d6) necrotic damage and must make a DC 12 Constitution saving throw. On a failed saving throw, a target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a sprout, unless the humanoid is restored to life or its body is destroyed by fire.</p>			

SPROUT <i>Medium plant, chaotic evil</i>			
Armor Class 13 Hit Points 36 (8d8) Speed 30 ft.			
STR	16 (+3)	INT	11 (+0)
DEX	17 (+3)	WIS	10 (+0)
CON	10 (+0)	CHA	8 (-1)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 2 (450 XP)			
<p>Stench. Any creature that starts its turn within 5 ft. of the sprout must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. If the saving throw fails by 5 or more, the target is also incapacitated while poisoned in this way. On a successful saving throw, the creature is immune to the sprout's Stench for 24 hours.</p>			
ACTIONS			
<p>Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage, or 21 (4d8 + 3) piercing damage when the sprout is Large.</p> <p>Symbiotic Meld. The sprout initiates a Constitution contest with an incapacitated Medium or Small creature within 5 feet of it that isn't protected by protection from evil and good. If it wins the contest, the sprout absorbs the creature's body, the creature dies, and the sprout gains 20 temporary hit points. As long as these temporary hit points remain, the sprout's size is Large, it doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the sprout lacks the room to become Large, it attains the maximum size possible in the space available. The body of a creature absorbed by the sprout can be recovered if the sprout is killed within 8 hours.</p>			

SUPERSPREADER <i>Large plant, chaotic evil</i>			
Armor Class 13 (natural armor) Hit Points 95 (10d10 + 40) Speed 10 ft., climb 10 ft.			
STR	18 (+4)	INT	3 (-4)
DEX	8 (-1)	WIS	10 (+0)
CON	19 (+4)	CHA	4 (-3)
Damage Resistances necrotic Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 4 (1,100 XP)			
<p>Spider Climb. The superspreader can climb difficult surfaces, including upside down on ceilings, without requiring an ability check.</p>			
ACTIONS			
<p>Spew Bile. Ranged Weapon Attack: +6 to hit, range 30/150 ft., one creature. Hit: 27 (6d8) acid damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target exudes toxic fumes in a 10-foot radius. The fumes spread around corners. Any creature that starts its turn in that area must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.</p>			
REACTIONS			
<p>Necrotic Consumption. When a Small or larger living creature dies within 10 feet of the superspreader, the superspreader regains 10 hit points. If the superspreader still has all of its hit points remaining, it secretes a gray ooze instead. The ooze appears in an unoccupied space within 5 feet of the superspreader and remains until destroyed. Gray oozes summoned in this way roll initiative and act on the next available turn.</p>			



Gem Skull

A favored guardian of archmages, gem skulls are human skulls decorated with gems and precious metals. Intelligent and insightful, some archmages even use the skulls as companions and assistants in their laboratories and libraries.

Constructed Nature. The gem skull does not require air, food, drink, or sleep.

GEM SKULL

Tiny construct, neutral

Armor Class 15 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 0 ft., fly 40 ft. (hover)

STR	1 (-5)	INT	16 (+3)
DEX	17 (+3)	WIS	16 (+3)
CON	14 (+2)	CHA	10 (+0)

Skills Perception +5

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

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

Eerie Resemblance. The gem skull resembles a greater lich. A creature that can see the gem skull can discern its true nature with a successful DC 15 Intelligence (Arcana) check.

Innate Spellcasting (Psionics). The gem skull can innately cast *mage hand*, requiring no components to do so. Its innate spellcasting ability is Intelligence (spell save DC 13). The *hand* is invisible.

ACTIONS

Multiattack. The gem skull makes two psychic blast attacks.

Psychic Blast. Ranged Spell Attack: +5 to hit, range 100 ft., one creature.
Hit: 21 (4d8 + 3) psychic damage and the target must succeed on a DC 13 Intelligence saving throw or become stunned until the end of its next turn.

Scream (Recharge 5-6). The gem skull emits an earsplitting howl. Each creature within 60 feet of the gem skull that can hear it must make a DC 13 Constitution saving throw. A creature takes 7 (2d6) thunder damage and is deafened for 1 minute on a failed saving throw, or takes half as much damage and isn't deafened on a successful one. A deafened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Ghost, Legendary

Carlos the Red still guides his ghost ship through the Dark Sea. Whispered tales say he still hunts for his long lost love, the Baroness Adelaine Mont de la Mort. He targets ships carrying women who bear a passing resemblance to the long-deceased Baroness—dark hair, dark eyes, dark heart.

LEGENDARY GHOST

Medium undead, chaotic evil

Armor Class 11

Hit Points 99 (18d8 + 18)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Dex +5, Int +5, Wis +7

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages any languages it knew in life

Challenge 9 (5,000 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Multiattack. The ghost makes two attacks with its Withering Touch, or two attacks with its ghost pistol.

Withering Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) necrotic damage.

Ghost Pistol. *Ranged Weapon Attack:* +9 to hit, range 30 feet., one creature. *Hit:* 12 (2d6 + 5) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 17 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

LEGENDARY ACTIONS

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

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

Withering Touch (Costs 2 Actions). It makes an attack with Withering Touch.

Summon Undead (Costs 3 Actions). Up to three skeletons or zombies appear in unoccupied spaces within 30 feet of the ghost and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The ghost can have up to three undead summoned by this ability at a time.

Ghost Hounds

The hounds of Skirvin Manor were always the groundskeeper's greatest pride. Now, like their master, they too remain loyal even in the afterlife.

GHOST HOUNDS

Medium undead, chaotic evil

Armor Class 11

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	11 (+0)	6 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Ethereal Sight. The hound can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The hound can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Etherealness. The hound enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



Ghost Matron

A tragic and tortured soul, the ghost matron is forever doomed to an existence of scared, lonely desperation, trying in vain to save her children.



GHOST MATRON <i>Medium undead, chaotic evil</i>					
Armor Class 12 Hit Points 26 (4d10 + 4) Speed 0 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	16 (+3)
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, necrotic, poison Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 120 ft., passive Perception 10 Languages understands Common but can't speak Challenge 4 (1,100 XP)					
<p>Incorporeal Movement. The matron can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.</p> <p>Sunlight Sensitivity. While in sunlight, the matron has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.</p>					
<p>ACTIONS</p> <p>Multiattack. The matron uses ghostly force and telekinetic thrust, either or both of which can be replaced by an icy touch attack.</p> <p>Icy Touch. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d10) cold damage.</p> <p>Ghostly Force. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (2d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.</p> <p>Telekinetic Thrust. The matron targets a creature or unattended object within 30 feet of her. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 240 pounds.</p> <p>If the target is a creature, the matron makes a Charisma check contested by the target's Strength (Athletics) check. If the matron wins the contest, she hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 3 (1d6) bludgeoning damage per 10 feet moved.</p> <p>If the target is an object that isn't being worn or carried, the matron hurls it up to 30 feet in any direction. The matron can use the object as a ranged weapon, attacking one creature along the object's path (+6 to hit) and dealing 10 (4d4) bludgeoning damage on a hit.</p> <p>Etherealness. The matron enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.</p> <p>Possession (Recharge 6). One humanoid that the matron can see within 5 feet of her must succeed on a DC 13 Charisma saving throw or be possessed by the matron; the matron then disappears, and the target is incapacitated and loses control of its body. The matron now controls the body but doesn't deprive the target of awareness. The matron can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.</p> <p>The possession lasts until the body drops to 0 hit points, the matron ends it as a bonus action, or the matron is turned or forced out by an effect like the <i>dispel evil and good</i> spell. When the possession ends, the matron reappears in an unoccupied space within 5 feet of the body. The target is immune to this matron's Possession for 24 hours after succeeding on the saving throw or after the possession ends.</p> <p>Ghostly Influence (4/Day). The matron uses one of the effects below on a target she can see within 60 feet. Only one effect of each type can be active at a time.</p> <p>Malevolent Chill. The matron causes the air to become supernaturally cold in a 10-foot radius sphere centered on a point she can see in range. Each creature that enters the area for the first time on a turn, or that starts its turn there must succeed on a DC 13 Constitution saving throw or take 7 (2d6) cold damage and have its speed halved until the end of its next turn. The area of cold lasts for 1 minute, or until the matron chooses to end it (no action).</p> <p>Freeze Water. The matron causes water to freeze in a 30-foot-radius sphere centered on a point she can see within range. The surface of any open body of water in the area freezes over, forming a 6-inch-thick layer of ice on its surface for 10 minutes (or for an appropriate amount of time, as determined by the GM). Any creature or object floating in the frozen water is restrained until the ice melts or breaks. A 5-foot-square section of ice has an AC of 13, 20 hit points, vulnerability to fire damage, and immunity to poison and psychic damage.</p>					

Grirrix

A warrior race, the Grirrix are massive pale-skinned creatures with maws full of dagger-sized teeth. They stand nearly 10-feet tall and weigh close to 500 pounds. Six eyes set into their skulls allow them to see in multiple spectrums.

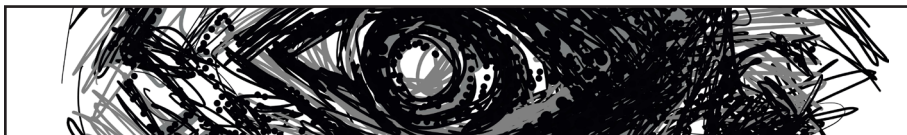
Long ago, the sun of their home-world died, forcing the creatures to live in the cold and complete darkness of their barren planet. Now, the Grirrix move across the galaxy raiding weaker ships for food and slaves (which usually ends up being one and the same).

Grirrix Hunters

Hunters are rare grirrix warriors who possess exceptional intelligence and speed. These dangerous creatures are outfitted with special equipment that enhances their senses and defensive capabilities. A lone grirrix hunter can wipe out an entire squad of enemy soldiers in less than a minute.

GRIRRIX WARRIOR <i>Large monstrosity, chaotic evil</i>					
Armor Class 15 (natural armor) Hit Points 103 (9d10 + 54) Speed 40 ft.					
STR	20 (+5)	INT	10 (+0)	DEX	10 (+0)
DEX	10 (+0)	WIS	12 (+1)	CON	22 (+6)
CON	22 (+6)	CHA	7 (-2)		
Saving Throws Con +9, Wis +4 Skills Athletics +8, Perception +7 Damage Resistances cold Senses truesight 60 ft., pass. Percep. 17 Languages Grirrix Challenge 6 (2,300 XP)					
<i>Aggressive.</i> As a bonus action, the grirrix can move up to its speed toward a hostile creature that it can see.					
ACTIONS					
<i>Multiattack.</i> The grirrix makes one attack with its greataxe and one attack with its bite. <i>Bite.</i> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) piercing damage. <i>Greataxe.</i> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 18 (2d12 + 5) slashing damage.					

GRIRRIX HUNTER <i>Large monstrosity, neutral evil</i>					
Armor Class 17 (Grirrix hunting armor), or 15 (natural armor) Hit Points 200 (16d10 + 112) Speed 50 ft.					
STR	22 (+6)	DEX	13 (+1)	CON	24 (+7)
CON	24 (+7)	INT	13 (+1)	WIS	16 (+3)
WIS	16 (+3)	CHA	9 (-1)		
Saving Throws Dex +6, Con +12, Wis +8 Skills Athletics +11, Perception +13, Stealth +11 Damage Resistances cold Senses truesight 60 ft., passive Perception 23 Languages Grirrix Challenge 15 (13,000 XP)					
<i>Aggressive.</i> As a bonus action, the grirrix can move up to its speed toward a hostile creature that it can see. <i>Cloaking Device.</i> The grirrix's form is permanently blurred thanks to a device embedded in its armor. Creatures have disadvantage on attack rolls against the grirrix. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight. It can disable this trait at any time. If the grirrix takes lightning damage, this trait ceases to function until the armor is repaired. <i>Targeting System.</i> The grirrix adds double its proficiency bonus to attacks made with its plasmacaster (included in the attack). If the grirrix is blinded or cannot see its target, this feature ceases to function. <i>Trackless.</i> The grirrix's steps make no sound, regardless of the surface it moves across, and it leaves no tracks behind. It also has advantage on Dexterity (Stealth) checks that rely on moving silently					
ACTIONS					
<i>Multiattack.</i> The grirrix makes two attacks with its spear and one attack with its bite. <i>Bite.</i> <i>Melee Weapon Attack:</i> +11 to hit, reach 5 ft., one target. <i>Hit:</i> 15 (2d8 + 6) piercing damage. <i>Spear.</i> <i>Melee Weapon Attack:</i> +11 to hit, reach 5 ft. or ranged 30/90 ft., one target. <i>Hit:</i> 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage when wielded with two hands as a melee weapon. <i>Plasmacaster.</i> <i>Ranged Weapon Attack:</i> +16 to hit, range 100/300 ft., one target. <i>Hit:</i> 27 (6d8) force damage. <i>Electro-Magnetic Pulse (1/Day).</i> The grirrix's armor discharges a wave of electrical energy. Each creature within 10 feet of the grirrix must make a DC 15 Constitution saving throw. Constructs that are not resistant or immune to lightning damage make this saving throw with disadvantage. On a failed saving throw, a target takes 10 (3d6) lightning damage and is paralyzed for 1 minute. A paralyzed creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. On a successful saving throw, a target takes half as much damage and isn't paralyzed.					
REACTIONS					
<i>Parry.</i> The grirrix adds 4 to its AC against one melee attack that would hit it. To do so, the grirrix must see the attack and be wielding a melee weapon.					
LEGENDARY ACTIONS					
The grirrix hunter 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 grirrix hunter regains spent legendary actions at the start of its turn. <i>Attack.</i> The grirrix makes one attack with its spear. <i>Move.</i> The grirrix moves up to half its movement speed. <i>Stealth (Costs 2 Actions).</i> The grirrix takes the Hide action.					





Glossy

Glossies are horrible, fiendish oozes that lurk in the Black Swamps of Barakor. Another wicked invention of the danaavrakt, glossies were designed to destroy any who hope to cross through the swamps.

In many ways, a glossy is the danaavrakt’s answer to succubi. Glossies scan the thoughts of their prey looking for its deepest desires. Then, the glossies use their shapechanging ability to take the form of those desires. However, the form is never perfect. Features like the eyes, curves, and expressions are grossly exaggerated. Its surface gives off a sheen like porcelain (hence the name). A glossy in its humanoid form always comes off as aloof and naive. Still, the glossy uses its innate charm ability to ingratiate itself with its prey. Once its prey’s defenses have dropped, the glossy “crushes itself” and reveals its true form: a bleeding quivering ooze made of sinew, teeth, and dull, yellow eyes.

Originally, the danaavrakts did not intend for the glossies to reproduce. However, they discovered that a glossy which completely devours a humanoid soon becomes “pregnant”, doubling in dimensions. After one week, the glossy ejects its excess cells which in turn becomes a new glossy. Pexian aberrationists who’ve studied these “offspring” discovered, much to their horror, that the new glossies possess the memories of the previously digested creature.

GLOSSY <i>Med fiend (shapechanger), chaotic evil</i>	
Armor Class 14 (natural armor) Hit Points 33 (6d8 + 6) Speed 30 ft., swim 30 ft.	
STR 16 (+3)	INT 7 (-2)
DEX 14 (+2)	WIS 12 (+1)
CON 13 (+1)	CHA 12 (+1)
Skills Deception +3, Insight +3 Damage Vulnerabilities slashing from magic weapons wielded by good aligned creatures Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities prone Senses darkvision 60 ft., passive Perception 11 Languages Common, Infernal Challenge 1 (200 XP)	
Amorphous (True Form Only). The glossy can move through a space as narrow as 1 inch wide without squeezing. Shapechanger. The glossy can use its action to polymorph into a Small or Medium humanoid it has seen in person or within the thoughts of another creature, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies. Innate Spellcasting. The glossy’s innate spellcasting ability is Charisma (spell save DC 11). The glossy can innately cast the following spells, requiring no material components. At will: <i>charm person, detect thoughts</i>	
ACTIONS	
Pseudopod. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) bludgeoning damage and if the target is a creature it is grappled (escape DC 13). While the target is grappled it is restrained and the glossy cannot use its pseudopod against another creature. Digest. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one willing creature or one creature the glossy is grappling. <i>Hit:</i> 7 (2d6) necrotic damage. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and the glossy regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Frightful Presence. Each creature of the glossy’s choice that is within 60 feet of the glossy and aware of it must succeed on a DC 11 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 with a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the glossy’s Frightful Presence for the next 24 hours.	

Gnolls

The following monsters are variants of the common gnoll, which may be found in the *MM*.

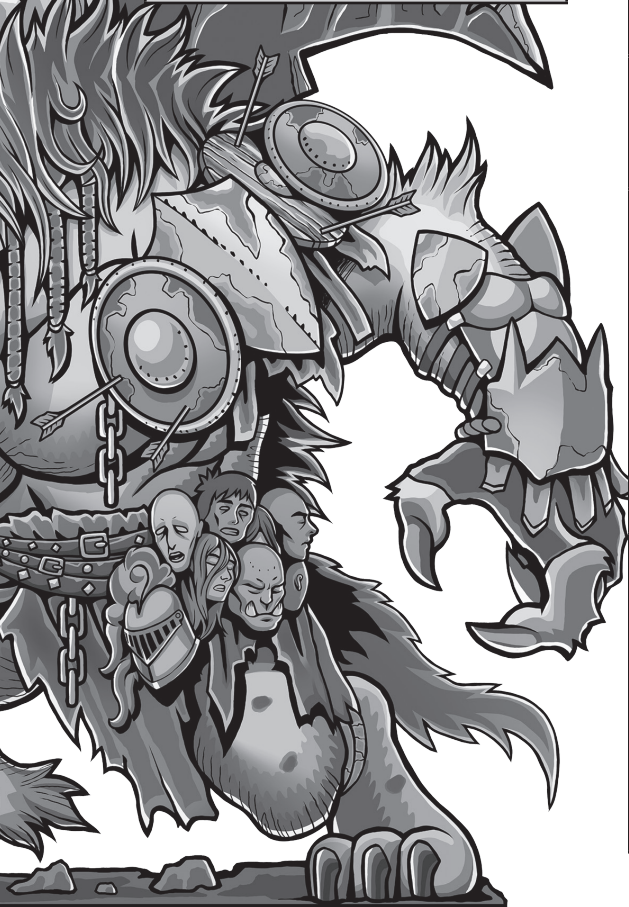
Giant Gnoll

From back paw to snout, giant gnolls measure over 20 feet in length. Their toothy-maws are as large as alligator jaws with twice the strength. Gnolish war parties use these ferocious creatures as natural siege weapons and bodyguards for the gnoll chiefs and shamans. Surprisingly, they are docile, content to follow the orders of the “smarter” gnolls in their war parties.

The only explanation that Pexian aberrationists have for these inexplicably large gnolls is that their origins are somehow tied to giants. This is likely true since giants, like gnolls, are also tied to nature and the elements.



GIANT GNOLL <i>Huge giant (gnoll), chaotic evil</i>			
Armor Class 11 (armor scraps) Hit Points 115 (11d12 + 44) Speed 40 ft.			
STR	21 (+5)	INT	5 (-3)
DEX	10 (+0)	WIS	10 (+0)
CON	18 (+4)	CHA	7 (-2)
Senses darkvision 60 ft., passive Perception 10 Languages Gnoll Challenge 5 (1,800 XP)			
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 12 (2d6 + 5) piercing damage.			
Greatsword. <i>Melee Weapon Attack:</i> +8 to hit, reach 10 ft., one target. <i>Hit:</i> 26 (6d6 + 5) slashing damage.			



Gnoll Scout

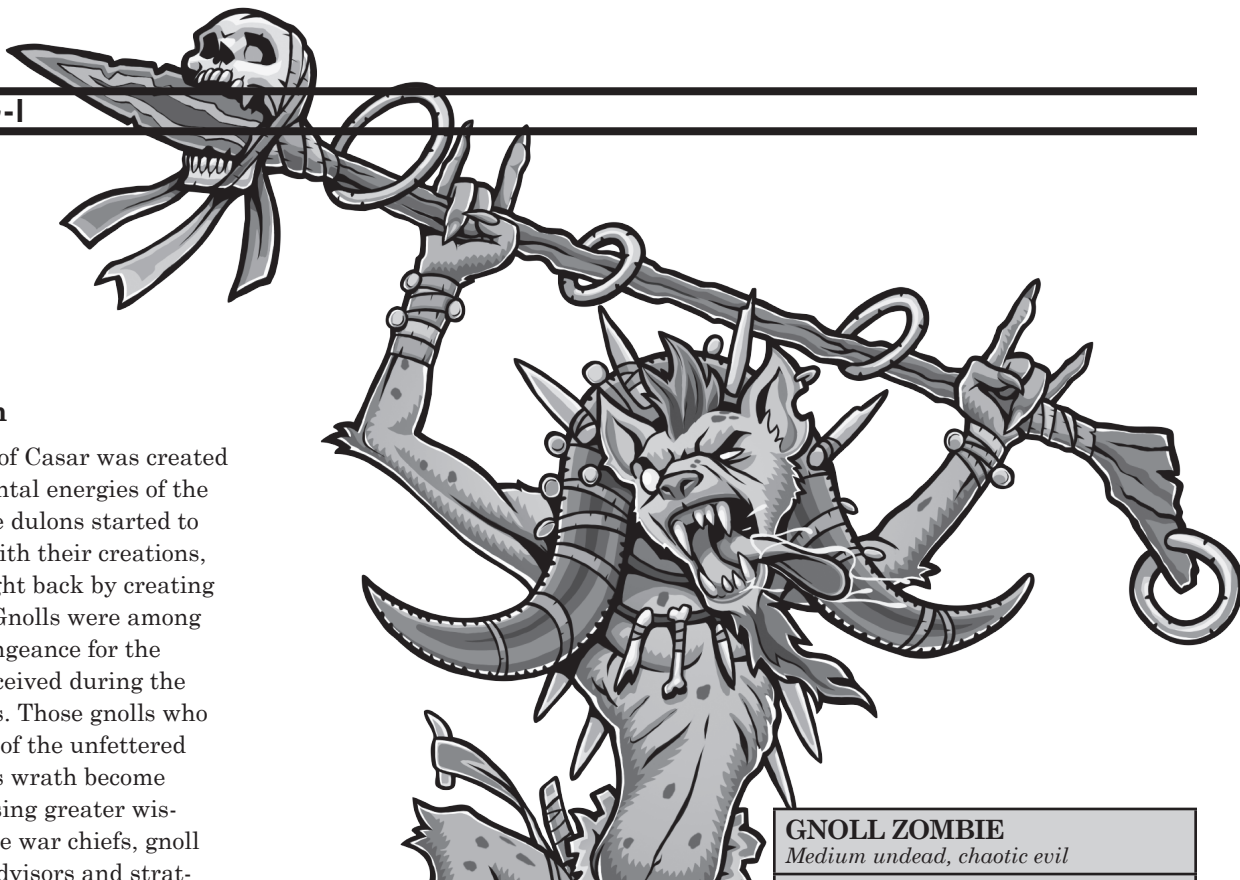
As chaotic creatures who believe that might makes right, it's rare for the runtier pups to grow into warriors—they are usually eaten by their larger brethren. However, there are some runts that learn to use their relatively smaller size to their advantage. These gnolls invest in stealth, speed, and perception. Eventually, they are awarded the dangerous role of scout and act as the forward eyes and ears for the war chiefs.

Because they owe their existence to their honed survival skills, gnoll scouts are relentless killers. If cor-

nered, they turn reckless, lashing out not to win—but to maim and cause pain to their persecutors.

GNOLL SCOUT <i>Medium humanoid (gnoll), chaotic evil</i>			
Armor Class 13 (leather armor) Hit Points 36 (8d8) Speed 30 ft.			
STR	11 (+0)	INT	8 (-1)
DEX	15 (+2)	WIS	12 (+1)
CON	11 (+0)	CHA	7 (-2)
Skills Perception +3, Stealth +4 Senses darkvision 60 ft., passive Perception 13 Languages Gnoll Challenge 2 (450 XP)			
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.			
Cunning Action. On each of its turns, the gnoll can use a bonus action to take the Dash, Disengage, or Hide action.			
Keen Hearing and Sight. The gnoll has advantage on Wisdom (Perception) checks that rely on hearing or sight.			
ACTIONS			
Multiattack. The gnoll makes two attacks with its scimitar or two attacks with its shortbow.			
Bite. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) piercing damage.			
Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.			
Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.			

GNOLL SHAMAN <i>Medium humanoid (gnoll, shapechanger), chaotic evil</i>			
Armor Class 12 Hit Points 52 (8d8 + 16) Speed 30 ft. (40 ft. in hyena or hybrid form)			
STR	16 (+3)	INT	7 (-2)
DEX	14 (+2)	WIS	16 (+3)
CON	14 (+2)	CHA	13 (+1)
Saving Throws Int +0, Wis +5 Skills Survival +5 Senses darkvision 60 ft., passive Perception 15 Languages Gnoll Challenge 2 (450 XP)			
Shapechanger. The gnoll can use its action to polymorph into a Large hyena-humanoid hybrid or into a Large hyena, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.			
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.			
Spellcasting (Humanoid Form Only). The gnoll is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared: Cantrips (at will): <i>poison spray, resistance</i> 1st Level (4 slots): <i>charm person, entangle, fog cloud, thunderwave</i> 2nd Level (2 slots): <i>heat metal, spike growth</i>			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage, or 10 (2d6 + 3) piercing damage in hybrid or hyena form.			
Spear (Humanoid or Hybrid Form Only). <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when wielded with two hands as a melee weapon.			



Gnoll Shaman

The young world of Casar was created by the raw elemental energies of the cosmos. When the dulons started to populate Casar with their creations, the elements fought back by creating their own races. Gnolls were among those created, vengeance for the damage Casar received during the Transmuter Wars. Those gnolls who possess a portion of the unfettered energy of nature's wrath become shamans. Possessing greater wisdom than even the war chiefs, gnoll shamans act as advisors and strategists for gnoll war parties. It's not uncommon that they lead war parties themselves, intimidating their inferiors with the might of the elements.

Gnoll War Chief

The gnolls of The Wither are vicious humanoids barely a step up from the hyenas with whom they share their appearance. Thus, it's rare for a Wither-based gnoll war party to last more than a few months, but those that survive do so thanks to the "leadership" (if one can call it that) of their war chiefs. Gnoll war chiefs are bigger, meaner, and much more intelligent than their inferior counterparts. For these horrors, there is no limit to their depravity. And so long as the food doesn't run out, the gnolls who follow the war chiefs continue to do so with unbridled enthusiasm.

Gnoll Zombie

Those gnolls who die from hunger don't stay down long. Dead gnolls return as withered, undead husks, animated by the desert's fury itself. Their hollow carcasses writhe with insects that spill forth when the gnoll takes considerable damage.

GNOLL WAR CHIEF <i>Medium humanoid (gnoll), chaotic evil</i>			
Armor Class 17 (chain shirt, shield) Hit Points 78 (12d8 + 24) Speed 30 ft.			
STR	17 (+3)	INT	10 (+0)
DEX	14 (+2)	WIS	12 (+1)
CON	14 (+2)	CHA	13 (+1)
Saving Throws Wis +3 Skills Intimidation +3 Senses darkvision 60 ft., passive Perception 11 Languages Gnoll Challenge 4 (2,300 XP)			
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.			
ACTIONS			
Multiattack. The gnoll makes three attacks, either with its battleaxe or its longbow.			
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one creature. <i>Hit:</i> 5 (1d4 + 3) piercing damage.			
Battleaxe. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 3) slashing damage, or 9 (1d10 + 3) slashing damage when wielded with two hands.			
Longbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 150/600 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.			

GNOLL ZOMBIE <i>Medium undead, chaotic evil</i>			
Armor Class 11 (armor scraps) Hit Points 22 (3d8 + 9) Speed 20 ft.			
STR	14 (+2)	INT	3 (-4)
DEX	8 (-1)	WIS	6 (-2)
CON	16 (+3)	CHA	5 (-3)
Saving Throws Wis +0 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 8 Languages understands Gnoll but can't speak Challenge ¼ (50 XP)			
Hive (1/Day). If the zombie's hit points are reduced below half its maximum hit points, a swarm of flies (as insects, but with a flying speed of 30 ft.) emerges from its rib cage. The swarm of flies appears in the same space as the zombie and remains until destroyed. Swarms of flies that appear this way roll initiative and act in the next available turn.			
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.			

Gnome Illusionist

Gnome illusionists take the gnomes' love of pranks to an all-new level. Instead of fighting and attacking, generally, the illusionist prefers to mislead, trick, and trap targets.

GNOME ILLUSIONIST <i>Small humanoid (gnome), chaotic neutral</i>	
Armor Class 13 (16 with mage armor) Hit Points 49 (9d6 + 18) Speed 25 ft.	
STR 9 (-1)	INT 17 (+3)
DEX 16 (+3)	WIS 12 (+1)
CON 14 (+2)	CHA 12 (+1)
Saving Throws Int +5, Wis +3 Skills Arcana +5, Perception +3, Stealth +5 Senses darkvision 60 ft., passive Perception 13 Languages Common, Gnomish, Sylvan Challenge 3 (700 XP)	
Gnome Cunning. The gnome has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic. Spellcasting. The gnome is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The gnome can cast the following wizard spells: At will: <i>dancing lights, firebolt, light, mage hand, minor illusion, shocking grasp</i> 1st level (4 slots): <i>charm person, disguise self, mage armor, silent image, Tasha's hideous laughter</i> 2nd level (3 slots): <i>blur, invisibility</i> 3rd level (3 slots): <i>fear, hypnotic pattern, major image</i> 4th level (3 slots): <i>hallucinatory terrain</i> 5th level (1 slot): <i>mislead</i>	
ACTIONS	
Club. <i>Melee Weapon Attack:</i> +1 to hit, reach 5 ft., one target. <i>Hit:</i> 1 (1d4 - 1) bludgeoning damage.	

Golcom

Golcoms are fearsome giants that stand near 70-foot-tall. They are covered in fine orange, green, and yellow fur, have cloven, goat-like feet, and porcine faces. Once a prolific race found throughout most of Casar, golcoms are now an endangered species.

Despite their aggressive attitudes, they are protected by Dinzer Preservers and kept safe in the Valley of Dreams in southern Odonburg.

Golcom Fortress

The Dinzers of Odonburg have discovered a way to equip golcoms with special howdahs called golcom fortresses. The golcoms wear these castles over their heads and shoulders like armor. Then, Dinzer forces occupy the fortresses, using the howdahs as launch ports for remote travelers, gliders, and siege weapons.

A golcom fortress has the following features:

Ceiling. The ceilings throughout the complex are 10 feet high.

Communication Panels. Set into the wall beside most of the doors is a screen. The screen has two uses. First, a properly credentialed Dinzer can wave their hand in front of it in order to open the door (see below). Second, the screen creates two-dimensional illusions of the areas of the fortress, both providing a map of the tower as well as giving access to a communication system. If a character touches an area on the map, it highlights. From there, they can speak into the panel. In doing so, their voice is broadcast into the area as if by the *magic mouth* spell.

Detect Magic. The entire fortress exudes faint traces of transmutation magic.

Doors. Many of the doors are made from solid steel unlike anything most have used or seen. The doors that are still standing automatically slide open when a credentialed Dinzer waves his or her hand in front of the panel. Otherwise, a sealed door requires a successful DC 15 Strength (Athletics) check to pry open. The doors have AC 17, 20 hp, and are immune to poison and psychic damage.

A creature can spend 1 minute examining the mechanisms to better understand how they work. At the end of the minute, they must make

Sleeping Sarcophagus

A sleeping sarcophagus is a seven-foot-tall, black cylinder with a small window in its face. It can be opened via a pair of hinges. If a Medium or Small creature steps inside, the sarcophagus closes behind the creature and then creates a sleep effect. A creature who does not wish to be affected by the sleep effect must succeed on a DC 10 Constitution saving throw. Otherwise, they fall unconscious for 1 minute. During that minute, the interior of the sarcophagus emits a dull green light. At the end of the minute, the light vanishes, the creature awakens and the sarcophagus opens. The creature then gains the same benefits as if they had just completed a long rest. Plus, the sarcophagus' energy provides the creature as much nourishment as if they consumed 1 day of rations and the required allotment of water. Once a creature uses the chamber, they cannot gain the benefits from the chamber again for 8 hours. Other creatures are still free to use it.

a DC 15 Intelligence (Arcana) check. On a success, the doors open automatically for them for the remainder of their duration in the fortress.

Floors. Like the ceilings, walls, and some of the doors, the floors are made of enchanted stone. Red and blue carpeting is common throughout.

Light. Whenever a creature enters an area, panels in the ceiling automatically light up as if affected by the *light* spell. The panels detect the presence of living things, so undead and constructs won't trigger them. A creature can operate the lights by saying "lights on" or "lights off" aloud. Also, the lights automatically turn off after one minute passes with no living creatures in an area.

Power Cells. Many of the magic features of the tower are powered by a piece of *emerald odonburgite* kept in **Area 2**.

Walls. All of the walls are made from enchanted stones laced with metal alloy that exudes faint transmutation magic.

MONSTERS G-I

Example Crew. In addition to the guards that operate the ports, the howdah may carry extra soldiers that can exit the tower via gliders or burnpacks. The typical crew of a golcom howdah consists of the following creatures.

- One captain (**knight**).
- Four other officers: one lieutenant, a bosun, a quartermaster (**veterans**), and a healer (**priest**).
- Forty soldiers (**guards, archers or wand wielders**).

1 - Bow Tower. The bow tower faces the same direction the golcom moves. There are enough arrow slits in the tower for 4 archers or wand wielders.

2 - Command Center. This large room doubles as the engineering room and war room of the golcom howdah. The *emerald odonburgite* power supply is kept here. Often, the fortress's leader works from a tactical station

here that offers 360-degree views around the tower and direct communication with the golcom.

3 - Storage. Extra supplies are kept here.

4 - Portside View. There are usually 2 guards or wand wielders stationed on the portside of the tower. For longer trips, the portside view hall will host a pair of sleeping sarcophagi (see the sidebar) as well as *portable hole* privies.

5 - Armory. All of the weapons and arms available to the howdah's battalion are stored in the armory. The doors are *arcane locked* at all times. Only the fortress's officers have the command word to unlock the doors.

6 - Lower Stern Tower. The lower stern tower has enough room for 7

archers or wand wielders.

7 - Middle Stern Tower. The middle of the stern tower can host 8 archers or wand wielders.

8 - Upper Stern Tower. The upper stern tower has enough room for 8 archers or wand wielders, 4 ballistas, or 2 mangonels. Alternatively, it can be used as a launch pad for Dinzer aircraft or remote travelers.

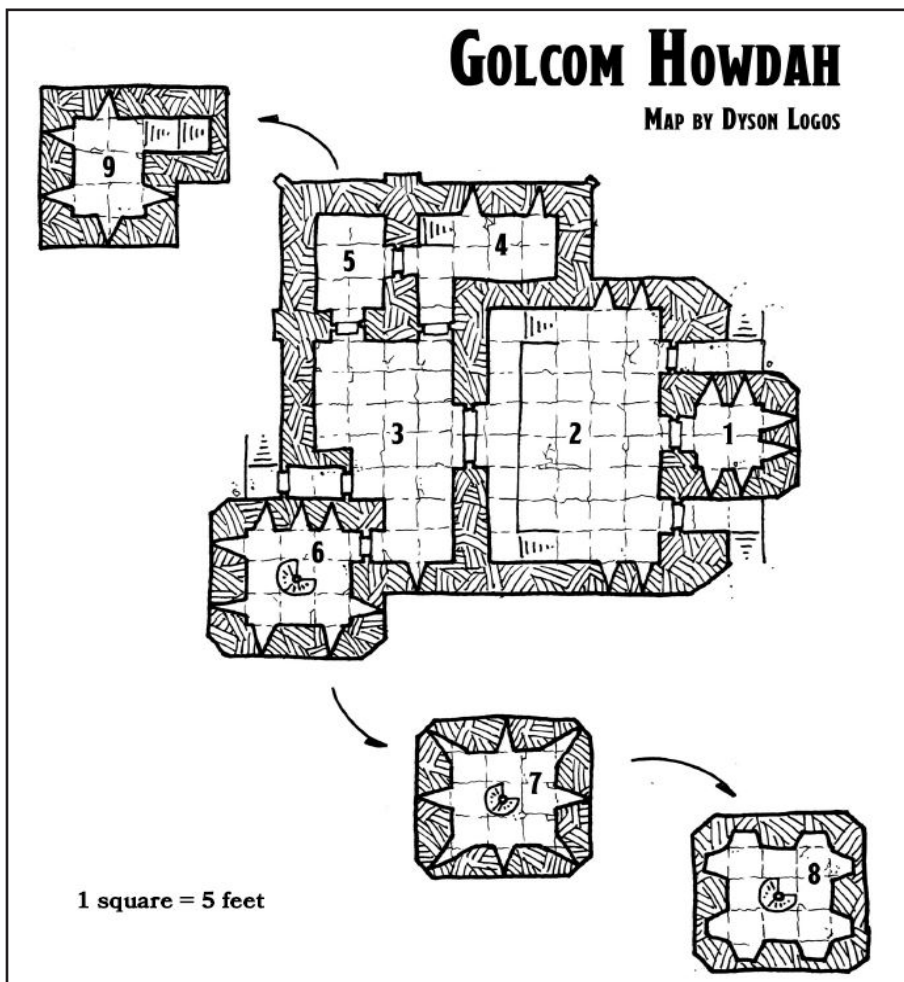
9 - Upper Portside Towers. The upper portside tower has enough room for 5 archers or wand wielders.

Golem, Light

Constructs of pure light, light golems were once fire elementals. They look like large will-o'-wisps.

Construct Nature. The golem does not require air, food, drink, or sleep.

GOLCOM <i>Gargantuan giant, neutral evil</i>	
Armor Class 15 (scale mail) Hit Points 273 (14d20 + 126) Speed 60 ft.	
STR 30(+10)	INT 9 (-1)
DEX 13 (+1)	WIS 12 (+1)
CON 28 (+9)	CHA 10 (+0)
Saves Str +15, Con +14, Wis +6 Skills Athletics +15, Perception +6 Damage Resistances poison Senses darkvision 60 ft., passive Perception 16 Languages Giant Challenge 14 (11,500 XP)	
Golcom Resilience. The golcom has advantage on saving throws vs poison. Siege Monster. The golcom deals double damage to objects and structures.	
ACTIONS	
Multiattack. The golcom makes two melee weapon attacks.	
Warhammer. <i>Melee Weapon Attack:</i> +15 to hit, reach 15 ft., one target. <i>Hit:</i> 28 (4d8 + 10) bludgeoning damage, or 32 (4d10 + 10) when wielded with two hands.	
Rock. <i>Ranged Weapon Attack:</i> +15 to hit, range 80/320 ft., one target. <i>Hit:</i> 49 (6d12 + 10) bludgeoning damage.	



LIGHT GOLEM <i>Large construct, unaligned</i>	
Armor Class 16 Hit Points 184 (16d10 + 96) Speed 0 ft., fly 60 ft. (hover)	
STR 14 (+2)	INT 3 (-4)
DEX 22 (+6)	WIS 13 (+1)
CON 22 (+6)	CHA 13 (+1)
Damage Resistances necrotic Damage Immunities lightning, poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses truesight 120 ft., passive Perception 11 Languages understands the languages of its creator but can't speak Challenge 12 (8,400 XP)	
<i>Ephemeral.</i> The golem can't wear or carry anything. <i>Immutable Form.</i> The golem is immune to any spell or effect that would alter its form. <i>Incorporeal Movement.</i> The golem can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. <i>Magic Resistance.</i> The golem has advantage on saving throws against spells and other magical effects. <i>Magic Weapons.</i> The golem's weapon attacks are magical. <i>Radiant Absorption.</i> Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt. <i>Variable Illumination.</i> The golem sheds bright light in a 10- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The golem can alter the radius as a bonus action.	
ACTIONS	
<i>Multiattack.</i> The golem makes two slam attacks. <i>Slam. Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 24 (4d8 + 6) radiant damage. <i>Destroy Undead.</i> The golem makes a slam attack against an undead creature within reach. If the attack hits, instead of taking damage, the creature must a DC 18 Constitution saving throw. On a failed saving throw, the creature is destroyed if it has 50 hit points or less. If the creature has more than 50 hit points or it succeeds on its initial saving throw, it takes 24 (4d8 + 6) radiant damage instead.	

Goodbyevalve

Mother of millions, master mollusc of the maze, the goodbyevalve is the progenitor of all the giant oysters found around the Dark Sea. In its lair, it awaits passing amoeboids and kraken kelp, filtering them through the stiff, blade-like fronds of its gills. Legends tell of an enormous pearl that grows within it, just waiting to be liberated by a plucky adventurer.

GOODBYEVALVE <i>Gargantuan beast, unaligned</i>	
Armor Class 17 (natural armor) Hit Points 310 (20d20 + 100) Speed 0 ft.	
STR 23 (+6)	INT 2 (-4)
DEX 1 (-5)	WIS 6 (-2)
CON 20 (+5)	CHA 3 (-4)
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8 Languages — Challenge 5 (1800 XP)	
<i>Vulnerable Opening.</i> While opened to feed, the goodbyevalve's AC is 7. If it takes 50 or more damage within a minute, it closes its mouth until it deems it safe to feed again.	
ACTIONS	
<i>Filter Feed.</i> Any creature, vehicle, or object inside the goodbyevalve's mouth is consumed and takes 5 (1d10) acid damage. Each creature is knocked unconscious and takes 5 (1d10) bludgeoning damage. Each vehicle component takes 16 (3d10) bludgeoning damage except the hull, which takes 33 (6d10) bludgeoning damage.	



Graveman

Gravemen are gaunt, blackened creatures with glowing eyes. They lack noses, mouths, and ears. Although referred to as "gravemen", these undead have no discernible anatomy and are effectively genderless.

Ancient Undead. It is unknown how long the gravemen have been on Casar. The elves of Imfe Aiquas report that gravemen were seen in the Wallingmiotta even before the reign of the ten. Undead scholars suspect that the gravemen may even predate the time of the dulons. Some suspect their origins are found among the elemental forces that created Casar and that the gravemen may be the progenitors of all humanoids.

Children of Vapul. Despite their lengthy tenure on Casar, the gravemen have an affinity for the demon-god Vapul and his followers. The gravemen appeared at the Battle of Imfe Mythse Anore, supporting the dark elves, and were later found defending Vapul during the battle at Camor's Hill. Ai'Skoom-Vapul, the unholy book of Vapul, contains rites that can summon gravemen to do one's bidding. Because of these connections, gravemen frequently carry the nickname Children of Vapul.

The Study of Gravemen. A trio of acolytes in the town of Haver captured a graveman and studied the creature. They discovered that gravemen lack humanoid physiologies. In fact, they reported that gravemen share more in common with elementals than undead. Where a graveman's heart and lungs would normally be, there is a core of intangible cold that glows with a dull, white-blue light. Once the core is removed, the graveman's form crumbles into black ash and dry cork. Fey scholars at Pexia noticed a connection between the graveman's cold core and the light that binds the fey.

Undead Nature. A graveman does not require air, food, drink, or water.

GRAVEMAN <i>Medium undead, chaotic evil</i>	
Armor Class 15 Hit Points 15 (2d8 + 6) Speed 40 ft.	
STR 12 (+1)	INT 10 (+0)
DEX 20 (+5)	WIS 16 (+3)
CON 16 (+3)	CHA 12 (+1)
Saving Throws Wis +5 Skills Perception +7 Damage Immunities poison Condition Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 17 Languages understands the languages it knew in life but does not speak Challenge 1 (200 XP)	
Pack Tactics. The graveman has advantage on an attack roll against a creature if at least one of the graveman's allies is within 5 feet of the creature and the ally isn't incapacitated. Turn Resistance. The graveman has advantage on saving throws against being turned.	
ACTIONS	
Cold Touch. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one living creature. <i>Hit:</i> 5 (2d4) cold damage.	
REACTIONS	
Damage Transference. When the graveman takes damage, it can transfer up to half of the damage it takes to any other graveman within 60 feet of it.	

Hamster, Gargantuan

Gargantuan hamsters are 50-foot-long beasts that eat anything they can find, preferring meat. Often, they eat livestock, decimating entire herds of cattle, sheep, and goats before they're chased off by adventurers.

GARGANTUAN HAMSTER <i>Gargantuan beast, unaligned</i>	
Armor Class 13 (natural armor) Hit Points 132 (8d20 + 48) Speed 40 ft.	
STR 22 (+6)	INT 2 (-4)
DEX 11 (+0)	WIS 10 (+0)
CON 22 (+6)	CHA 6 (-2)
Senses darkvision 120 ft., passive Perception 10 Languages — Challenge 4 (1,100 XP)	
Keen Smell. The gargantuan hamster has advantage on Wisdom (Perception) checks that rely on smell.	
ACTIONS	
Bite. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 16 (3d6 + 6) piercing damage.	

Haunted Cannon

Three ghosts that remain loyal to Carlos the Red possessed this cannon and continue to operate it even after death.

HAUNTED CANNON <i>Large construct, neutral evil</i>	
Armor Class 19 (natural armor) Hit Points 75 Speed 10 ft.	
STR 18 (+4)	INT 3 (-4)
DEX 6 (-2)	WIS 10 (+0)
CON 19 (+4)	CHA 3 (-4)
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10 Languages — Challenge 5 (1,800 XP)	
Constructed Nature. The cannon does not require air, food, drink, or water. False Appearance. While the cannon remains motionless, it is indistinguishable from a normal cannon. Innate Spellcasting. As a bonus action on each of its turns, the cannon can cast <i>mage hand</i> at will. Wisdom is the cannon's spellcasting ability for this spell. Turning Susceptibility. If the cannon is subjected to an effect that turns undead, it must make a Wisdom saving throw the same as undead. On a failed saving throw, the cannon falls unconscious for 1 minute. While the cannon is unconscious, one or more creatures can operate the cannon as normal.	
ACTIONS	
Cannonball. <i>Ranged Weapon Attack.</i> +7, range 120 ft., one target. <i>Hit:</i> 44 (8d10) bludgeoning damage.	



Heads of Grihoo

Each one merely an aspect of the immortal titan Grihoo, its innumerable heads are always active, and always hungry.

Grihoo's individual heads defy the laws of reality, able to reach nearly any distance, as they are seemingly

of infinite length. It's impossible to identify where one head's long neck begins, as Grihoo's swirling mass is constantly writihing and shifting: the very embodiment of Grihoo is that of an infinite tangle of serpents.

Grihoo will extend these heads to execute its will as quickly and as effortlessly as one would extend an arm to retrieve an object from a nearby table. The heads each appear to be fully autonomous, as if they were individual creatures, yet completely aware of the surroundings of every other, like

an inseperable hive mind.

And while any individual head can be slain, do not mistake this for vulnerability. After all, what use is it when each can be replaced a hundred-fold, to infinity?

Legion. Though each of Grihoo's individual heads can become a discrete snake-like organism, they all share a single consciousness. As such, each Head of Grihoo shares its knowledge and perception with the greater entity (and therefore all of its other heads) at all times.

HEAD OF GRIHOO			
<i>Large fiend, neutral evil</i>			
Armor Class 14 (natural armor)			
Hit Points 45 (7d10 + 7)			
Speed 30 ft., swim 30 ft., climb 5 ft.			
STR	18 (+4)	INT	11 (+0)
DEX	15 (+2)	WIS	14 (+2)
CON	13 (+1)	CHA	14 (+2)
Skills Stealth +4, Perception +4			
Damage Vulnerabilities slashing from magic weapons			
Damage Resistances acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks			
Condition Immunities charmed, poisoned, unconscious			
Senses blindsight 15 ft., darkvision 60 ft., passive Perception 14			
Languages Draconic, understands all other languages, telepathy 120 ft.			
Challenge 3 (700 XP)			
Acid Blood. Whenever the Head of Grihoo suffers piercing or slashing damage, each other creature within 5 feet of it takes 1 acid damage.			
Hydra Rejuvenation. If the Head of Grihoo dies from slashing damage, it splits and returns to life as two Heads of Grihoo at the start of its next turn unless fire is applied to the remains. Each of these Heads of Grihoo return with half their hit points.			
Pack Tactics. The Head of Grihoo has advantage on an attack roll against a creature if at least one of the Head of Grihoo's allies is within 5 feet of the creature and the ally isn't incapacitated.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 9 (2d4 + 4) piercing damage.			
Constrict. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the Head of Grihoo can't constrict another target.			



Heir of Kong

The magic that courses through the veins of The Skeleton Key has had a strange effect on the flora and fauna indigenous to the island. Animals grow larger and are generally more intelligent. Plus, they seemingly possess a greater sense of self. Case in point: the Heirs of Kong. These 12-foot-tall apes inhabit the jungles and forests of the key. And until the Serpent Whisperers of Grihoo arrived, the heirs were the dominant guardians of the island.

Intelligent and psionically active, the heirs do not consider themselves servants of the Serpent Whisperers, rather joint custodians of the island.

The heirs even have their own community separate from the Serpent Whisperers. In this community, they decide on matters important to both the island and the heirs. Regardless, when the island is challenged, they almost always join forces with the Amazons. Individually, the apes and the warrior women are powerful. But together, they are an unstoppable force of nature.

The original Kong was rumored to be a 30-foot-tall ape that lived in the nameless mountain range at the center of the island. However, no proof has emerged that such a creature ever existed. Regardless, the apes still happily carry the moniker.

HEIR OF KONG

Large beast, neutral

Armor Class 12

Hit Points 47 (5d10 + 20)

Speed 40 ft., climb 40 ft.

STR	20 (+5)	INT	9 (-1)
DEX	15 (+2)	WIS	14 (+2)
CON	18 (+4)	CHA	12 (+1)

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages understands Draconic but can't speak

Challenge 3 (700 XP)

Cunning of Kong. The heir has advantage on saving throws against illusions and enchantments.

ACTIONS

Multiattack. The heir makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage.

Psychic Blast (Recharge 6). The heir emits a violent wave of psychic energy in a 30-foot cone. Each creature in the area must succeed on a DC 12 Intelligence saving throw or take 7 (2d6) psychic damage and become stunned until the end of the heir's next turn.



Horror Soul

A horror soul is a ghoul that has imbued itself with dark, necromantic energy. The ritual that creates the Horror Soul, known as the Cycle of Torment, allows them to absorb severed limbs, bones, and other parts into their whole. Eventually, their bodies consist of dozens of legs, arms, teeth, and sometimes even eyes, all working in unison.

The ghoul Xenia in the adventure *Glaive of the Revenant King* is one such ghoul. Originally a servant

HORROR SOUL <i>Large undead, chaotic evil</i>	
Armor Class 18 (natural armor) Hit Points 119 (14d10 + 42) Speed 40 ft., climb 30 ft.	
STR 21 (+5)	INT 11 (+0)
DEX 19 (+4)	WIS 12 (+1)
CON 16 (+3)	CHA 8 (-1)
Saving Throws Wis +5 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, exhaustion, poisoned Senses darkvision 60 ft., passive Perception 11 Languages any two languages (usually Common and Infernal) Challenge 9 (5,000 XP)	
Turning Resistance. The horror soul has advantage on saving throws against being turned.	
ACTIONS	
Multiattack. The horror soul makes four attacks with its claws. It can replace one of its claw attacks with its bite attack. Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target the horror soul is grappling. <i>Hit:</i> 18 (3d8 + 5) piercing damage. Claws. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Instead of dealing damage, the horror soul can grapple the target (escape DC 15).	

working in a manor house north of the town Camor under the alias Nurse Joy, Xenia was involuntarily turned into a ghoul.

Undead Nature. The horror soul does not require air, food, or sleep.



Inak

The inak (EE-nok) are an intelligent undead species that haunt the tunnels below the northern portion of the Basilisk's Spine Mountains. Superficially, they appear to be skeletons bound together by thick, boiled leather strips. However, their skeletal structures consist of more than just humanoid bones. Inaks build themselves out of any parts they have available. One inak may have the head of a ram with six long appendages while another may crawl like a scorpion and have a six-foot-long neck terminating in an infant human's skull.

No one knows how long the inak have been in the Low. The elves of Vaskil believe that they've been around at least as long as the Anorian empire and perhaps even predate the elves themselves. "So long as there have been bones there have been inak," the Vaskilish saying goes.

Dragon Trainers. Inak have a close relationship with the subterranean drakes of the Low, dubbing them zogo-ba-inak, or "our dragons". For whatever reason, it's considered sacrilege for the inak to utilize zogo-ba-inak bones to create new inak. Instead, the inaks use the reckless zogo-ba-inak as guard dogs and weapons of war. In many ways, zogo-ba-inak are the inak's first line of defense. There's no question that the drakes are the reason the aboveground humanoid races have yet to discover Kwa-ba-inak.

Kwa-ba-inak. The inak live in a massive vertical shaft pocked with

thousands of labyrinthine tunnels and alcoves named Kwa-ba-inak ("our city"). Creatures who lack sufficient means to climb quickly find themselves at a disadvantage within the inak city. Not that it matters, of course. No humanoid who has ever set eyes on the city has lived to tell the tale.

Undead Nature. The inak do not require air, food, drink, or sleep.

INAK <i>Medium undead, lawful evil</i>	
Armor Class 15 (natural armor) Hit Points 15 (2d8 + 6) Speed 30 ft.	
STR 10 (+0)	INT 16 (+3)
DEX 12 (+1)	WIS 13 (+1)
CON 16 (+3)	CHA 9 (-1)
Damage Immunities poison Condition Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 11 Languages Inak Challenge 1/2 (200 XP)	
Innate Spellcasting. The inak's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: <i>chill touch</i> 1/day: <i>gentle repose</i> Spider Climb. The inak can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.	
ACTIONS	
Multiattack. The inak can use its whistle. Then, the inak makes two attacks with its dagger. Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d4 + 1) piercing damage. And if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. Whistle. The inak emits a high-pitch warble. Each creature within 60 feet of the inak that can hear it must make a DC 13 Wisdom saving throw. Creatures immune or resistant to thunder damage automatically pass their saving throw. On a failed saving throw, the creature is incapacitated until the start of the inak's next turn. A creature that succeeds on its saving throw or the effect ends for it is immune to the whistle of all inak for 24 hours.	

JUBOKKO TREE <i>Huge plant, chaotic evil</i>			
Armor Class 15 (natural armor) Hit Points 142 (15d10 + 60) Speed 20 ft.			
STR	23 (+6)	INT	10 (+0)
DEX	8 (-1)	WIS	13 (+1)
CON	19 (+4)	CHA	11 (+0)
Damage Resistances bludgeoning, piercing, necrotic; slashing from non-magical attacks Senses blindsight 60 ft., passive Perception 11 Languages Common Challenge 9 (5,000 XP)			
<p>False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.</p> <p>Grasping Roots. The tree can control up to six roots at a time. Each root can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage). Destroying a root deals no damage to the tree, which can extrude a replacement root on its next turn. A root can also be broken if a creature takes an action and succeeds on a DC 16 Strength check.</p> <p>Regeneration. The jubokko tree regains 20 hit points at the start of its turn if it has at least 1 hit point remaining. If the tree takes radiant or fire damage, this trait doesn't function at the start of the tree's next turn.</p>			
ACTIONS			
<p>Multiattack. The tree makes three attacks.</p> <p>Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. <i>Hit:</i> 16 (3d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.</p> <p>Root. Melee Weapon Attack: +10 to hit, reach 50 ft., one creature. <i>Hit:</i> The target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Constitution checks and Constitution saving throws, and the tree can't use the same root on another target.</p> <p>Blood Drain. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature that is grappled by the tree, incapacitated, or restrained. <i>Hit:</i> 9 (1d6 + 6) piercing damage plus 7 (2d6) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken and the tree regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.</p>			

Jubokko Tree

A jubokko tree is a carnivorous tree native to Xennem Dynasty. The trees sprout in areas where a great deal of blood has fallen, particularly battlefields.

The tree attacks its victims by with its branches. At the end of each branch, there is a small, hollow, vine-like tube that attaches to the target and drains it of its blood. It's with this sustenance that the jubokko tree persists, preserving its fresh (and fleshy) appearance.

Kobold Eyeball Contraption

The kobolds of Kammurth's Lair created this device to destroy creatures who hoped to intrude on the white dragon. The contraption is a vehicle and possesses the same ability scores as a creature. Strength expresses its size and speed, Dexterity its ease of handling, and Constitution its durability. Its Intelligence, Wisdom, and Charisma are all set to 0, and it fails all checks and saving throws related to those abilities. If the contraption is destroyed, four **kobolds** emerge from the wreckage in unoccupied spaces within 5 feet of the vehicle.

KOBOLD EYEBALL CONTRAPTION <i>Large vehicle (10 ft. by 10 ft.)</i>					
Creature Capacity 4 crew (must be Small or smaller creatures) Cargo Capacity crew's normal gear Travel Pace 2 miles per hour (48 miles per day)					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	0	0	0
Damage Immunities poison, psychic Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious					
ACTIONS					
<p>On its turn, the kobold eyeball contraption can take 1 action. It can not take any actions if it has no crew.</p> <p>Eye Beam. The kobold eyeball contraption uses its central eye ray beam.</p> <p>Move. The kobold eyeball contraption can use its helm to move using its magical propulsion unit.</p>					
HULL					
Armor Class 15 Hit Points 180 (damage threshold 5)					
CONTROL: HELM					
Armor Class 13 Hit Points 25 Move up to the speed of the contraption's magical propulsion unit, with one 90-degree turn. The helm can be attacked only if the hull has taken 90 or more damage. If the helm is destroyed, the kobold eyeball contraption can't move.					
MOVEMENT: MAGICAL PROPULSION UNIT					
Armor Class 13 Hit Points 50; -5 ft. speed per 10 damage taken Speed (magical) 20 ft. (fly)					
WEAPON: CENTRAL EYE BEAM					
Armor Class 15 Hit Points 50 <i>Magical Attack:</i> The kobold eyeball contraption fires a beam of force energy in a 100-foot-long line that's 5 feet wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 44 (8d10) force damage on a failed saving throw, or half as much damage on a successful one.					

Kobolds of the Cauldron

If you run a distillery and you have any concern for safety, you know that one thing you definitely would not mix with high-proof alcohol is an open flame.

However, if you're a kobold distiller, you don't care too much for safety. Which is why at the Kobolds' Cauldron brewery and still, situated

BOOZE SERVER KOBOLDS (SIMPLE) <i>Small humanoid (kobold), lawful evil</i>			
Armor Class 13 Hit Points 5 (2d6 - 2) Speed 30 ft.			
STR	7 (-2)	INT	7 (-2)
DEX	16 (+3)	WIS	6 (-2)
CON	9 (-1)	CHA	10 (+0)
Saving Throws Dex +5 Skills Acrobatics +5 Senses darkvision 60 ft., passive Perception 8 Languages Common, Draconic Challenge 1 (200 XP)			
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated. Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.			
ACTIONS			
Broken Bottle. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) slashing damage.			
Burning Spirit (Recharge 4-6). <i>Ranged Weapon Attack:</i> +5 to hit, range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage. Hit or miss, the bottle then shatters in a fiery explosion. The target and each creature within 5 feet of it must make a DC 13 Dexterity saving throw. A creature takes 5 (2d4) fire damage and is ignited on a failed save, or takes half as much fire damage and is not ignited on a successful one. An ignited target takes 2 (1d4) fire damage at the start of each of its turns, and can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. A flammable object in the area ignites if it isn't being worn or carried.			

conveniently on the side of a stately volcano, you'll not only find plenty of loose alcohol, you'll also find plenty of open flames!

BOOZE SERVER KOBOLDS <i>Small humanoid (kobold), lawful evil</i>			
Armor Class 13 Hit Points 5 (2d6 - 2) Speed 30 ft.			
STR	7 (-2)	INT	7 (-2)
DEX	16 (+3)	WIS	6 (-2)
CON	9 (-1)	CHA	10 (+0)
Saving Throws Dex +5 Skills Acrobatics +5 Senses darkvision 60 ft., passive Perception 8 Languages Common, Draconic Challenge 1 (200 XP)			
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated. Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Flammable Spirits. The kobold carries many bottles filled with highly-flammable alcohol. As a bonus action on each of its turns, the kobold can stuff a rag into the opening of an alcohol bottle it is carrying and ignite it using a nearby open flame, causing its next Hurl Bottle attack to use its ignited effects.			
ACTIONS			
Broken Bottle. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) slashing damage.			
Hurl Bottle. <i>Ranged Weapon Attack:</i> +5 to hit, range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage. If the bottle was not ignited, the target is soaked in flammable alcohol. The next time a soaked target takes any fire damage, that fire damage is increased by 3 (1d6) as the alcohol burns away. If not ignited, the alcohol evaporates harmlessly after 1 minute. If the bottle was ignited, hit or miss, it shatters in a fiery explosion. The target and each creature within 5 feet of it must make a DC 13 Dexterity saving throw. A creature takes 5 (2d4) fire damage and is ignited on a failed save, or takes half as much fire damage and is not ignited on a successful one. An ignited target takes 2 (1d4) fire damage at the start of each of its turns, and can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. A flammable object in the area ignites if it isn't being worn or carried.			

Kobold Brewers

The kobolds that run the Kobolds' Cauldron seemingly have absolutely zero awareness of the hazardous conditions under which they work day in and day out. Stills filled with explosive, high-proof liquor rest on the building's dry, splintered wood floors. These ramshackle vessels then steam and rattle next to uncovered torches and open chasms of flowing magma.

The kobolds themselves are similarly cavalier with their combat tactics, rolling casks filled with volatile moonshine at attackers, and hurling flaming cocktails of booze with reckless abandon.

Variant: Simple Versions

If you find the normal versions of the kobold brewers too mechanically complex for smooth use in your game, you can opt to use the simpler versions instead.

Kobold Winged Management

Supervising the Cauldron's sizable brewing workforce are a handful of winged kobold sorcerers. These middle-manager kobolds use their flight to keep watch over the laborers, and use their magic to repel attackers—as well as to keep lazy or insubordinate kobolds in line.



CASK HAULER KOBOLDS (SIMPLE)
Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 7 (2d6)
Speed 25 ft.

STR	9 (-1)	INT	7 (-2)
DEX	15 (+2)	WIS	6 (-2)
CON	10 (+0)	CHA	10 (+0)

Saving Throws Str +1
Skills Athletics +3
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 XP)

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

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

Volatile Cask. If the kobold takes fire damage, roll a d10. If the result on the d10 is less than the fire damage dealt, the kobold's cask erupts in a 10-foot radius explosion. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. A flammable object in the area ignites if it isn't being worn or carried.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage.

Ignite Cask. The kobold ignites the cask it carries on its back, triggering its Volatile Cask trait as if it had taken 10 or more fire damage.



CASK HAULER KOBOLDS
Small humanoid (kobold), lawful evil

Armor Class 12
Hit Points 7 (2d6)
Speed 25 ft.

STR	9 (-1)	INT	7 (-2)
DEX	15 (+2)	WIS	6 (-2)
CON	10 (+0)	CHA	10 (+0)

Saving Throws Str +1
Skills Athletics +3
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 2 (450 XP)

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

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

Volatile Cask. The kobold carries a cask of alcohol on its back, which keeps it from using its hands to make attacks or use actions. The cask takes fire damage if the kobold does. If fire-damaged, roll a d10. If the result is less than the fire damage, the cask explodes in a 10-foot radius. Each creature takes 14 (4d6) fire damage on a failed DC 13 Dexterity save, or half on a successful one. Flammable objects not worn or carried ignite.

ACTIONS

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

Roll Cask (1/Day). The Kobold rolls its carried cask in a straight line 15 feet in a direction of its choice. The cask then continues to roll 15 feet at the start of the kobold's turn, accelerating, decelerating, or changing direction with the terrain at the GM's discretion. The cask is an object with an AC of 10 and 10 hit points (immunity to poison and psychic damage, vulnerability to fire damage), and which retains the applicable portion of the Volatile Cask trait above. If the cask collides with a creature or a solid surface, both it and what it collides with take 5 (1d10) bludgeoning damage for every 10 feet it moved this turn. If the cask is destroyed by fire damage, the Volatile Cask trait is triggered automatically. If it is destroyed by damage of a different type, it creates a 5-foot radius pool of alcohol on the ground where it was destroyed. Any fire damage dealt in the pool's area ignites it, forcing each creature in the area to succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage as the alcohol burns.

KOBOLD WING SORCERER
Small humanoid (kobold), lawful evil

Armor Class 15 (studded leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft. fly 30 ft.

STR	7 (-2)	INT	10 (+0)
DEX	16 (+3)	WIS	9 (-1)
CON	12 (+1)	CHA	16 (+3)

Saving Throws Dex +6, Int +3, Cha +6
Skills Acrobatics +6, Arcana +3
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 5 (1,800 XP)

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

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

Sorcery Points. The kobold has 5 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell. When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell. When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

1st Level (4 slots): *burning hands, expeditious retreat*

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

3rd Level (2 slots): *counterspell, fireball*

ACTIONS

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

Dropped Rock. *Ranged Weapon Attack:* +6 to hit, one target directly beneath the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Kraken Kelp Swarm

These long strands of rusty brown, bulbous seaweed often spell doom for

SWARM OF KRAKEN KELP <i>Gargantuan swarm of Medium plants</i>			
Armor Class 8 (natural armor) Hit Points 67 (5d20 + 15) Speed 0 ft., swim 10 ft.			
STR	14 (+2)	INT	1 (-5)
DEX	3 (-4)	WIS	6 (-2)
CON	17 (+3)	CHA	1 (-5)
Skills Perception +0 Damage Vulnerabilities lightning, thunder Damage Resistances cold, fire; bludgeoning, piercing, and slashing Damage Immunities acid Condition Immunities blinded, charmed, deafened, exhausted, frightened, grappled, paralyzed, petrified, prone, restrained, stunned Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10 Languages — Challenge 3 (700 XP)			
<p>Grasping Strands. The swarm can animate up to six strands at a time. Each strand can be attacked (AC 9; 10 hit points; vulnerability to lightning damage, resistance to fire and cold damage, immunity to acid and psychic damage). Destroying a strand deals no damage to the swarm, which can extrude a replacement strand on its next turn. A strand can also be broken if a creature takes an action and succeeds on a DC 12 Strength check.</p> <p>Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium plant. The swarm can't regain hit points or gain temporary hit points.</p>			
ACTIONS			
<p>Multiattack. The swarm makes two attacks with its strands, uses reel, then uses dissolve.</p> <p>Strand. <i>Melee Weapon Attack:</i> +4 to hit, reach 20 ft., one target. <i>Hit:</i> 5 (1d10) acid damage and the target is grappled (escape DC 12).</p> <p>Reel. Each target grappled by the swarm is pulled 10 feet towards the swarm's center.</p> <p>Dissolve. Each target in the swarm's space must make a DC 13 Constitution saving throw, taking 11 (2d10) acid damage on a failure, or half as much damage on a success.</p>			

seafarers. Like its namesake, kraken kelp is especially apt at wrecking vessels. By controlling the volume and consistency of its many bladders, this destructive seaweed can throw its strands up onto ships' decks, pulling their crew to a grisly demise.

Kraldos

Infesting the liquid shadow of The Other's Black Cauldron are the menacing kraldoses. They are also referred to as "shadow sharks," although, their resemblance to actual sharks is tenuous at best. A kraldos is a 12-foot long amphibious creature whose front is nothing more than a large, gaping hole filled with seven rows of gnashing black teeth. A pair of tentacles grow from the sides of its body which it uses to pull its prey into the liquid shadow.

Perhaps the most terrifying aspect of the kraldoses are their ability to mimic other creatures. This includes humanoid voices. A kraldos does not understand the words or languages it speaks, but knows enough to repeat certain phrases that have proven effective. Phrases such as "help me" and "save me" are particularly useful, as is the frequent favorite "don't be afraid." Not only does this ability lure in the kraldoses' victims, it acts as a form of echolocation, too, allowing it to navigate the endless dark of The Other.

Kraldoses prefer the taste of real-stuff flesh. However, if there is a sufficient lack of flesh, the kraldoses turn instead to their own fry and other shadow creatures for sustenance. When truly desperate, kraldoses will even eat the undead that swim the liquid shadows of The Black Cauldron.

Although kraldoses prefer hunting alone, they have been known to establish kraldos communities on islands of hard shadow. There, the kraldoses vomit up their young, formed from the remains of realstuff creatures

they've consumed. For this reason, newborn kraldos fries have a fleshy quality to their scales which fades with time as their Shadowstuff flesh darkens. Additionally, kraldos fries adopt the same commonly mimicked phrases of the parent kraldos, however, the fries' mimicries often come out as gruesome exaggerations of the original phrase.

KRALDOS <i>Large aberration, unaligned</i>			
Armor Class 15 (natural armor) Hit Points 68 (8d10 + 24) Speed 0 ft., swim 50 ft.			
STR	20 (+5)	INT	4 (-3)
DEX	14 (+2)	WIS	13 (+1)
CON	16 (+3)	CHA	6 (-2)
Skills Deception +2, Perception +3, Stealth +6 Damage Resistances necrotic Condition Immunities blinded Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13 Languages does not understand languages but can speak through its Mimicry trait Challenge 4 (1,100 XP)			
<p>Amphibious. The kraldos can breathe air and water.</p> <p>Echolocation. The kraldos can't use its blindsight while deafened.</p> <p>Keen Hearing. The kraldos has advantage on Wisdom (Perception) checks that rely on hearing.</p> <p>Mimicry. The kraldos can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.</p>			
ACTIONS			
<p>Multiattack. The kraldos makes two attacks: one with its tentacles and one with its bite.</p> <p>Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 15 (3d6 + 5) piercing damage.</p> <p>Tentacles. <i>Melee Weapon Attack:</i> +7 to hit, reach 15 ft., one target. <i>Hit:</i> 8 (1d6 + 5) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). While grappled the creature is restrained. The kraldos has two tentacles, each of which can grapple one target.</p>			

Krig

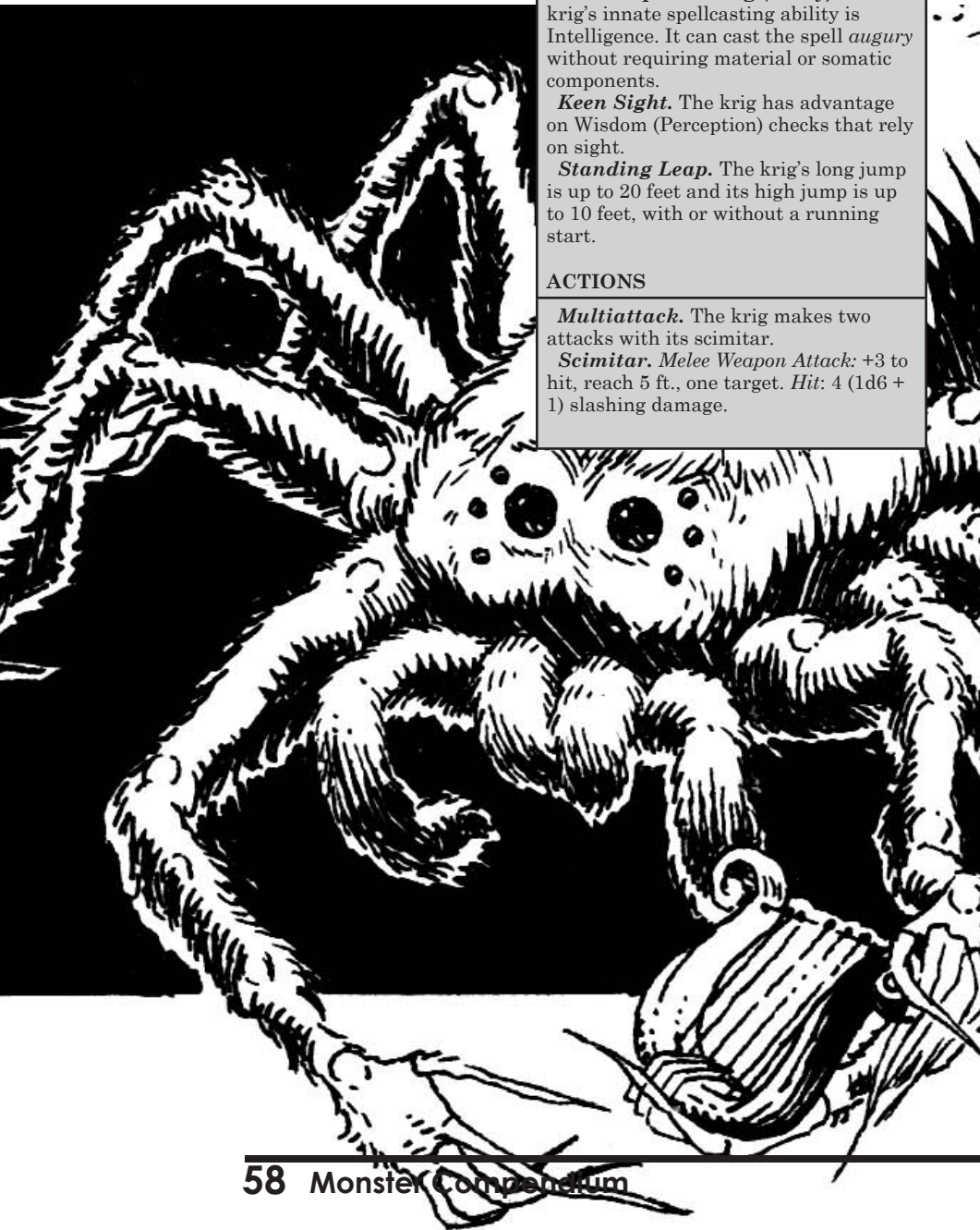
Krigs are spider-humanoids that originate from the Weysevain Maze and, by extension, the town of Orbea in Central Omeria. Intelligent and clever, thanks mostly to their connection to their diety-progenitor Matriarch and all other krig, they quickly positioned themselves as assets throughout most of the continent. Their overall numbers are much lower than the other major humanoid races of Omeria, and it's rare to find one more than 1,000 miles from the Maze at Orbea.

KRIG <i>Medium humanoid (krig), neutral</i>			
Armor Class 15 (studded leather, shield)			
Hit Points 22 (3d8 + 9)			
Speed 30 ft., climb 30 ft.			
STR	10 (+0)	INT	15 (+2)
DEX	13 (+1)	WIS	12 (+1)
CON	17 (+3)	CHA	9 (-1)
Skills History +4, Perception +5			
Senses passive Perception 15			
Languages Common, Orb			
Challenge 1/2 (100 XP)			
<i>Expert Climber.</i> The krig has advantage on ability checks made to climb.			
<i>Innate Spellcasting (1/Day).</i> The krig's innate spellcasting ability is Intelligence. It can cast the spell <i>augury</i> without requiring material or somatic components.			
<i>Keen Sight.</i> The krig has advantage on Wisdom (Perception) checks that rely on sight.			
<i>Standing Leap.</i> The krig's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.			
ACTIONS			
<i>Multiattack.</i> The krig makes two attacks with its scimitar.			
<i>Scimitar.</i> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.			

Kryptydid

An easy-to-frighten prey animal, kryptydidids are notoriously elusive. Their supernatural ability to sense predators makes them incredibly difficult to stalk, and their great speed and ability to leap to tremendous distances makes them nearly as difficult to capture once found.

KRYPTYDID <i>Large monstrosity, unaligned</i>			
Armor Class 14 (natural armor)			
Hit Points 52 (8d10 + 8)			
Speed 40 ft.			
STR	17 (+3)	INT	3 (-4)
DEX	15 (+2)	WIS	14 (+2)
CON	12 (+1)	CHA	5 (-3)
Skills Perception +4			
Senses passive Perception 14			
Languages —			
Challenge 2 (450 XP)			
<i>Cranial Crest.</i> The kryptydid's cranial crest is a psionic extrasensory organ which allows it to sense predators. The kryptydid automatically detects the presence of any living creatures that can see, smell, or otherwise perceive the kryptydid that are within 300 feet of it. The kryptydid is aware of the creature's presence and knows its general direction, but not its exact location.			
This sense does not detect undead or constructs, or any creature protected from divination magic, such as by a nondetection spell.			
<i>Standing Leap.</i> The kryptydid's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.			
<i>Innate Spellcasting (Psionics).</i> The kryptydid's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:			
At will: <i>minor illusion, resistance</i>			
1/day each: <i>hypnotic pattern, true seeing (self only)</i>			
ACTIONS			
<i>Multiattack.</i> The kryptydid makes two attacks: one with its bite and one with its kick. It can't make both attacks against the same target.			
<i>Bite.</i> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d4 + 2) piercing damage.			
<i>Kick.</i> <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage, and if the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.			



Larva of the Outer Gods

Spawn of the strange, formless gods that hover at the center of the Cosmos, larvae of the outer gods can take any of an infinite number of weird shapes and conformations. The form detailed here represents the most common type of larva. Larvae approach humanoids with unbridled curiosity and are rarely dangerous.

Immortal Nature. The larva does not require air, food, drink, or sleep.

LARVA OF THE OUTER GODS <i>Small aberration, chaotic neutral</i>			
Armor Class 10 Hit Points 13 (3d6 + 3) Speed 20 ft., fly 40 ft. (hover)			
STR	7 (-2)	INT	5 (-3)
DEX	10 (+0)	WIS	7 (-2)
CON	12 (+1)	CHA	3 (-4)
Saving Throws Wis +0 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities petrified, prone Senses darkvision 60 ft., passive Perception 8 Languages understands Deep Speech but cannot speak Challenge ¼ (50 XP)			
<p>Maddening Aura. The larva of the outer gods emits an aura of transmutation magic 5 feet in all directions. At the start of the larva's turn, each creature within 5 feet of the larva must succeed on a DC 11 Wisdom saving throw or become charmed by the larva. While charmed in this way, the creature is incapacitated. Each time the larva or the larva's companions do anything harmful to the target, it can repeat the saving throw. Otherwise, the effect lasts for 1 minute, until the larva is destroyed, or the target starts its turn 5 or more feet away from the larva. A creature that succeeds on its saving throw or the effect ends for it is immune to the larva's maddening aura for 24 hours.</p>			
ACTIONS			
<p>Multiattack. The larva makes two attacks with its tentacles.</p> <p>Tentacles. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one creature. <i>Hit:</i> 2 (1d4) necrotic damage and the target must make a DC 11 Constitution saving throw. On a failed saving throw, the creature takes one level of exhaustion. Once the target reaches 6 levels of exhaustion, it dies and instantly transforms into a gibbering moulder. The transformation of the body can be undone only by a <i>wish</i> spell.</p>			

Lightning Child

Lightning children are small elementals from the quasi-elemental plane of lightning. They look like children whose coloring is reversed, like a negative image. Blue electricity arcs all over their form. They seek nothing more than to drain objects of their energy. They enjoy the taste of mechanical objects, but find the taste of energy created by living things too good to pass up

LIGHTNING CHILD <i>Small elemental, neutral evil</i>			
Armor Class 10 Hit Points 21 (6d6) Speed 30 ft., fly 30 ft. (hover)			
STR	5 (-3)	INT	11 (+0)
DEX	11 (+0)	WIS	10 (+0)
CON	10 (+0)	CHA	12 (+1)
Damage Immunities lightning, poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 10 Languages Auran Challenge ¼ (50 XP)			
<p>Death Burst. When the lightning child dies, it explodes in a cloud of electricity. Each creature within 5 ft. of the lightning child must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) lightning damage.</p> <p>Innate Spellcasting (1/Day). The lightning child can innately cast <i>blur</i>, requiring no material components. Its innate spellcasting ability is Charisma.</p>			
ACTIONS			
<p>Claws. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) slashing damage plus 2 (1d4) lightning damage.</p> <p>Lightning Breath (Recharge 6). The lightning child exhales a 15-foot cone of electricity. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a successful one.</p>			





Llorona

Legends tell of a young woman named Maria from a rural Arruquetan village named Maria. Maria came from a poor family but was known around her village for her beauty. One day, an extremely wealthy nobleman traveled through her village. He stopped in his tracks when he saw Maria. Maria was charmed by him and he was charmed by her beauty, so when he proposed to her, she immediately accepted. Maria's family was thrilled that she was marrying into a wealthy family, but the nobleman's father was extremely disappointed that his son was marrying into poverty. Maria and her new husband built a house in the village to be away from his disapproving father.

Eventually, Maria gave birth to twins: a boy and a girl. Her husband was always traveling and stopped

spending time with his family. When he came home, he only paid attention to the children and Maria knew her husband was falling out of love with her. One day, he left and never returned.

Years later, as Maria and her twins were walking by a river, she saw a familiar carriage with a younger, beautiful woman next to her husband. Maria was so angry and confused that, without thinking, she picked up her two children and threw them into the river, drowning them. Only after she saw their bodies floating in the river did she realize what she had done and she then jumped into the river, hoping to die with her children. Now she spends eternity looking for her children around that river. It is said that if you hear her crying, you are to run the opposite way. If you hear her cries, they could bring misfortune or even death.

LLORONA

Medium undead, chaotic evil

Armor Class 12

Hit Points 63 (14d8)

Speed 0 ft., fly 40 ft. (hover)

STR 7 (-2) **INT** 10 (+0)

DEX 15 (+2) **WIS** 14 (+2)

CON 10 (+0) **CHA** 18 (+4)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any language known in life
Challenge 5 (1,800 XP)

Ethereal Sight. The llorona can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The llorona can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Decaying Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 25 (6d6 + 4) necrotic damage.

Etherealness. The llorona enters the Ethereal Plane from the Material Plane or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Hopeless Wail (1/Day). The llorona emits a magical cry. Every humanoid and giant within 60 feet of the llorona that can hear the wail must succeed on a DC 15 Constitution saving throw or be cursed with llorona's sadness. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Horriying Visage. Each non-undead creature within 60 feet of llorona that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this llorona's Horriying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Loup-Garou

Sometimes called “greater werewolves”, loup-garous are powerful cousins of the common werewolf. Like most true werewolves in the domains of dread, they can assume three forms: humanoid, hybrid, and wolf. The loup-garou always looks the same in its humanoid form, just as it looks the same in its wolf or man-wolf form. Unlike common werewolves, loup-garous in their humanoid form have many of the same advantages they do in their hybrid or wolf forms.

As a hybrid, it stands about seven seven-feet tall and is extremely muscular. The body is fur-covered and has a short tail, canine legs, and a wolf’s head. The creature walks erect and can manipulate things with its hands.

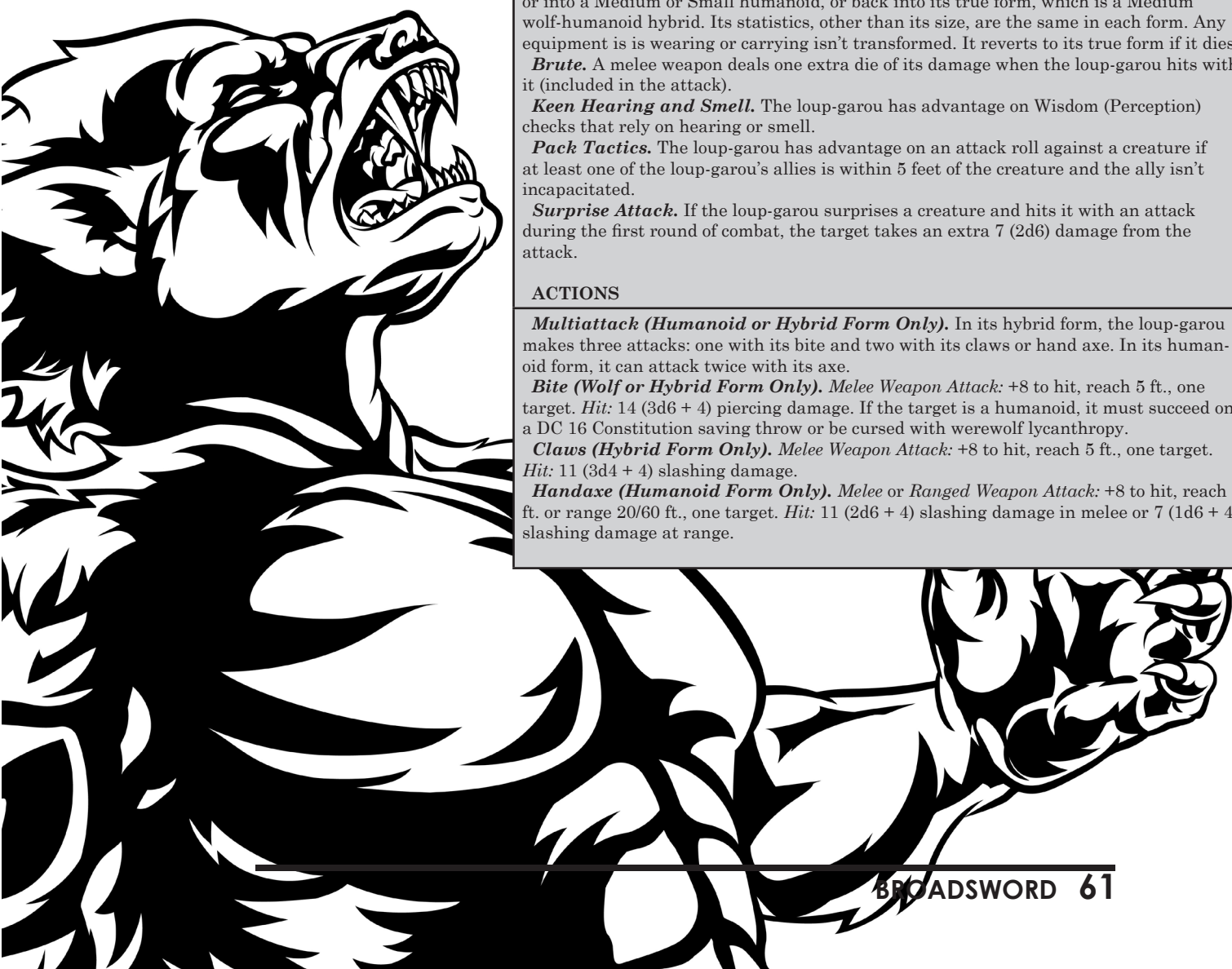
In this form, the creature can talk, although its voice is low and raspy.

Loup-Garou Lycanthropy.

Loup-garous are strictly the offspring of two common werewolves. As such, their bite does not create new

loup-garous. Instead, their bite infects humanoids with werewolf lycanthropy. The changes caused by this curse are the same as those caused by a werewolf’s bite.

LOUP-GAROU <i>Medium humanoid (shapechanger), chaotic evil</i>					
Armor Class 14 (natural armor) Hit Points 112 (15d8 + 45) Speed 30 ft. (50 ft. in wolf or hybrid form)					
STR 18 (+4)	DEX 14 (+2)	CON 16 (+3)	INT 12 (+1)	WIS 13 (+1)	CHA 13 (+1)
Saving Throws Dex +6, Con +7, Wis +5 Skills Intimidation +5, Perception +9, Stealth +6 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons Senses passive Perception 19 Languages Common (can’t speak in wolf form) Challenge 10 (5,900 XP)					
Shapechanger. The loup-garou can use its action to polymorph into a Large dire wolf, or into a Medium or Small humanoid, or back into its true form, which is a Medium wolf-humanoid hybrid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies. Brute. A melee weapon deals one extra die of its damage when the loup-garou hits with it (included in the attack). Keen Hearing and Smell. The loup-garou has advantage on Wisdom (Perception) checks that rely on hearing or smell. Pack Tactics. The loup-garou has advantage on an attack roll against a creature if at least one of the loup-garou’s allies is within 5 feet of the creature and the ally isn’t incapacitated. Surprise Attack. If the loup-garou surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.					
ACTIONS					
Multiattack (Humanoid or Hybrid Form Only). In its hybrid form, the loup-garou makes three attacks: one with its bite and two with its claws or hand axe. In its humanoid form, it can attack twice with its axe. Bite (Wolf or Hybrid Form Only). <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (3d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy. Claws (Hybrid Form Only). <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (3d4 + 4) slashing damage. Handaxe (Humanoid Form Only). <i>Melee or Ranged Weapon Attack:</i> +8 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.					



Maestro

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. Of all the bards, the greatest of their kind are the maestros who are to bards as archmages are to wizards.



<p>MAESTRO <i>Medium humanoid (any race), any align</i></p>	
<p>Armor Class 15 (studded leather) Hit Points 76 (17d8) Speed 30 ft.</p>	
<p>STR 8 (-1)</p>	<p>INT 14 (+2)</p>
<p>DEX 16 (+3)</p>	<p>WIS 12 (+1)</p>
<p>CON 10 (+0)</p>	<p>CHA 20 (+5)</p>
<p>Saving Throws Dex +6, Cha +8 Skills Acrobatics +6, Deception +11, History +5, Intimidation +8, Perception +7, Performance +11, Persuasion +8, Stealth +9 Senses passive Perception 17 Languages any three languages (usually Common) Challenge 6 (2,300 XP)</p>	
<p>Spellcasting. The maestro is a 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following bard spells prepared: Cantrips (at will): <i>friends, light, minor illusion, vicious mockery</i> 1st Level (4 slots): <i>charm person, disguise self, healing word, silent image</i> 2nd Level (3 slots): <i>calm emotions, lesser restoration, shatter, suggestion</i> 3rd level (3 slots): <i>invisibility, major image, nondetection, slow</i> 4th level (3 slots): <i>dimension door, greater invisibility, hallucinatory terrain</i> 5th level (2 slots): <i>legend lore, mislead, seeming</i> 6th level (1 slot): <i>irresistible dance</i> 7th level (1 slot): <i>project image</i> 8th level (1 slot): <i>power word stun</i> 9th level (1 slot): <i>power word heal</i> Song of Rest. The maestro can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d12 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The maestro can confer this benefit on himself as well.</p>	
<p>ACTIONS</p> <p>Multiattack. The maestro makes two attacks with his rapier. Rapier. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage. Light Crossbow. <i>Ranged Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage.</p>	
<p>REACTIONS</p> <p>Cutting Words (5/Long Rest). When a creature that the maestro can see within 60 feet of it makes an attack roll, ability check, or damage roll, the maestro can roll a d12 and subtract the number rolled from the creature's roll. The maestro can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the maestro or if it is immune to being charmed.</p>	

Man and Boy

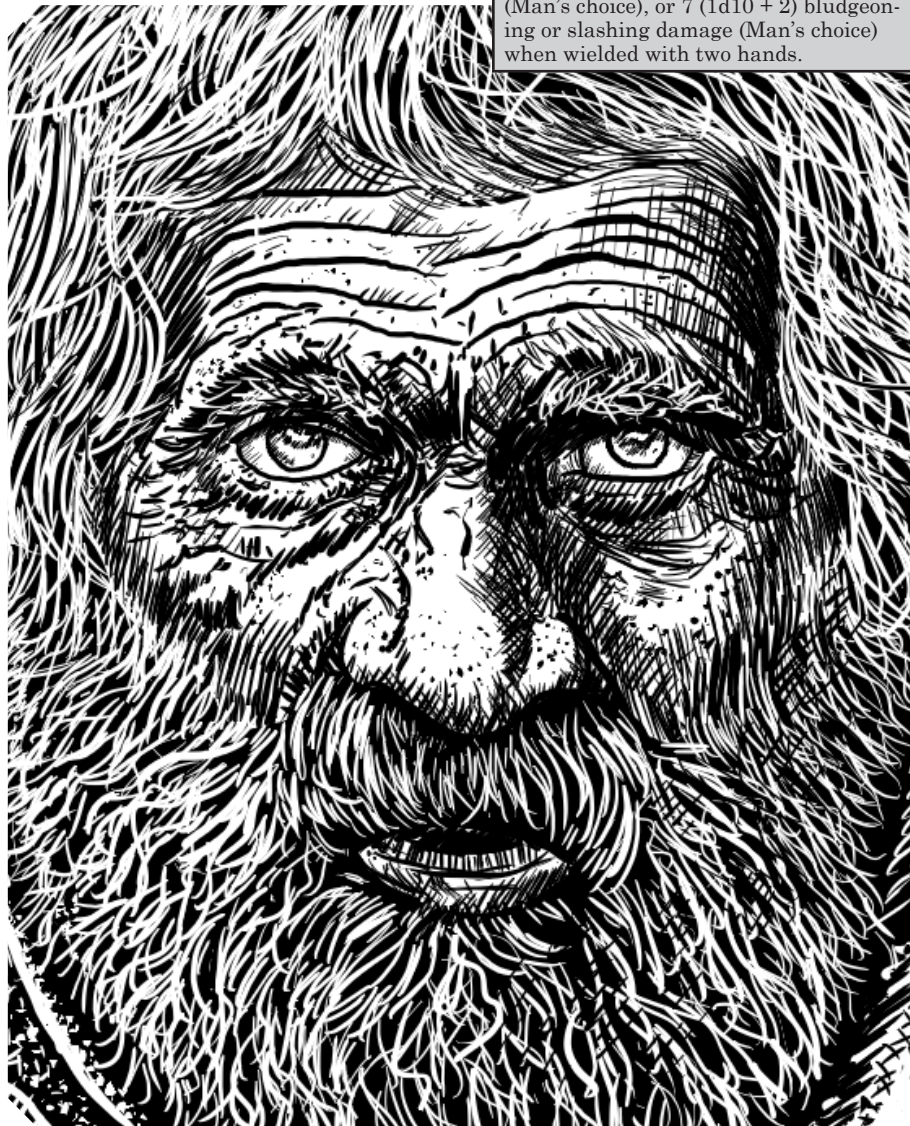
For twenty-five years, Man has lived on The Skeleton Key as a prisoner of the Serpent Whisperers. The warrior women used him as a zukterin, or breeder, to help propagate their race. He remembers very little before then, but he does remember the tunnels below the temple and the monsters that live there. The only other clue to his history was the large scar on the back of his neck.

One day an explosion erupted from the temple. When the dust settled, a

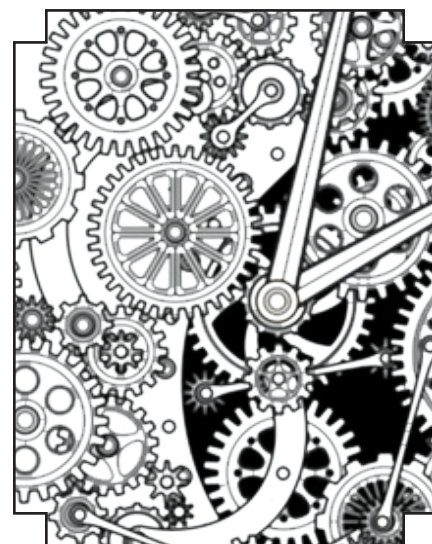
<p>BOY <i>Small humanoid (unknown), neutral</i></p>	
<p>Armor Class 12 (15 with mage armor) Hit Points 5 (2d6 - 2) Speed 30 ft.</p>	
<p>STR 7 (-2)</p>	<p>INT 12 (+1)</p>
<p>DEX 14 (+2)</p>	<p>WIS 10 (+0)</p>
<p>CON 9 (-1)</p>	<p>CHA 18 (+4)</p>
<p>Saving Throws Con +1, Cha +6 Skills Arcana +5 Senses darkvision 30 ft., passive Perception 10 Languages Draconic Challenge 1/2 (100 XP)</p>	
<p>Destructive Magic. Boy can add his proficiency bonus (+2) to one damage roll of any sorcerer evocation spell of 1st level or higher that he casts. Limited Magic Immunity. Boy can't be affected or detected by spells of 3rd level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects. Innate Spellcasting. Boy's innate spellcasting ability is Charisma (spell save DC 14). Boy can innately cast the following spells, requiring no material components: At will: <i>detect thoughts, minor illusion</i> Spellcasting. Boy is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following sorcerer spells: Cantrips (at will): <i>fire bolt, light, mage hand, prestidigitation</i> 1st level (3 slots): <i>burning hands, magic missile, mage armor</i></p>	
<p>ACTIONS</p> <p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p>	

boy emerged, his eyes aglow. Flames shot from the boy's hands and his flesh swirled like water. The Serpent Whisperers, fearful of the supernatural, backed away. The boy then fled into the forest, and Man, seeing his opportunity to escape, followed him. The two have protected each other since. Hundreds of miles from civilization with no formal knowledge of the world beyond the small island, they have very few options.

Like Man, Boy has marks on the back of his neck; but instead of a large scar, Boy's markings are symbols in a language Man does not recognize.



MAN <i>Med humanoid (human), neutral good</i>	
Armor Class 15 (piecemeal armor) Hit Points 16 (3d8 + 3) Speed 30 ft.	
STR 14 (+2)	INT 16 (+3)
DEX 15 (+2)	WIS 13 (+1)
CON 13 (+1)	CHA 11 (+0)
Skills Arcana +5, Insight +3, Perception +3 Senses passive Perception 13 Languages Common, Draconic Challenge 1/2 (100 XP)	
ACTIONS	
<i>Macuahuitl. Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) bludgeoning or slashing damage (Man's choice), or 7 (1d10 + 2) bludgeoning or slashing damage (Man's choice) when wielded with two hands.	



Mechanical Wasp

Mechanical wasps are exactly what they sound like: large, wasp-like constructs covered in dense steel and iron plates. Thanks to their relatively simple programming, these creatures are used for defensive purposes by construct builders.

MECHANICAL WASP <i>Medium construct, unaligned</i>	
Armor Class 18 (natural armor) Hit Points 33 (6d8 + 6) Speed 10 ft., fly 50 ft.	
STR 10 (+0)	INT 1 (-5)
DEX 14 (+2)	WIS 10 (+0)
CON 12 (+1)	CHA 3 (-4)
Damage Immunities poison, psychic Condition Immunities charmed, frightened, petrified, poisoned Senses blindsight 60 ft., passive Perception 10 Languages — Challenge 2 (450 XP)	
ACTIONS	
<i>Sting. Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or ranged 30/120 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned thusly.	

Medusa Queen

Once worshipped by the ancient people who lived and toiled in Dragard Mine, the Medusa Queen was a dangerous foe and curse on the land. Fortunately, the ancient people were able to lock her away in the temple they'd built for her. Since then, she has laid dormant for hundreds of years. Should she rise again, undoubtedly an unshakeable shadow would fall across the land.

The Medusa Queen's Lair

The Medusa Queen's lair is the prison that now holds her. Despite being trapped there and lying dormant within for hundreds of years, she still holds power over the location.

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

- The medusa casts the *confusion* spell on every creature of her choice within 60 feet of her. She must be able to see the creatures. Casting the spell using this ability does not cost her a spell slot, nor does it require components.
- The medusa animates a stone statue that she can see within 120 feet of her. As a bonus action on each of her turns, she can mentally command the animated statue she made with this lair action if the statue is within 500 feet of her. If she controls multiple statues, she can command any or all of them at the same time, issuing the same command to each one. She decides what action the statue will take and where it will move during its next turn, or she can issue a general command, such as to guard a particular chamber or corridor. If she issues no commands, the statue only defends itself against hostile creatures. Once given an order, the stone statue continues to follow it until its task is complete. The

statue has the same statistics as **animated armor**. The medusa can have up to three statues created by this ability at a time.

- The medusa targets one creature she can see within 60 feet of her. Until the start of that creature's next turn, it has disadvantage on Constitution saving throws.

Regional Effects. The region containing the Medusa Queen's lair is warped by her magic, creating one or more of the following effects:

- If a humanoid spends at least 1 hour within 1 mile of the lair, that

creature must succeed on a DC 18 Wisdom saving throw or go mad. It gains a character flaw which lasts until cured: "I will do anything I can to get my hands on more wealth and power."

- Stone statues, reliefs, and other works of art within 1 mile of the lair bleed from their eyes during the light of a full moon.
- Snakes within 6 miles of the lair become unusually savage, killing far more than what they need for food, and traveling in huge swarms.



<p>MEDUSA QUEEN <i>Medium monstrosity, lawful evil</i></p>						
<p>Armor Class 17 (natural armor) Hit Points 252 (24d8 + 144) Speed 30 ft.</p>						
	STR	DEX	CON	INT	WIS	CHA
	13 (+1)	18 (+4)	22 (+6)	22 (+6)	16 (+3)	18 (+4)
<p>Saving Throws Dex +10, Con +12, Int +12, Wis +9 Skills Arcana +12, Deception +10, Insight +9, Perception +9, Stealth +10 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 19 Languages Abyssal, Common, Draconic, Infernal Challenge 20 (25,000 XP)</p>						
<p>Petrifying Gaze. When a creature that can see the medusa’s eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 20 Constitution saving throw, if the medusa isn’t incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the <i>greater restoration</i> spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can’t see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.</p> <p>Legendary Resistance (3/Day). When the medusa fails a saving throw, it can choose to succeed instead.</p> <p>Magic Resistance. The medusa has advantage on saving throws against spells and magical effects.</p> <p>Spellcasting. The medusa is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The medusa has the following bard spells prepared: Cantrips (at will): <i>mage hand, minor illusion, prestidigitation, vicious mockery</i> 1st Level (4 slots): <i>charm person, disguise self, hideous laughter</i> 2nd Level (3 slots): <i>detect thoughts, enthrall, invisibility, shatter</i> 3rd Level (3 slots): <i>bestow curse, dispel magic, nondetection</i> 4th Level (3 slots): <i>compulsion, confusion</i> 5th Level (2 slots): <i>dominate person, hold monster</i> 6th Level (1 slot): <i>mass suggestion</i></p>						
<p>ACTIONS</p> <p>Multiattack. The medusa uses her Frightful Presence. She then makes either three melee attacks—one with her snake hair and two with her shortsword—or two ranged attacks with her longbow.</p> <p>Snake Hair. <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one creature. <i>Hit:</i> 6 (1d4 + 4) piercing damage plus 21 (6d6) poison damage.</p> <p>Shortsword. <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage.</p> <p>Longbow. <i>Ranged Weapon Attack:</i> +10 to hit, range 150/600 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage.</p> <p>Frightful Presence. Each creature of the medusa’s choice that is within 90 feet of her and aware of her 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 medusa’s Frightful Presence for the next 24 hours.</p>						
<p>LEGENDARY ACTIONS</p> <p>The Medusa 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 Medusa Queen regains spent legendary actions at the start of its turn.</p> <p>Attack. The medusa makes an attack with her shortsword or her longbow.</p> <p>Teleport. The medusa magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.</p> <p>Focused Gaze (Costs 2 Actions). The medusa targets one creature she can see within 30 feet of her with her Petrifying Gaze. The creature must make a DC 20 Constitution saving throw. If it fails its saving throw, it is instantly petrified. If it succeeds on its saving throw, it begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the <i>greater restoration</i> spell or other magic. A creature can use its reaction to avert its eyes and avoid the saving throw. If the creature does so, it can’t see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.</p>						

Megamoo

Often found in the Summer Land among mundane cattle, Megamoos are giant cows. Sometimes, megamoos are referred to as “dire cows.” The term is erroneous, as megamoos are only violent if provoked.

Optional: Cattle Stampede.

Whenever a cow in a herd of 8 or more cattle is attacked, the cow must make a DC 10 Wisdom saving throw. On a failed saving throw, the cow and all cattle within 20 feet of it stampede.

Treat stampeding cattle as one Gargantuan creature. While stampeding, the cattle can only take the Dash action on their turn. Stampeding cattle can enter Large or smaller creature’s spaces. Whenever the stampeding cattle enters a creature’s space, the creature must make DC 14 Strength or Dexterity saving throw (the target’s choice).

On a failed saving throw, a creature takes 11 (2d6 + 4) piercing damage

MEGAMOO <i>Huge beast, unaligned</i>	
Armor Class 10 Hit Points 105 (10d12 + 40) Speed 40 ft.	
STR 22 (+6)	INT 2 (-4)
DEX 10 (+0)	WIS 12 (+1)
CON 18 (+4)	CHA 15 (+3)
Senses passive Perception 11 Languages — Challenge 2 (450 XP)	
Charge. If the megamoo moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (4d6) piercing damage.	
ACTIONS	
Gore. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d6 +6) piercing damage.	
Moo (1/Day). The megamoo lets out a massive moo sound. Each creature of the megamoo’s choice within 100 feet that can hear it can use its reaction to take the Dash action. The megamoo can then use its bonus action to take the Dash action.	

plus 11 (2d6 + 4) bludgeoning damage and is knocked prone.

On a successful saving throw, a creature takes half as much damage and isn’t knocked prone.

On the stampeding cattle’s next initiative count, have one of the cows make a DC 10 Wisdom saving throw. On a successful saving throw, the cattle stop stampeding and can once again take regular actions on their own. Otherwise, the cattle continue to stampede.

Mimic, Greater

Like the smaller variety mimic, the greater mimic can take on the appearance of inanimate objects. However, its favorite trick is to look like an entire room, particularly one filled with treasure, magic items, and other valuables. Characters, lured by their own greed, enter the room only to discover the horrible truth—CHOMP!

GREATER MIMIC <i>Huge monstrosity (shapechanger), neutral</i>					
Armor Class 17 (natural armor) Hit Points 210 (20d12 + 80) Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	7 (-2)	13 (+1)	10 (+0)
Skills Stealth +11 Damage Immunities acid Condition Immunities prone Senses darkvision 60 ft., passive Perception 11 Languages understands no languages but can speak through the use of its Mimicry trait Challenge 13 (10,000 XP)					
Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies. The mimic can even imitate entire rooms and alter the appearance of the inside of its mouth. While in this form, the mimic takes up its entire space. Other creatures can enter the space, but a creature that does so is subject to the mimic’s Adhesive trait and its Engulf action. Creatures inside the mimic have total cover. A creature within 5 feet of the mimic can take an action to pull a creature or object out of the mimic. Doing so requires a successful DC 16 Strength check, and the creature making the attempt must make a DC 16 Strength or Dexterity check or become subjected to the mimic’s Adhesive trait. The mimic can hold only one Huge or two Large or up to four Medium or smaller creatures inside it at a time.					
Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple are at disadvantage.					
False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.					
Grappler. The mimic has advantage on attack rolls against any creature grappled by it.					
ACTIONS					
Multiattack. The mimic makes two pseudopod attacks and uses Reel.					
Pseudopod. <i>Melee Weapon Attack:</i> +11 to hit, reach 15 ft., one target. <i>Hit:</i> 19 (3d8 + 6) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait					
Reel. The mimic pulls anything grappled by it up to 15 feet straight toward it.					
Engulf. The mimic reverts to its true form. Any creature sharing the same space as the mimic takes 21 (6d6) acid damage and is engulfed. The engulfed creature can’t breathe, is restrained and blinded, and takes 42 (12d6) acid damage at the start of each of the mimic’s turns. An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 of the mimic.					

Mind-Controlled Horde

Under the influence of the Priests of Consuming, a huge crowd of commoners become truly frightening when they form a mind-controlled horde, following the Priests' commands

MIND-CONTROLLED HORDE <i>Huge swarm of Medium humanoids, unaligned</i>			
Armor Class 8 (natural armor) Hit Points 161 (17d12 + 51) Speed 20 ft.			
STR	21 (+5)	INT	10 (+0)
DEX	6 (-2)	WIS	8 (-1)
CON	16 (+3)	CHA	7 (-2)
Condition Immunities frightened, grappled, prone, restrained, stunned Senses passive Perception 9 Languages Common Challenge 5 (1,800 XP)			
Horde. The swarm can occupy a Medium creature or smaller's space and vice versa, and the swarm can move through any opening large enough for a commoner. The horde can't regain hit points or gain temporary hit points. If the horde's hit points are reduced to 0, the horde disassembles and 2 commoners appear in its place.			
ACTIONS			
Multiattack. If the horde has half its hit points or greater, it can make two attacks: one with its rend and one with its daggers.			
Daggers. <i>Melee Weapon Attack:</i> +8 to hit, reach 0 ft., one creature in the same space as the horde. <i>Hit:</i> 10 (2d4 + 5) piercing damage.			
Rend. <i>Melee Weapon Attack:</i> +8 to hit, reach 0 ft., one creature in the same space as the horde. <i>Hit:</i> 15 (4d4 + 5) piercing damage and the target is grappled (escape DC 16).			



Molten Ooze

Volcanoes are not-too-seldom used as dumping grounds for all sorts of undesirable objects or materials. Their unfathomable temperatures and churning magma make them ideal for the disposal of just about anything that one doesn't want to see again.

Sometimes creatures can even be created in this extreme crucible of immeasurable heat and elemental energy. These creatures are born from the elemental heat and amorphous nature of magma, and take the form of a writhing blob of any number of (now unidentifiable) substances melted in the volcano's caldera. A blob wanders with intention—an intention to melt and absorb more material into its mass.

MOLTEN OOZE <i>Large ooze, unaligned</i>			
Armor Class 8 Hit Points 115 (11d10 + 55) Speed 20 ft.			
STR	16 (+3)	INT	1 (-5)
DEX	7 (-2)	WIS	7 (-2)
CON	20 (+5)	CHA	2 (-4)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire Condition Immunities blinded, charmed, deafened, exhausted, frightened, prone Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8 Languages — Challenge 6 (2,300 XP)			

Amorphous. The ooze can move through a space as narrow as 1 inch without squeezing.

Heated Body. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Molten Form. Nonmagical metal objects lost in the ooze's body melt after 1 round. If the ooze takes 10 or more cold damage in one turn, its speed is reduced to 5 feet and it loses its Amorphous trait and nonmagical damage resistances until the end of its next turn.

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Large or smaller target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) fire damage, and if the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained, the ooze can't constrict another target, and at the start of each of the ooze's turns, the target takes 21 (6d6) fire damage.





Mondan

Another byproduct of the Hand of the Third and the Obsidian Conflict, Mondans are hairless, muscular humanoids that share a passing resemblance to orcs. Their mouths are warped in perpetual screams; still, they have their own language, Mondanian, which consists of throat sounds, gasps and tongue clucks.

Mondans form loose tribes throughout the Obsidian Plain. Often, they are led by the strongest of their kind, dubbed fireeaters by non-Mondanians. Before battle, fireeaters coat themselves in flammable grease then set themselves ablaze. The fire coupled with their innate ability to regenerate from fire makes them incredibly difficult to defeat.

Oddly, Mondans practice religion. Although they were created by the Striped Conjurers, Mondans put their faith in Yrena, the goddess of destruction. Throughout the Obsidian Plain, travelers may come across 20-foot-tall obsidian pillars arranged in circles of eight. At the center are the charred remains of the unfortunate sacrificial victims to Yrena. Occasionally, a Knaomeran Drake emerges may emerge from these unholy areas.

Mondans do not require water.

MONDAN <i>Med humanoid (mondan), chaotic evil</i>	
Armor Class 16 (half-plate) Hit Points 22 (3d8 + 9) Speed 30 ft.	
STR 16 (+3)	INT 6 (-2)
DEX 12 (+1)	WIS 11 (+0)
CON 16 (+3)	CHA 9 (-1)
Saving Throws Con +5 Skills Intimidation +3 Damage Immunities fire Senses darkvision 60 ft., passive Perception 10 Languages Mondanian Challenge 1 (200 XP)	
Fire Absorption. Whenever the mondian is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage taken.	
Reckless. At the start of its turn, the mondian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.	
ACTIONS	
Greataxe. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) slashing damage.	
Javelin. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.	

Naga, Blindsight

Deep beneath the waves of the Dark Sea, the Blindsight Naga are trapped in an endless, enchanted slumber. The mortal races that call the Dark Sea home have long forgotten their ancient foe. But they shall soon remember, for the Blindsight have a new master, and her song has beckoned them forth from the depths once again.

Blindsight Myrmidon

These warriors of the deep are the first line of defense for the covens, exclusively male, and considered by the Seawitches to be expendable assets. In conjunction with the Priestesses and their potent restorative magics, the myrmidon is a bullish and hardy opponent, both on land and at sea.

Ferocious. Centuries of oppression, abuse, and hard training have cultivated in the myrmidon a vicious nature. A myrmidon is prone to fly into a blood frenzy if their opponent shows any signs of weakness.

Weak Willed. Although the myrmidon are more reliable than the lesser drudges, they can still struggle in a losing situation without the guidance of a Priestess or Seawitch.

Natural Weapons. Like all Blindsight naga, the myrmidon have powerful claws and teeth, and their saliva contains potent bacteria that's poisonous to most creatures.

Blindsight Priestess

A Priestess of the Blindsight is a powerful sorceress, an aspiring Seawitch who has spent eons at the feet of her master. Though the Seawitches are cautious of sharing their terrible power, the most diligent and cunning of the Priestesses may eventually learn enough arcana to break away and form their own coven. A Priestess may attempt to stage a coup against their coven's Seawitch, but these oc-

currences are vanishingly rare—and often deadly for the would-be usurper.

Abysal Sorceress. The Priestess is a potent spellcaster in her own right, drawing upon the teachings of her master to amplify her own innate power. She typically casts protective and restorative spells, bolstering the myrmidon on the battlefield to better serve her.

Ruthless Commander. Cowardice is not tolerated amongst the Blindsight naga. The Priestess will not hesitate to sever the head of any myrmidon or drudge that dares to leave her side.

The Seawitch

The leaders of the Blindsight covens are the Seawitches, beings of extraordinary magical acumen that were present when the Dark Sea first formed. They are the undisputed matriarchs of the naga, lavished in reverence and glory, their every whim fulfilled by their loyal Priestesses. Male naga dare not to even look upon the witch, even in passing.

Though a great number of covens were decimated during The Galecaster War, the few Seawitches that remain today are among the most powerful to ever live. In that halcyon age, beings such as Vadha and Izaara commanded the whole of the Dark Sea. Even the colossal kraken was not exempt from their dominion.

Arrogant Master. A Seawitch is haughty and confident in her own power, even when circumstances call for negotiation or retreat. They would rather die than admit defeat, and losing control of their environment is intolerable to them.

Abysal Sorceress. Unlike the Priestesses that make up her closest circle, the Seawitch's magical arsenal is founded in pure elemental power. Great blankets of fog, surges of lightning, and howling gales often mark the arrival of a Seawitch—and woe to those caught in her storm.



Half-Naga Hybrid Template

A Half-Naga Hybrid is any Medium humanoid creature that's been twisted into a monstrosity by a naga Seawitch. A creature that was never flesh and blood to begin with (such as a construct, elemental, ooze, plant, or undead) can't be turned into a half-naga hybrid. The process is painful beyond belief: the abyssal transformation cracks bones, replaces skin with scales, restructures the nervous system, and does a host of other unpleasant things. The following characteristics change or are added to a creature that becomes a half-naga hybrid.

Retained Characteristics. The hybrid retains its Armor Class, hit points, Hit Dice, INT, and WIS.

Lost Characteristics. The hybrid loses its original saving throws and skill bonuses, special senses, and special traits. It loses any action that isn't Multiattack or a melee weapon attack.

Type. The hybrid's type is a monstrosity, and it loses any tags.

Alignment. The hybrid is NE.

Speed. 30 ft., swim 40 ft.

Ability Scores. The hybrid's ability scores change as follows: STR 14 (+2), DEX 12 (+1), CON 14 (+2), CHA 5 (-3)

Senses. Darkvision 30 ft.

Condition Immunities. The hybrid can't be charmed or poisoned.

Languages. The hybrid retains whatever language it spoke before, and can speak Abyssal.

Attacks. The hybrid gains the following additional attacks:

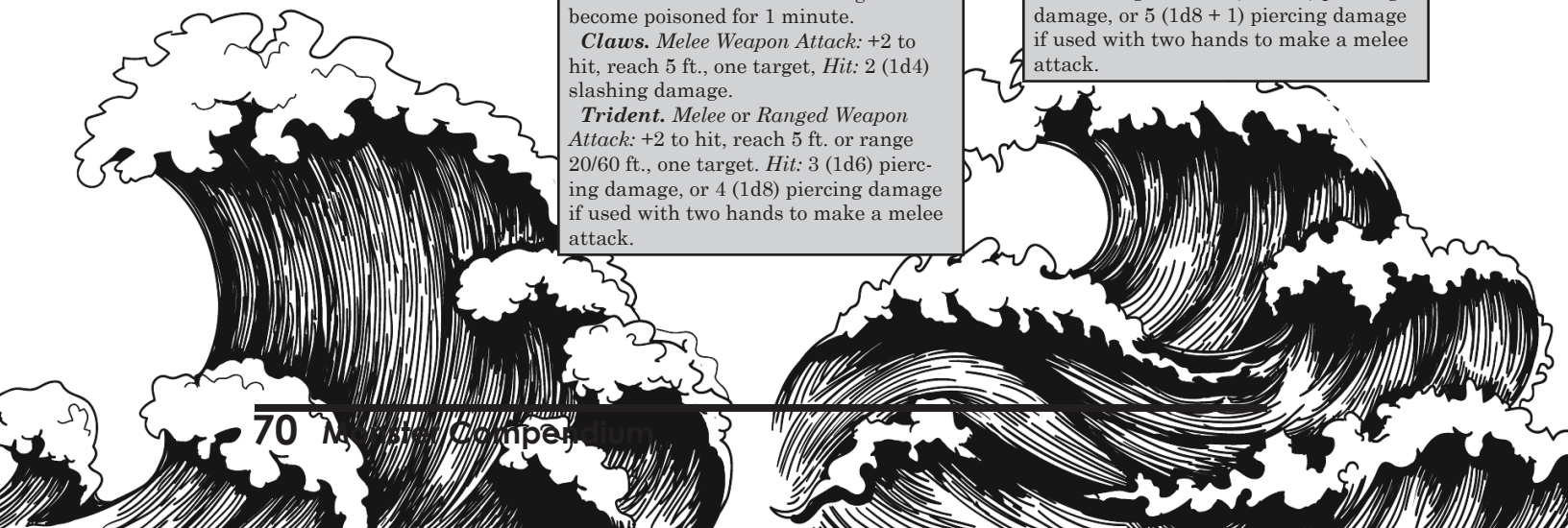
Bite. *Melee Weapon Attack*: +2 to hit, range 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage and target must succeed on a DC 10 Constitution saving throw or become poisoned.

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

BLINDSIGHT MYRMIDON <i>Medium monstrosity, neutral evil</i>			
Armor Class 12 (natural armor) Hit Points 26 (4d8 + 8) Speed 30 ft., swim 40 ft.			
STR	14 (+2)	INT	10 (+0)
DEX	12 (+1)	WIS	12 (+1)
CON	14 (+2)	CHA	6 (-2)
Skills Athletics +4, Perception +5 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 15 Languages Abyssal, Common Challenge ½ (100 XP)			
<p>Abyssal Rejuvenation. If the myrmidon dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The myrmidon can breathe air and water.</p> <p>Blood Frenzy. The myrmidon has advantage on melee attack rolls against any creature that doesn't have all its hit points.</p>			
ACTIONS			
<p>Multiattack. The myrmidon makes two melee attacks: one with its bite and one with its claws or trident.</p> <p>Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target, <i>Hit:</i> 4 (1d4 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target, <i>Hit:</i> 4 (1d4 + 2) slashing damage.</p> <p>Trident. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.</p>			

BLINDSIGHT PRIESTESS <i>Medium monstrosity, neutral evil</i>			
Armor Class 12 (natural armor) Hit Points 27 (5d8 + 5) Speed 30 ft., swim 40 ft.			
STR	10 (+0)	INT	12 (+1)
DEX	11 (+0)	WIS	10 (+0)
CON	13 (+1)	CHA	16 (+3)
Skills Medicine +4 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 10 Languages Abyssal, Common Challenge 1 (200 XP)			
<p>Abyssal Rejuvenation. If the priestess dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The priestess can breathe air and water.</p> <p>Blood Frenzy. The priestess has advantage on melee attack rolls against any creature that doesn't have all its hit points.</p> <p>Blessing of the Fathoms. As a bonus action, the priestess can expend a spell slot to cause any friendly creature in line of sight to regain 5 hit points at the start of each of its turns for 1 minute or until the priestess loses concentration (as if concentrating on a spell).</p> <p>Spellcasting. The priestess is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The priestess has the following sorcerer spells prepared: Cantrips (at will): <i>chill touch</i>, <i>minor illusion</i> 1st Level (3 slots): <i>fog cloud</i></p>			
ACTIONS			
<p>Bite. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target, <i>Hit:</i> 2 (1d4) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target, <i>Hit:</i> 2 (1d4) slashing damage.</p> <p>Trident. <i>Melee or Ranged Weapon Attack:</i> +2 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.</p>			

BLINDSIGHT SEAWITCH <i>Medium monstrosity, neutral evil</i>			
Armor Class 14 (natural armor) Hit Points 65 (10d8 + 20) Speed 30 ft., swim 40 ft.			
STR	12 (+1)	INT	15 (+2)
DEX	11 (+0)	WIS	14 (+2)
CON	14 (+2)	CHA	20 (+5)
Skills Arcana +4, History +4, Religion +4 Damage Immunities poison Condition Immunities charmed, poisoned Senses blindsight 60 ft., passive Perception 12 Languages Abyssal, Common Challenge 4 (1,100 XP)			
<p>Abyssal Rejuvenation. If the seawitch dies, it returns to life in 1d8 days. Severing the creature's head from its body will prevent this from happening.</p> <p>Amphibious. The seawitch can breathe air and water.</p> <p>Spellcasting. The seawitch is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The seawitch has the following sorcerer spells prepared: Cantrips (at will): <i>chill touch</i>, <i>fire bolt</i> 1st Level (4 slots): <i>charm person</i>, <i>shield</i> 2nd Level (3 slots): <i>gust of wind</i>, <i>suggestion</i> 3rd Level (2 slots): <i>lightning bolt</i></p>			
ACTIONS			
<p>Bite. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target, <i>Hit:</i> 3 (1d4 + 1) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.</p> <p>Claws. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target, <i>Hit:</i> 3 (1d4 + 1) slashing damage.</p> <p>Trident. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.</p>			





Nightmare Orb

Taking its name from the malicious duke who created the first of them, nightmare orbs more than live up to their devilish monikers.

Although they only measure six inches in diameter, the orbs are fast, deadly, and frightfully intelligent. At the Battle of Aspaeth, a single orb nicknamed Hell cut down an entire army of witchslayers.

Nightmare orbs are employed by dark wizards to hunt and persecute their mortal enemies. And although the orbs have the ability to capture and bring back living quarry, they rarely—if ever—do.

The constructs are created through the grim ritual known as Penance, one of the Eight Majikmütarr outlined in the Librex Malmütarronn. Penance is an eight-hour ritual that requires the vessel orb to be dipped in the blood of three sylvans. Then, an invisible stalker is imprisoned within the vessel. In 88 days, the orb gains sentience.

Construct Nature. The orb does not require food, air, or drink.

NIGHTMARE ORB

Tiny construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points 130 (20d4 + 80)

Speed 0 ft., fly 60 ft. (hover)

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

Saving Throws Dex +9, Int +7, Wis +7

Skills Perception +11, Stealth +13

Damage Resistances necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, prone, unconscious

Senses blindsight 60 ft., passive Perception 21

Languages understands the languages of its creator but cannot speak

Challenge 10 (5,900 XP)

Faultless Tracker. The orb is given a quarry by its creator. The orb knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The orb also knows the location of its creator.

Innate Spellcasting. The orb's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells requiring no components.

At will: *blur*, *invisibility*, *shield*

3/day each: *darkness*, *hypnotic pattern*, *teleportation*

1/day each: *cloudkill*, *etherealness*, *forcecage*

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

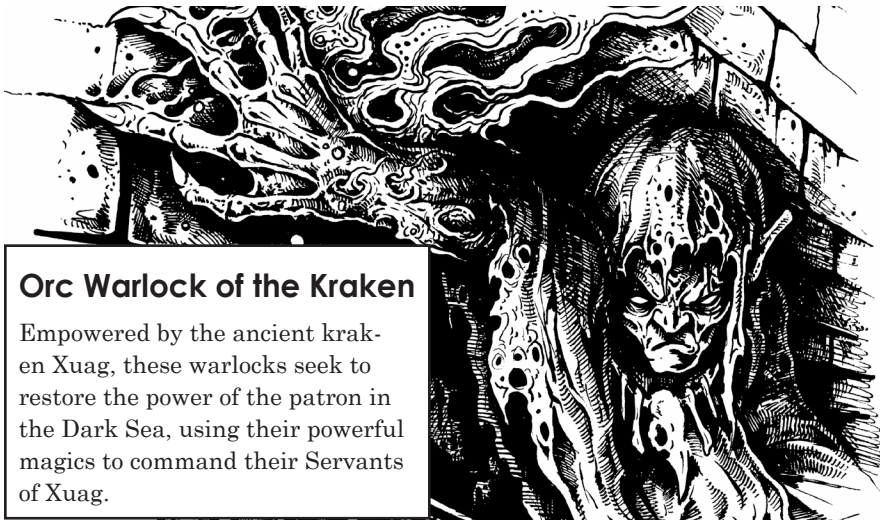
ACTIONS

Rays. The orb shoots two of the following magical rays at random (reroll duplicates), choosing one to two targets it can see within 60 feet of it:

1. **Paralyzing Ray.** The target creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Fear Ray.** The target creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.
3. **Fire Ray.** The target creature must make a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed saving throw or half as much damage on a successful one.
4. **Lightning Ray.** The target creature must make a DC 15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed saving throw or half as much damage on a successful one.
5. **Teleportation Ray.** The target creature must make a DC 15 Charisma saving throw. On a failed saving throw, the creature is teleported to a location that the orb can see within 60 feet of the orb.
6. **Death Ray.** The target creature must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the target's hit points fall to 0. A creature with 50 or more hit points remaining automatically passes its saving throw.

REACTIONS

Retune. When the orb is targeted by an attack or spell that deals acid, cold, fire, lightning, psychic or thunder damage it gains immunity to that damage type (including against the triggering attack) for 1 minute or until it uses this trait again,



Orc Warlock of the Kraken

Empowered by the ancient kraken Xuag, these warlocks seek to restore the power of the patron in the Dark Sea, using their powerful magics to command their Servants of Xuag.

ORC WARLOCK OF THE KRAKEN

Medium humanoid (orc), chaotic evil

Armor Class 11 (14 with mage armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Str +6, Cha +7
Skills Arcana +3, Deception +7, Intimidation +7, Survival +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc, Primordial
Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.
Amphibious. The orc can breathe air and water.
Innate Spellcasting. The orc's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:
 At will: *mage armor*
 1 day/each: *conjure elemental, mass suggestion, slow*
Grasp of the Deep (4/Day). As a bonus action, the orc creates a 10-foot-long tentacle at a point it can see within 60 feet of it. The tentacle lasts for 1 minute or until the orc uses this feature to create another tentacle. When the orc creates the tentacle, it can make a melee spell attack (+7 to hit) against a creature within 10 feet of it. On a hit, the target takes 9 (2d8) cold or lightning damage (the orc's choice when it deals the damage) and the target's speed is reduced by 10 feet until the start of the orc's next turn. As a bonus action on the orc's turn, it can move the tentacle up to 30 feet and repeat the attack.
Spellcasting. The orc is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following warlock spells prepared:
 Cantrips (at will): *eldritch blast, mage hand, minor illusion, prestidigitation*
 1st–5th (3 5th-level slots): *black tentacles, commune with nature, cone of cold, control water, create or destroy water, dispel magic, gust of wind, lightning bolt, silence, sleet storm, thunderwave*

ACTIONS

Eldritch Blast (3 Beams). Ranged Spell Attack: +7 to hit, range 300 ft., one creature. *Hit:* 9 (1d10 + 4) force damage. The orc casts the spell with 3 beams. It can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.
Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target, *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.



Orner Wreos (BSM #5)

Formerly captured and indoctrinated by a cult and persuaded to act as one of their top engineers, Orner was eventually freed by a group of Dinzers who worked to undo the lifetime of brainwashing he had undergone.

Once free from this mental servitude, Orner was so filled with hatred for his former masters that he was easily convinced to become an agent of their destruction. Orner now works for the Dinzers as a 'clandestine demolitionist'—or what others may refer to as a 'terrorist' or 'serial bomber.'

Like many other gnomes, Orner is adept in all matters technical and especially mechanical, and he is a very cautious and clever operator in all endeavors he pursues.

Orner Wreos (BSM # 7)

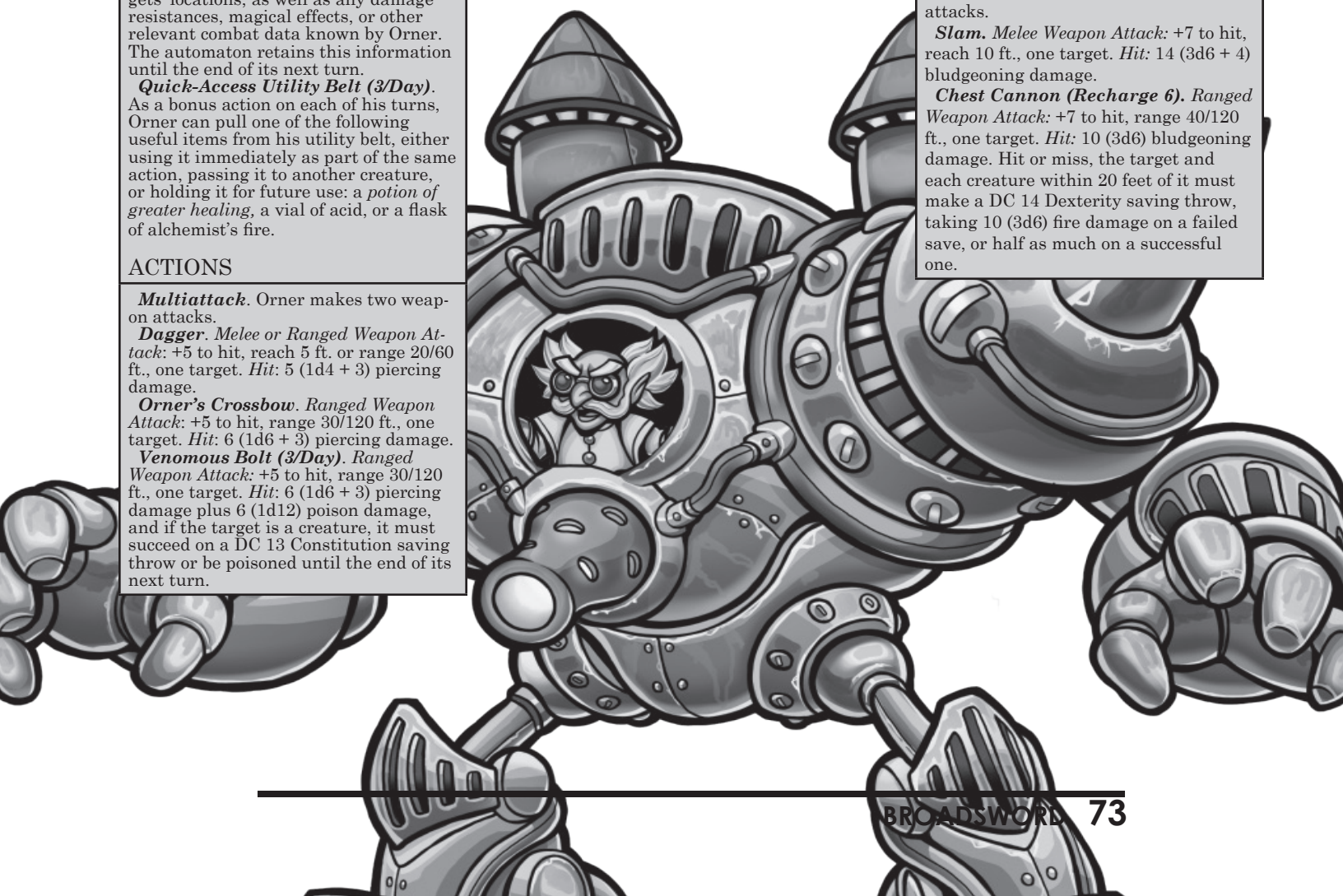
Orner Wreos is a wildly intelligent gnomish inventor and wizard. His actions led to the crash of *The Predator* in the adventure *The Flight of the Predator* in *BroadSword Monthly* issue 5.

At some point before the events of the *Grihoo* adventure in *BroadSword Monthly* issue 7, Orner escapes into the forests. During his time in the forest, he discovers the remains of a Dinzer science vessel, *The Hyderabad*, that wrecked on the island a century ago. Within the hull of the vessel, Orner discovers a remote traveler juggernaut suit. As the characters struggle to survive the difficult conditions of the island, Orner starts rebuilding the suit...

ORNER WREROS (BSM #5) <i>Small humanoid (gnome), neutral evil</i>	
Armor Class 14 (leather armor) Hit Points 42 (12d6) Speed 25 ft.	
STR 7 (-2)	INT 18 (+4)
DEX 16 (+3)	WIS 9 (-1)
CON 11 (+0)	CHA 14 (+2)
Saving Throws Int +6, Wis +1 Skills Arcana +6, Deception +4, Perception +1 Senses darkvision 60 ft., passive Perception 11 Languages Common Challenge 2 (450 XP)	
<p>Gnome Cunning. Orner has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.</p> <p>Goggles of Automaton Oversight. As a bonus action on each of his turns, Orner can choose one of his created constructs that he can see to gain advantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn. When he does this, the construct also telepathically learns strategic information about any creatures or objects that Orner can see. This information includes the targets' locations, as well as any damage resistances, magical effects, or other relevant combat data known by Orner. The automaton retains this information until the end of its next turn.</p> <p>Quick-Access Utility Belt (3/Day). As a bonus action on each of his turns, Orner can pull one of the following useful items from his utility belt, either using it immediately as part of the same action, passing it to another creature, or holding it for future use: a <i>potion of greater healing</i>, a vial of acid, or a flask of alchemist's fire.</p>	
ACTIONS	
<p>Multiattack. Orner makes two weapon attacks.</p> <p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.</p> <p>Orner's Crossbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.</p> <p>Venomous Bolt (3/Day). <i>Ranged Weapon Attack:</i> +5 to hit, range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage plus 6 (1d12) poison damage, and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.</p>	

ORNER WREROS (BSM #7) <i>Small humanoid (gnome), neutral evil</i>	
Armor Class 13 Hit Points 42 (12d6) Speed 25 ft.	
STR 7 (-2)	INT 18 (+4)
DEX 16 (+3)	WIS 9 (-1)
CON 11 (+0)	CHA 14 (+2)
Saving Throws Int +6, Wis +1 Skills Arcana +6, Deception +4, Perception +1 Senses darkvision 60 ft., passive Perception 11 Languages Common Challenge 1 (200 XP)	
<p>Gnome Cunning. Orner has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.</p>	
ACTIONS	
<p>Multiattack. Orner makes two weapon attacks.</p> <p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.</p>	

JUGGERNAUT ORNER <i>Huge humanoid (gnome), neutral evil</i>	
Armor Class 18 (juggernaut suit) Hit Points 114 (12d12 + 36) Speed 30 ft., fly 60 ft.	
STR 19 (+4)	INT 18 (+4)
DEX 5 (-3)	WIS 9 (-1)
CON 17 (+3)	CHA 14 (+2)
Saving Throws Int +7, Wis +2 Skills Arcana +7, Deception +5, Perception +2 Damage Resistances fire; bludgeoning, piercing, and slashing from non-magical attacks that aren't made from adamantite weapons Senses darkvision 60 ft., passive Perception 12 Languages Common Challenge 6 (2,300 XP)	
<p>Magic Resistance. Orner has advantage on saving throws against spells and magical effects.</p> <p>Siege Monster. Orner deals double damage to objects and structures.</p>	
ACTIONS	
<p>Multiattack. Orner makes two slam attacks.</p> <p>Slam. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 14 (3d6 + 4) bludgeoning damage.</p> <p>Chest Cannon (Recharge 6). <i>Ranged Weapon Attack:</i> +7 to hit, range 40/120 ft., one target. <i>Hit:</i> 10 (3d6) bludgeoning damage. Hit or miss, the target and each creature within 20 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.</p>	



Ourobra

Ourobras are giant celestial creatures formed from both darkness and light. They serve the Goddess in Light as the leaders of the Collectors in the Endless Ocean of Shadow within the Other. Ourobras ensure that the traveler orbs are safely delivered to Eqqaros.

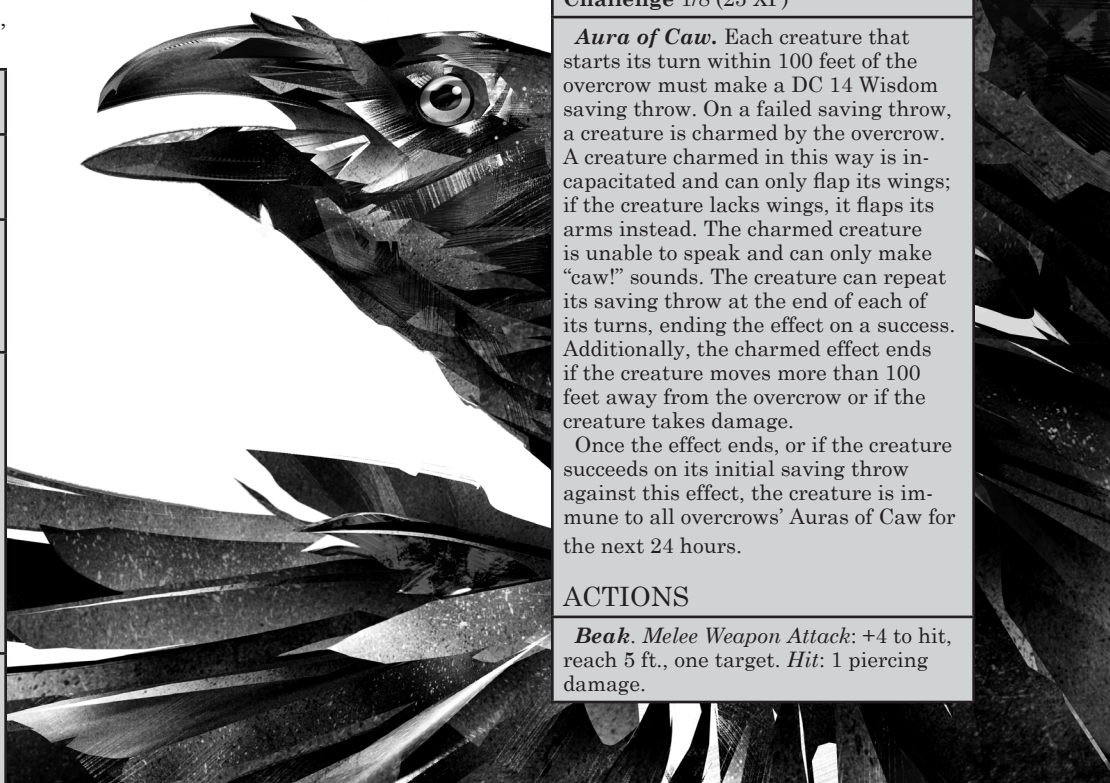
Former Behemoths. The ourobras are created from the remains of shadow behemoths destroyed by radiant energy and light. As such, they are the mortal enemies of those creatures,

specifically designed to combat the horrors of the endless shadow that drenches the Other.

The Ourobra's Sacrifice. Should the life of a living creature come under mortal threat, the ourobra will not hesitate to risk its existence to save the endangered creature. And as creatures who owe this existence to the Goddess in Light, this sacrifice is the ourobra's final repayment.

Immortal Nature. The Ourobra does not require food, drink, or sleep.

OUROBRA <i>Huge celestial, lawful good</i>	
Armor Class 15 (natural armor) Hit Points 145 (10d12 + 80) Speed 40 ft., swim 60 ft.	
STR 26 (+8)	INT 15 (+2)
DEX 12 (+1)	WIS 16 (+3)
CON 27 (+8)	CHA 18 (+4)
Saving Throws Int +6, Wis +7, Cha +8 Skills Perception +7 Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities necrotic, poison Condition Immunities charmed, exhaustion, frightened, poisoned Senses darkvision 120 ft., passive Perception 17 Languages all Challenge 10 (5,900 XP)	
Innate Spellcasting. The ourobra's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components. At will: <i>detect evil and good, detect magic, dispel magic, light</i> 3/day: <i>control water, hold monster, telekinesis</i> 1/day: <i>commune, sunburst</i>	
Magic Resistance. The ourobra has advantage on saving throws against spells and other magical effects.	
Magic Weapons. The ourobra's weapon attacks are magical.	
ACTIONS	
Multiattack. The ourobra makes two oar attacks.	
Oar. <i>Melee Weapon Attack:</i> +12 to hit, reach 15 ft., one target. <i>Hit:</i> 18 (3d6 + 8) bludgeoning damage, or 21 (3d8 + 8) bludgeoning damage when wielded with two hands.	



OVERCROW <i>Tiny monstrosity, neutral</i>	
Armor Class 12 Hit Points 12 (5d4) Speed 10 ft., fly 50 ft.	
STR 2 (-4)	INT 5 (-3)
DEX 14 (+2)	WIS 15 (+2)
CON 10 (+0)	CHA 18 (+4)
Skills Perception 14 Condition Immunities charmed Senses passive Perception 14 Languages understands Common but doesn't speak Challenge 1/8 (25 XP)	
Aura of Caw. Each creature that starts its turn within 100 feet of the overcrow must make a DC 14 Wisdom saving throw. On a failed saving throw, a creature is charmed by the overcrow. A creature charmed in this way is incapacitated and can only flap its wings; if the creature lacks wings, it flaps its arms instead. The charmed creature is unable to speak and can only make "caw!" sounds. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. Additionally, the charmed effect ends if the creature moves more than 100 feet away from the overcrow or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to all overcrows' Auras of Caw for the next 24 hours.	
ACTIONS	
Beak. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.	

Overcrow

The overcrow looks like a mundane crow wearing a small, red hat. Of course, it is much more than just an ordinary black bird. The overcrow possesses such a strong sense of self-awareness that any creature that comes within 100 feet of it begins to believe that it, too, is a crow.

One may wonder, "Where did overcrows come from?" The last scholar who asked this brave question returned from a 10-year quest gibber-

ing like a loon. All he could say was "CHAR-LO-MAIN!" Once his madness was cured, the scholar had no memory of the "char-lo-main" or the origins of overcrows. Some knowledge is best left unsought.

Clever mages employ overcrows as traps in dungeons. As adventurers are distracted by their need to "caw!" and flap their wings, the dungeon's inhabitants rob the adventurers and leave them defenseless against the other dangers of the dungeon.

Possessed Writings

Most would agree that the dark tomes found in an evil mage's library are dangerous. These writings, however, are dangerous not for the knowledge they contain, but the spirits which they embody.

Possessed Books

Analogous to a lesser poltergeist, swarms of possessed books sometimes manifest from a spirit who is bound

to the confines of a library. Reasons that this might occur range anywhere from an unfinished search for knowledge, to a violent death within the library's walls.

Possessed Spellbook

Like other restless spirits unable to move on, deceased mages will cling to the things they held dear in life. And what is more dear to a mage than their spellbook?



POSSESSED BOOKS	
<i>Med swarm of Tiny undead, chaotic evil</i>	
Armor Class 14 (natural armor) Hit Points 44 (8d8 + 8) Speed 0 ft., fly 30 ft. (hover)	
STR 4 (-3)	INT 4 (-3)
DEX 15 (+2)	WIS 8 (-1)
CON 12 (+1)	CHA 11 (+0)
Damage Vulnerabilities fire Damage Resistances bludgeoning, cold, piercing, slashing, thunder Damage Immunities necrotic, poison Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9 Languages — Challenge 2 (450 XP)	
<i>False Appearance. While the books remain motionless, they are indistinguishable from normal books.</i> <i>Flammable. If the book takes fire damage from a spell or magical effect that ignites flammable objects, the book ignites. While the book is alight, it takes 3 (1d6) fire damage at the start of each of its turns. The book remains alight unless another creature uses its action to completely smother or quench the flames.</i> <i>Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny book. The swarm can't regain hit points or gain temporary hit points.</i>	
ACTIONS	
<i>Buffet. Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the books' space. Hit: 12 (4d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage if the books have half of their hit points or fewer. If the books are alight, the target also takes 7 (2d6) fire damage, or 3 (1d6) fire damage if the books have half their hit points or fewer.</i>	

POSSESSED SPELLBOOK	
<i>Tiny undead, chaotic evil</i>	
Armor Class 14 (natural armor) Hit Points 7 (2d4 + 2) Speed 0 ft., fly 30 ft. (hover)	
STR 2 (-4)	INT 15 (+2)
DEX 15 (+2)	WIS 8 (-1)
CON 12 (+1)	CHA 11 (+0)
Saving Throws Dex +4 Damage Vulnerabilities fire Damage Resistances cold, thunder Damage Immunities necrotic, poison Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11 Languages — Challenge 1 (200 XP)	
<i>False Appearance. While the book remains motionless, it is indistinguishable from a normal book.</i> <i>Flammable. If the book takes fire damage from a spell or magical effect that ignites flammable objects, the book ignites. While the book is alight, it takes 3 (1d6) fire damage at the start of each of its turns. The book remains alight unless another creature uses its action to completely smother or quench the flames.</i> <i>Innate Spellcasting. The book's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components: At-will: <i>mage hand, minor illusion, ray of frost</i> 2/day each: <i>magic missile, shield</i> 1/day each: <i>counterspell</i></i>	
ACTIONS	
<i>Buffet. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the book is alight, the target also takes 3 (1d6) fire damage.</i>	

Priests of Consuming

The Priests of Consuming are the foot soldiers for an ancient and secret religion dedicated to an old god—That Which Comes Eternal. Their origins are unclear. Though they often conceal themselves in human form to manipulate their targets, it is unknown if they were ever human in the first place or were instead spawned by a primordial and terrible magic. The ways of That Which Comes Eternal are a mystery to the mortal races; its Priests reveal themselves intermittently at various points in history across the world. Masters of deceit and fearsome in combat, the Priests work quickly to establish mind-controlled servants in the areas which they inhabit before they move to increase their territory, while keeping their true forms hidden to those who would betray them.

***Amalgamations of Terror.** A horrifying sight to behold, the true forms of the Priests defy physiological convention and invoke madness in those who gaze upon them. Two sets of toothed mandibles, each longer than a man's arm, sprout from a gaping maw that leaks a viscous, acidic substance. These mandibles are so long and large that they touch the ground, giving the Priests a hunched forward and predatory appearance. Though the Priests also have a pair of human arms, these tend to hang unused from the torso as they prefer their mandibles when needed. Much*

of the torso is occupied by a single, bloodshot eye that rotates around wildly, furious and unblinking. The head is a swirling mass of tentacles, said to arrange themselves in the patterns of their thoughts.

Fueled by insanity. Those who gaze upon the Priests' central eye are driven to madness. The Priests feed on minds, mind-controlling those who would gaze upon them, and then, when the time is right, drilling their mandibles through the skull of the willing victim to drink what remains of their sanity, growing their own power and leaving nothing but a lobotomized husk behind. It is said that these husks, given enough time, can develop into eldritch monstrosities themselves as they marinate in the magics of the Priests.

PRIESTS OF CONSUMING

Medium aberration (shapechanger), chaotic evil

Armor Class 12 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +6, Deception +10, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common, Deep Speech

Challenge 7 (2,900 XP)

Shapechanger. The priest can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At Will: *alter self*, *levitate (self only)*, *mage armor (self only)*, *silent image*

3/day each: *black tentacles*, *hellish rebuke*, *misty step*, *stinking cloud*

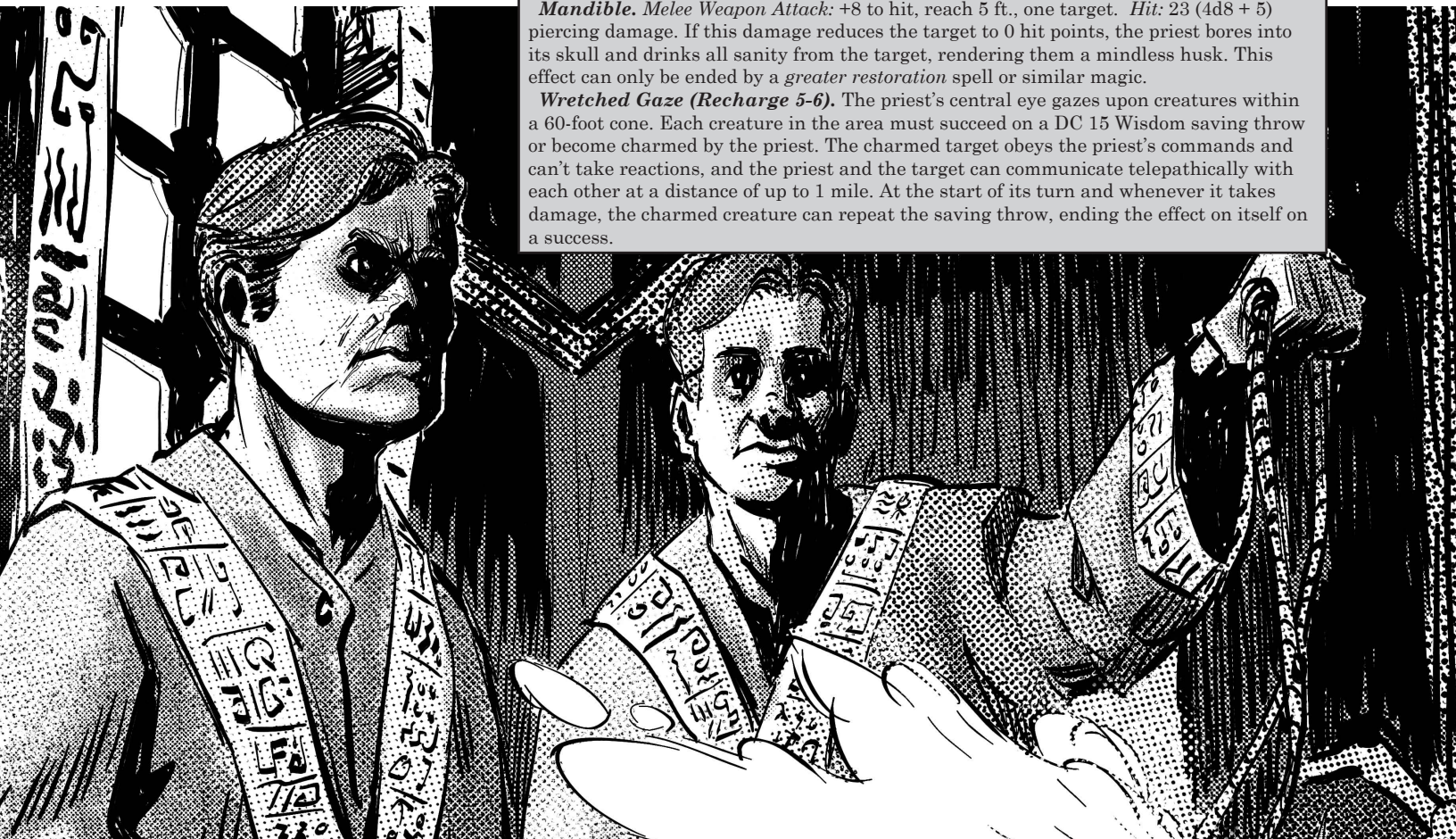
1/day each: *plane shift*, *teleport*

ACTIONS

Multiattack. The priest makes two mandible attacks.

Mandible. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage. If this damage reduces the target to 0 hit points, the priest bores into its skull and drinks all sanity from the target, rendering them a mindless husk. This effect can only be ended by a *greater restoration* spell or similar magic.

Wretched Gaze (Recharge 5-6). The priest's central eye gazes upon creatures within a 60-foot cone. Each creature in the area must succeed on a DC 15 Wisdom saving throw or become charmed by the priest. The charmed target obeys the priest's commands and can't take reactions, and the priest and the target can communicate telepathically with each other at a distance of up to 1 mile. At the start of its turn and whenever it takes damage, the charmed creature can repeat the saving throw, ending the effect on itself on a success.



Pumpking

This gourd of destruction was created by the dastardly sprites of some podunk agricultural town to stop a group of adventurers from meddling in their affairs. Its jack-o-lantern grin burns bright with faerie fire, and its vines threaten to squeeze and strangle any small, living creature that dares approach too close.

PUMPKING <i>Huge plant, unaligned</i>					
Armor Class 12 (natural armor) Hit Points 105 (10d12 + 40) Speed 10 ft., climb 10 ft.					
STR	16 (+3)	INT	1 (-5)		
DEX	2 (-4)	WIS	3 (-4)		
CON	19 (+4)	CHA	2 (-4)		
Damage Vulnerabilities bludgeoning, fire Condition Immunities blinded, deafened, exhaustion, prone Senses darkvision 60 ft., passive Perception 6 Languages — Challenge 2 (450 XP)					
ACTIONS					
Multiattack. The pumpking makes two vine attacks. Vine. <i>Melee Weapon Attack:</i> +5 to hit, reach 15 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 13). Until this grapple ends, the target is restrained.					



Qiu Xiang

Qiu Xiang, a dragonborn, is a retired adventurer and former paladin of the Four Generals. He is also the owner/curator of the Pressonian History Museum. Although he believes he is one of the wisest creatures alive, Qiu constantly fears that someone or something is out to deceive him.

During the War of the Burning Plains, Qiu was a celebrated hero. One of the so-called Children of Tostrasz, Qiu turned against his brethren to aid the Pressonians. Sadly, Qiu has since fallen from grace.



QIU XIANG <i>Medium humanoid (dragonborn), lawful evil</i>					
Armor Class 17 (half plate, shield) Hit Points 127 (15d8 + 60) Speed 30 ft.					
STR	20 (+5)	DEX	11 (+0)	CON	18 (+4)
		INT	13 (+1)	WIS	15 (+2)
				CHA	18 (+4)
Saving Throws Wis +6, Cha +8 Skills History +5, Perception +6, Religion +5 Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical weapons Condition Immunities frightened Senses passive Perception 16 Languages Common, Draconic Challenge 10 (5,900 XP)					
Aura of Protection. Whenever Qiu or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +4 bonus to the saving throw. Qiu must be conscious to grant this bonus. Unholy Smite. As a bonus action, Qiu can expend a spell slot to cause his melee weapon attack to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If Qiu expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st. Spellcasting. Qiu Xiang is a 15th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Qiu Xiang has the following paladin spells prepared: 1st level (4 slots): <i>detect magic, false life, ray of sickness</i> 2nd level (3 slots): <i>blindness/deafness, locate object, ray of enfeeblement</i> 3rd level (3 slots): <i>animate dead, dispel magic, vampiric touch</i> 4th level (2 slots): <i>blight, death ward</i>					
ACTIONS					
Multiattack. Qiu makes two attacks with his longsword. Longsword. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when wielded with two hands. Breathe Fire (Recharges After a Short or Long Rest). Qiu exhales fire in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 14 (4d6) fire damage on a failed saving throw, or half as much damage on a successful one. Dreadful Aspect (1/day). Each creature of Qiu's choice within 30 feet of Qiu must make a DC 16 Wisdom saving throw if it can see Qiu. On a failed save, the target is frightened of Qiu for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from Qiu, it can attempt another saving throw to end the effect on it.					

A victim of the negative effects radiating from the throne of greed kept in the basement of the Pressonian History Museum, Qiu Xiang continues to slide into madness and corruption. When the characters first meet Qiu, already his avarice knows no bounds. He will stop at nothing to achieve wealth and power and will destroy all who get in his way.

Qiu discovered the boy Ninety-three in the Ocean of Warna on a hidden island named The Skeleton Key. He first witnessed the boy's power during a scuffle with the island's inhabitants and the boy's former keeper's, a tribe of warrior women.

Ultimately, Qiu wishes to know more about the mysterious boy and how he can contain or steal the boy's power.



Qoleg

Qolegs are small, horrific creatures that resemble black, severed heads with toothy maws, four eyes and tentacles growing from their jaws. Black, necrotic energy radiates from the tops of their "heads" like colorless fire.

Despite their intelligence, qolegs do not view themselves as individual creatures, rather, a part of the universe (or nonexistence, as it were). Their absolute origins are unclear. Although they've been squarely defined as undead creatures, Pexian aberrationists would adamantly disagree with this notion, believing that, their necromantic presence does not start with a deceased creature.

QOLEG <i>Tiny undead, neutral evil</i>	
Armor Class 12 Hit Points 25 (10d4) Speed 0 ft., fly 30 ft. (hover)	
STR 5 (-3)	INT 13 (+1)
DEX 14 (+2)	WIS 12 (+1)
CON 11 (+0)	CHA 13 (+1)
Saving Throws Int +3, Wis +3, Cha +3 Skills Perception +5, Stealth +6 Damage Vulnerabilities radiant Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire, poison, necrotic Condition Immunities charmed, frightened, paralyzed, poisoned, prone Senses darkvision 60 ft., passive Perception 15 Languages Common Challenge 2 (450 XP)	
Aura of Preservation. The qoleg radiates a necrotic aura that rejuvenates undead. An undead creature that starts its turn within 30 feet of the qoleg, including the qoleg itself, regains 5 hit points at the start of its turn so long as the qoleg isn't incapacitated and the creature has 1 hit point remaining. If the qoleg takes radiant damage, this trait doesn't function until the end of the qoleg's next turn. Shadow Stealth. While in dim light or darkness, the Qoleg can take the Hide action as a bonus action.	
ACTIONS	
Tentacles. <i>Melee Weapon Attack:</i> +4 to hit, range 5 ft., one creature. <i>Hit:</i> 4 (1d8) psychic damage and the target must succeed on a DC 11 Constitution saving throw. On a failed saving throw, the target is stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. Necrotic Beam. <i>Ranged Spell Attack:</i> +3 to hit, range 100 ft., one target. <i>Hit:</i> 9 (2d8) necrotic damage.	

Qolegs frequently appear in desecrated areas with high concentrations of undead leading some to expect that one may precede the other. They are particularly prevalent in and around the area north of the Fairknot River in Northern Omeria.

Undead Nature. The qoleg does not require air, food, water, or sleep.

Quogwat

The untamed forests of Odonburg are home to many unusual and interesting creatures, many of which have never been discovered beyond Southern Omeria. Perhaps one of the oddest creatures found exclusively in Odonburg are the reclusive quogwats. Resembling a cross between a frog and a hedgehog, the quogwats are 5-inch-tall plant creatures which thrive in places with plenty of wet

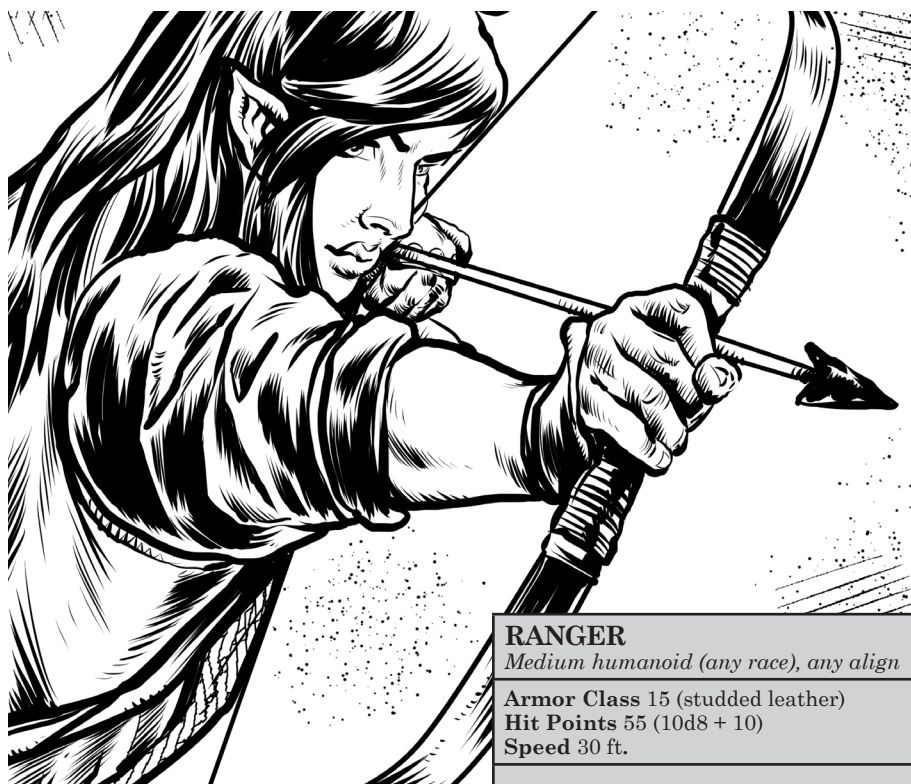
QUOGWAT <i>Tiny plant, chaotic neutral</i>	
Armor Class 12 Hit Points 3 (1d4 + 1) Speed 20 ft.	
STR 2 (-4)	INT 7 (-2)
DEX 14 (+2)	WIS 12 (+1)
CON 13 (+1)	CHA 7 (-2)
Saving Throws Int +0, Cha +0 Skills Stealth +4 Senses passive Perception 11 Languages Sylvan Challenge 1/8 (25 XP)	
Nature's Ward. Any creature who targets the quogwat with an attack or a harmful spell must first make a DC 11 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The ward doesn't protect the quogwat from area effects, such as the explosion of a fireball. Pollen Release. When the quogwat dies, it explodes in a burst of pollen. Each creature within 5 feet of it must make a DC 11 Constitution saving throw or fall unconscious for 7 days. Each day, the creature can repeat its saving throw, ending the effect on itself with a success. Otherwise, the creature remains unconscious until a <i>lesser restoration</i> or similar magic is cast upon it. Once the creature wakes, roll a d20 and add 1 for every day the creature was asleep. On a result of 20 or higher, 1d4 new quogwats emerge from the creature's body, typically from its abdomen. There is a 50% chance that these new quogwats view the creature as their mother. Otherwise, the quogwats remain indifferent.	
ACTIONS	
Stone. <i>Ranged Weapon Attack:</i> +4 to hit, range 10/30 ft., one target. <i>Hit:</i> 1 bludgeoning damage.	

soil, garbage, and sometimes, dead things. What's most unusual is that quogwats tend to favor dark and evil areas, such as hagwoods, cursed forests, and even desecrated, overgrown graveyards. However, quogwats are not inherently evil themselves. They do enjoy pulling pranks, however, especially on humanoids.

Rainer Dehnert

Before Rainer took over management of The Sanguine Dawn Inn, he worked as an adventuring wizard for two decades. Rainer is exceptionally wise, intelligence, and patient. The Sanguine Dawn offers all Rainer wants.

RAINER DEHNERT <i>Medium humanoid (human), lawful neutral</i>			
Armor Class 12 (15 with mage armor) Hit Points 66 (12d8 + 12) Speed 30 ft.			
STR	14 (+2)	INT	16 (+3)
DEX	14 (+2)	WIS	13 (+1)
CON	13 (+1)	CHA	13 (+1)
Saving Throws Int +5, Wis +3 Skills Arcana +5, History +5, Insight +3 Senses passive Perception 11 Languages Common, Draconic, Elvish, Orc Challenge 2 (450 XP)			
Spellcasting. Rainer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Rainer has the following wizard spells prepared: At Will: <i>light, mage hand, minor illusion, ray of frost</i> 1st Level (4 slots): <i>expeditious retreat, mage armor, magic missile</i> 2nd Level (3 slots): <i>misty step, hold person, invisibility</i> 3rd Level (2 slots): <i>counterspell, slow</i>			
ACTIONS			
+1 Longsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when wielded with two hands.			
Light Crossbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage (silvered).			



Ranger

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to the familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

RANGER <i>Medium humanoid (any race), any align</i>			
Armor Class 15 (studded leather) Hit Points 55 (10d8 + 10) Speed 30 ft.			
STR	12 (+1)	INT	8 (-1)
DEX	17 (+3)	WIS	14 (+2)
CON	13 (+1)	CHA	10 (+0)
Saving Throws Str +3, Wis +4 Skills Perception +2, Stealth +5, Survival +4 Senses passive Perception 14 Languages any two languages (usually Common) Challenge 2 (450 XP)			
Colossus Slayer (1/Turn). When the ranger hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it's below its hit point maximum.			
Spellcasting. The ranger is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12). It can cast the following ranger spells: 1st level (4 slots): <i>cure wounds, hunter's mark</i> 2nd level (2 slots): <i>lesser restoration, spike growth</i>			
ACTIONS			
Multiattack. The ranger makes two attacks with its shortsword or two attacks with its longbow.			
Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.			
Longbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 150/600 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage.			

Rasgax Howler

From the highlands of Northern Omeria come the Rasgax tribes. A nomadic people, the Rasgax focus their efforts on combating the belligerent races of the north, including orcs, frost giants, and c'nuim iteah. Rasgax have fair to reddish skin and blonde or red hair. Their eyes are often deep scarlet or sometimes even bright red. Rare among humans, they have the ability to see in the dark.

Most Rasgax cover their bodies and faces in ritualistic tattoos. They often wear animal hides with cloth kilts or flowing capes. Some fight nude and smear their body in mud and animal feces as a deterrent, lending further credence to the legend that they are part animal.



Rat-Thing

From afar or in poor lighting, rat-things look more or less like large, dark rats. Upon closer inspection, however, their small, humanoid hands and distorted human heads betray their horrible nature.

Rat-things are crafted by hags, sorcerers, and other spellcasters of the dark arts from the remains of dead cultists. Effectively immortal, rat-things will live forever so long as they are not killed.

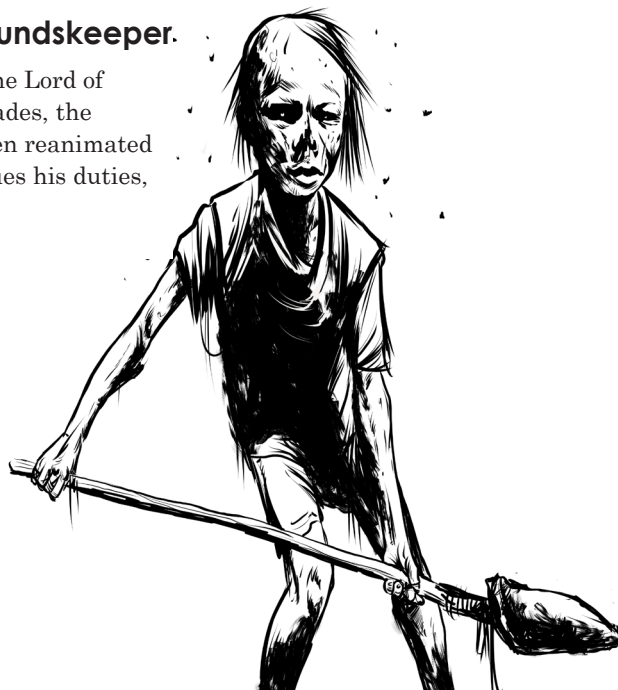


RASGAX HOWLER <i>Medium humanoid (Rasgax human), any chaotic alignment</i>	
Armor Class 16 (hide armor, shield) Hit Points 39 (6d8 + 12) Speed 40 ft.	
STR 16 (+3)	INT 10 (+0)
DEX 14 (+2)	WIS 12 (+1)
CON 15 (+2)	CHA 12 (+1)
Saving Throws Str +5, Con +4 Skills Athletics +5, Survival +3 Senses darkvision 60 ft., passive Perception 11 Languages Common, Orcish Challenge 2 (450 XP)	
Rasgax Resilience. The howler has advantage on saving throws against becoming blinded. Reactive Attack. As long as the howler isn't surprised, it can use its bonus action on its first combat turn to make a single weapon attack.	
ACTIONS	
Multiattack. The howler uses its Howl if it is able. It then makes two melee attacks with its spear. Spear. Melee Weapon Attack: +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when wielded with two hands as a melee weapon. Howl (1/Day). The howler emits an unearthly howl. Each creature within 60 feet of the howler that can hear it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature is frightened of the howler for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this howler's Howl for 24 hours.	

RAT-THING <i>Tiny monstrosity, neutral evil</i>			
Armor Class 10 Hit Points 22 (9d4) Speed 20 ft.			
STR 2 (-4)	INT 12 (+1)	DEX 11 (+0)	WIS 13 (+1)
CON 10 (+0)	CHA 5 (-3)		
Skills Arcana +3, Stealth +4 Senses darkvision 60 ft., passive Perception 11 Languages all Challenge ½ (100 XP)			
Innate Spellcasting. The rat-thing's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material or somatic components when it does: <i>At Will:</i> <i>vampiric touch</i> 1 day/each: <i>contagion</i> , <i>dream</i> , <i>fear</i> , <i>stoneskin</i>			
ACTIONS			
Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the rat-thing attaches to the target. While attached, the rat-thing doesn't attack. Instead, at the start of each of the rat-thing's turns, the target takes 1 piercing damage. The rat-thing can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the rat-thing.			

Reanimated Groundskeeper.

A faithful servant to the Lord of Skirvin Manor for decades, the groundskeeper has been reanimated so that he may continue his duties, even in death.



REANIMATED GROUNDSKEEPER <i>Medium undead, lawful evil</i>					
Armor Class 13 (natural armor) Hit Points 76 (9d10 + 27) Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	6 (-2)	10 (+0)	5 (-3)
Skills Animal Handling +2, Nature +0, Perception +2 Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned Senses darkvision 60 ft., passive Perception 12 Languages Common Challenge 4 (1,100 XP)					
Cruelty. The groundskeeper scores a critical hit with its weapon attacks if the result on the d20 is a 19 or 20. Houndmaster. The groundskeeper keeps ghostly hounds, which are completely loyal to him, obeying his verbal commands to the best of their ability. On each of the groundskeeper's turns, he can use a bonus action to issue a command to one of his hounds within 60 feet of him that can hear him, allowing the hound to either move up to half its speed, or to make a single melee attack against a creature within its reach.					
ACTIONS					
Multiattack. The groundskeeper makes one attack with his spectral chain and one with his lantern. Spectral Chain. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage. On a critical hit, if the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained and the groundskeeper can't use its chain against another target. Lantern. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage. The first time the groundskeeper scores a critical hit with this attack, or rolls a 4 on the damage die, the lantern breaks. When this occurs, the target of the attack takes an additional 5 (2d4) fire damage and is splashed with burning oil. The burning creature takes 2 (1d4) fire damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to smother the flames.					

Red-Striped Thornfoot

Having emerged from the Obsidian Plain as dangerous, fire-breathing predators, the nomads of southern Omeria learned to train these massive creatures for us as beasts of burden. Most are muzzled while they are working to avoid their nasty fire breath.

RED-STRIPED THORNFOOT <i>Huge beast, unaligned</i>	
Armor Class 15 (natural armor) Hit Points 95 (10d12 + 30) Speed 40 ft.	
STR 22 (+6)	INT 2 (-4)
DEX 11 (+0)	WIS 10 (+0)
CON 17 (+3)	CHA 5 (-3)
Senses darkvision 60 ft., passive Perception 10 Languages — Challenge 4 (1,100 XP)	
ACTIONS	
Bite. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one creature. <i>Hit:</i> 16 (3d6 + 6) piercing damage plus 5 (1d10) fire damage. Breathe Fire (Recharge 6). The thornfoot exhales fire in a 30-foot line that is 5-feet wide. Each creature in the area must make a DC 13 Dexterity check. A creature takes 17 (5d6) fire damage on a failed saving throw, or half as much damage on a success.	

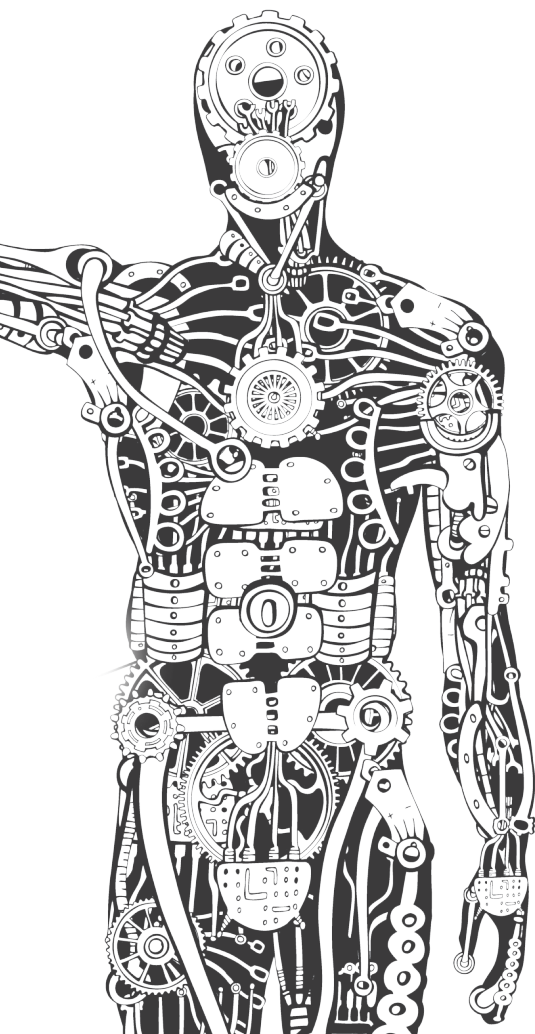


Remote Travelers

A remote traveler is a top-of-the-line suit of animated armor/shield guardian hybrid that allows its owner to operate the construct from an unlimited distance. The alpha-class is an especially durable version of the remote traveler, with improved strength, speed, and defensive capabilities.

Currently, the alpha-class models are in the prototype stage. Very few exist. One of the alpha class models dubbed the “knight-in-shining-armor” was spotted in Orbea attacking casino owner Prayer in the Morning.

Construct Nature. The remote traveler does not require air, drink, food, or sleep.



REMOTE TRAVELER

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages Common
Challenge 2 (450 XP)

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

False Appearance. While the traveler remains motionless, it is indistinguishable from a normal suit of armor.

Remote Bond. The traveler follows its pilot’s telepathic commands as long as they are both on the same plane of existence. In the absence of any such commands, the traveler defends itself (and its pilot, if present). The traveler does not need a command to use its reaction, for example to make an attack of opportunity.

The traveler adds its pilot’s proficiency bonus to its damage rolls, and its proficiency bonus times its level to its hit point maximum (included in its statistics).

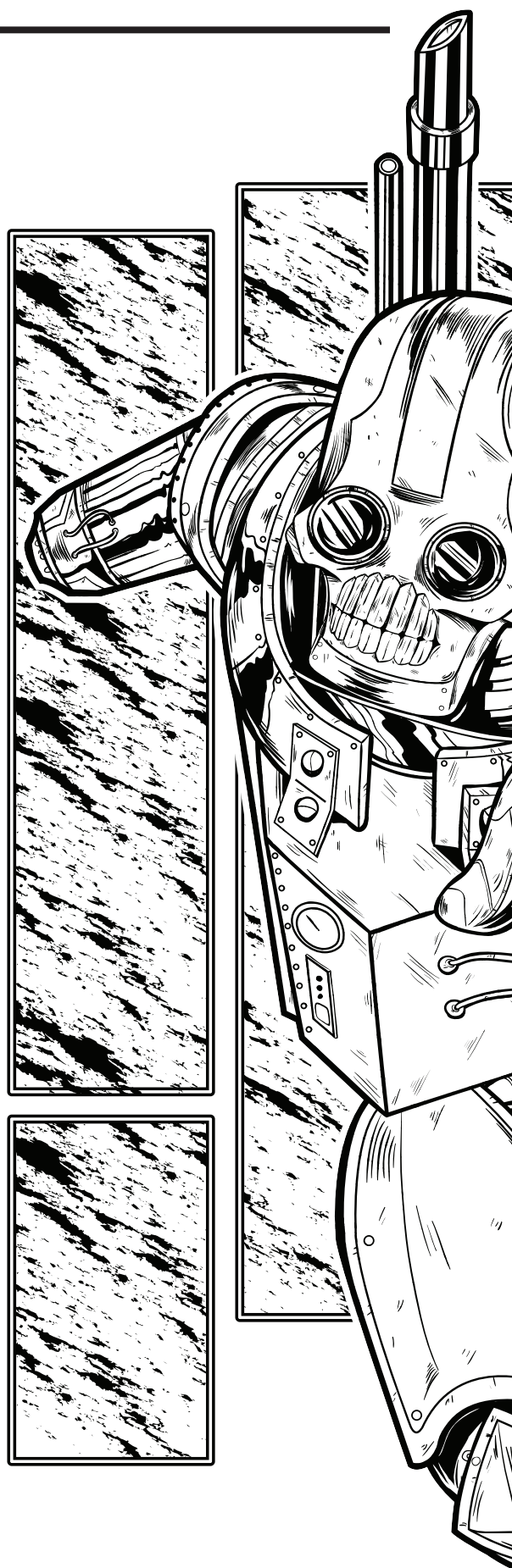
ACTIONS

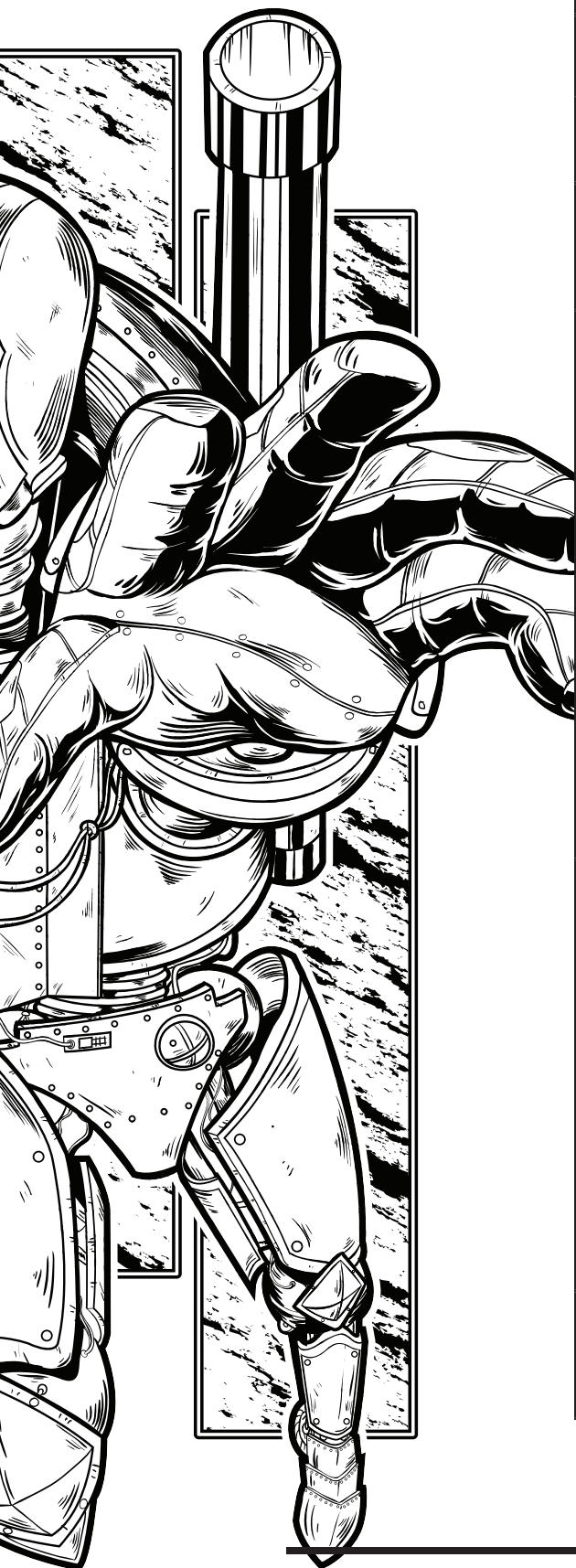
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Homunculus Cage. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the homunculus makes a bite attack against the same target.

The homunculus’ bite attack has a +4 to hit, and on hit deals 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Mend (3/Day). The traveler’s pilot remotely repairs the traveler using magic, causing it to regain 6 (1d6 + 3) hit points.





REMOTE TRAVELER ALPHA-CLASS					
<i>Medium construct, unaligned</i>					
Armor Class 19 (natural armor)					
Hit Points 170 (20d8 + 80)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	1 (-5)	10 (+0)	3 (-4)
<p>Damage Immunities poison, psychic</p> <p>Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned</p> <p>Senses blindsight 10 ft. darkvision 60 ft., passive Perception 10</p> <p>Languages understands commands given in any language but can't speak</p> <p>Challenge 11 (7,200 XP)</p>					
<p>Remote Controlled. The remote traveler is magically bound to an amulet, its control device. As long as the remote traveler and its amulet are on the same plane of existence, the amulet's wearer can telepathically control the traveler. While the amulet's wearer controls the traveler, the wearer can see through the traveler's eyes and hear what it hears, gaining the benefits of the traveler's special senses. During this time, the wearer is incapacitated and deaf and blind with regard to their own senses. The wearer can also speak through the traveler.</p> <p>Antimagic Susceptibility. The traveler is incapacitated while in the area of an antimagic field. If targeted by <i>dispel magic</i>, the traveler must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.</p> <p>Armadillo Mode. When the remote traveler uses the Dodge action, it gains a +4 bonus to its AC and the number of hit points it regenerates at the start of its next turn doubles.</p> <p>Regeneration. The remote traveler regains 10 hit points at the start of its turn if it has at least 1 hit point.</p> <p>Spell Storing. A spellcaster who wears the remote traveler's amulet can cause the traveler to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the traveler. The spell has no effect but is stored within the traveler. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the traveler casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.</p>					
ACTIONS					
<p>Multiattack. The remote traveler makes three fist attacks.</p> <p>Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage.</p> <p>Flame Thrower (Recharge 5-6). A jet of flame fires from the remote traveler's wrist in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.</p> <p>Illusory Appearance. The traveler covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the traveler takes a bonus action to end it or if the traveler dies.</p> <p>The changes wrought by this effect fail to hold up to physical inspection. For example, the traveler could appear to have human skin, but someone touching it would feel the cold metal underneath. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the traveler is disguised.</p>					
REACTIONS					
<p>Forcefield. When the remote traveler is hit by an attack or targeted by the <i>magic missile</i> spell, it can use its reaction to create an invisible barrier of magical force that protects it. The traveler has a +4 bonus to AC against the triggering attack, or it takes no damage from the magic missile spell that triggered this reaction.</p>					

SAHUAGIN CHARIOTEER

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Stealth +3, Survival +4,
Senses darkvision 120 ft., passive Perception 16
Languages Sahuagin, Undercommon
Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hp.
Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.
Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The charioteer makes two attack, one with its sword and one with its bite or claws.

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

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

Fishfolk Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) cold damage. Being underwater does not impose disadvantage on attacks made with this weapon.

REACTIONS

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

Sahuagin Pirates

These 'sea devils' specialise in lightning-quick raids. Appearing unexpectedly in their shark-drawn submarine chariot they use their mastery of nets to catch the unwary. What they use these captives for is unknown. Perhaps they toil in mines within the cliff caves. Perhaps it's just sport for the sahuagin. Or perhaps these sharkfolk have developed a taste for 'long-pork'.

SAHUAGIN RAIDER

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 40 ft.

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

Skills Perception +5, Stealth +3, Survival +3
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Net Master. Being within 5 feet of a hostile creature does not impose disadvantage on the sahuagin's ranged attacks. It can draw the net as part of the attack it makes with it.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two attacks, one of which can be with its net.

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

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

Net. *Ranged Weapon Attack:* +3 to hit, range 10/30 ft., one Large or smaller target. *Hit:* the target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.



Segua

Seguas are specters that have the bodies of humanoid women and the faces of horses that haunt the northern Weysevain coast. Charming and evil, they use their humanoid form to lure in unaware sailors and farmers. Once alone, the segua reveals its true form, then slaughters its prey.

The first sighting of seguas were reported by the renown Duda Weysevain. Weysevain told Ditimayan natives that his expedition had encountered one in the area now known as the Petrified Labyrinth.

Although they have a firm placement in Arruquetan and Cabalish lore as hunters of foolish men, seguas have been discovered in positions of power in major villages and cities. Supposedly, Cabal's major criminal organization, Red Fang Clan, is led by an ancient segua.

Undead Nature. The segua does not require air, food, water, or sleep.



SEGUA <i>Medium undead, neutral evil</i>	
Armor Class 14 Hit Points 76 (9d8 + 36) Speed 30 ft.	
STR 18 (+4)	INT 11 (+0)
DEX 11 (+0)	WIS 10 (+0)
CON 18 (+4)	CHA 18 (+4)
Saving Throws Int +3, Wis +3 Skills Deception +7, Insight +3, Perception +3 Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 13 Languages languages she knew in life Challenge 5 (1,800 XP)	
Unarmored Defense. The segua adds her Constitution modifier to her AC (included). Alluring Presence. As a bonus action, the segua can target one creature that she can see within 100 feet of her. The target must succeed on a DC 15 Wisdom saving throw or become charmed by the segua until the end of the segua's next turn. On subsequent turns, the segua can use her bonus action to maintain this effect, extending its duration until the end of her next turn. The effect ends if the segua and the creature are ever more than 100 feet apart from each other, if the creature can neither see nor hear the segua or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to this segua's Alluring Charm for 24 hours.	
ACTIONS	
Multiattack. The segua makes two slam attacks. Slam. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) bludgeoning damage. Illusory Appearance. The segua covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the segua takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the segua could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the segua is disguised.	

Selkie

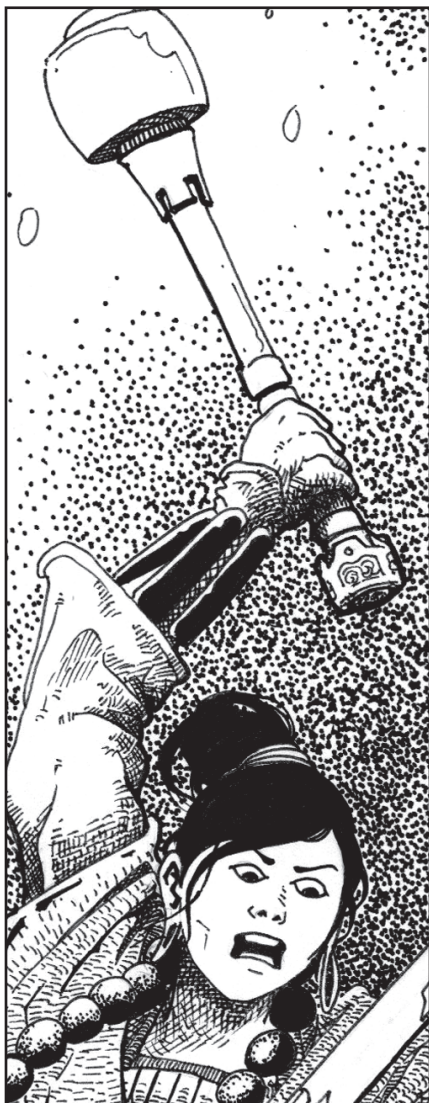
Selkies are mysterious fey creatures that live near coasts. In their original form, they appear as ordinary seals (although some claim they can tell a selkie's nature by the twinkle of intelligence in its eyes). Selkies can transform into humanoids, typically elven women. Interested in the affairs of humanoids, particularly sailors, they use their shapechanging ability to meddle in the lives of landwalkers. However, selkies have difficulty understanding humanoid customs. On more than one occasion an over-curious selkie meddled in the lives of landwalkers causing irreparable harm as a result.

Some sailors say that saving a selkie from a net can bring a good luck, while others believe it may bring a curse.

SELKIE <i>Medium fey (shapechanger), neutral</i>	
Armor Class 16 (natural armor) Hit Points 13 (3d8) Speed 30 ft., swim 90 ft.	
STR 9 (-1)	INT 12 (+1)
DEX 13 (+1)	WIS 10 (+0)
CON 11 (+0)	CHA 12 (+1)
Saving Throws Dex +3 Skills Athletics +3, Perception +2 Senses passive Perception 12 Languages Common, Sylvan Challenge 1/8 (25 XP)	
Shapechanger. The selkie can use its action to polymorph into a Small or Medium humanoid or into its true form, a Medium seal. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed with it. It reverts to its true form if it dies. Expert Swimmer (Seal Form Only). While in seal form, the selkie has advantage on ability checks related to swimming.	
ACTIONS	
Bite (Seal Form Only). <i>Melee Weapon Attack:</i> +1 to hit, reach 5 ft., one target. <i>Hit:</i> 1 (1d4 - 1) piercing damage. Rapier (Humanoid Form Only). <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d8 + 1) piercing damage.	

Serpent Guard

The Serpent Whisperers of Grihoo (or “Amazons” as they’re commonly known) protect the Shrine of Grihoo and its ancient secrets long lost to the world. The actual entrance to the shrine is protected by the legendary Serpent Guard, the fiercest warriors of their kind. Each member of the Serpent Guard wields the powerful tepoztopilli, a polearm topped with a broad wooden head capable of crushing enemy spines with a single blow. The tepoztopilli gives the serpent guards the advantage of reach while allowing them to use their massive tower shields for added defense.



<p>SERPENT GUARD <i>Med humanoid (human), lawful neutral</i></p>	
<p>Armor Class 18 (breastplate, shield) Hit Points 76 (9d8 + 36) Speed 30 ft.</p>	
<p>STR 18 (+4)</p>	<p>INT 9 (-1)</p>
<p>DEX 14 (+2)</p>	<p>WIS 14 (+2)</p>
<p>CON 18 (+4)</p>	<p>CHA 12 (+1)</p>
<p>Saving Throws Str +7, Dex +5, Con +7, Wis +5 Skills Athletics +7, Perception +5, Survival +8 Damage Resistances poison Senses passive Perception 15 Languages Draconic Challenge 5 (1,800 XP)</p>	
<p>Capitalize (Once per Turn). If the Amazon hits a creature that she can see with a melee weapon attack, she can use her bonus action to immediately make another melee weapon attack against the same creature. This extra attack has disadvantage.</p> <p>Fear of Magic. If a creature casts a spell or uses another magical effect within 30 feet of the Amazon and the Amazon can see it, the Amazon must succeed on a Wisdom saving throw with a DC equal to the spellcaster’s spell save DC. On a failed saving throw, the Amazon is frightened of the spellcaster for 1 minute. The Amazon can repeat her saving throw at the end of each of her turns, ending the frightened effect on a success. If the Amazon succeeds on her initial saving throw or the effect ends for her, this trait does not function for 1 hour.</p> <p>Serpent Whisperer. Through sounds and gestures, the Amazon can communicate simple ideas with snakes and other serpents.</p> <p>Shield Guardian. When the Amazon takes the Dodge action and she is wielding a shield, she gains a +3 bonus to her AC.</p>	
<p>ACTIONS</p> <p>Multiattack. The Amazon makes three attacks with her tepoztopilli.</p> <p>Tepoztopilli. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning when wielded with two hands.</p> <p>Sling. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) piercing damage.</p> <p>Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.</p>	





Serpent Man Sorcerer-Supreme

The most powerful of the serpent people casters are their sorcerers-supreme.



SERPENT MAN SORCERER-SUPREME
Medium monstrosity (shapechanger), neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft., swim 30 ft.

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

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonесkin)
Senses darkvision 60 ft., passive Perception 12
Languages Any two languages plus Common, Deep Speech, Primordial, Undercommon
Challenge 12 (8,400 XP)

Shapechanger. The serpent man can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spellcasting. The serpent man is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The serpent man can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
 1st Level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*
 2nd Level (3 slots): *detect thoughts*, *mirror image*, *misty step*
 3rd Level (3 slots): *counterspell*, *fly*, *lightning bolt*
 4th Level (3 slots): *banishment*, *fire shield*, *stoneskin**
 5th Level (3 slots): *cone of cold*, *screaming*, *wall of force*
 6th Level (1 slot): *globe of invulnerability*
 7th Level (1 slot): *teleport*
 8th Level (1 slot): *mind blank**
 9th Level (1 slot): *time stop*

* The serpent man casts these spells on itself before combat.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus the target must make a DC 13 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 hour. While poisoned in this way, the target has disadvantage on Constitution ability checks and saving throws, and death saving throws.

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

Fire Bolt. *Ranged Spell Attack:* +9 to hit, reach 120 ft., one target. *Hit:* (4d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Shocking Grasp. *Melee Spell Attack:* +9 to hit, reach touch, one target. *Hit:* (4d8) lightning damage. The archmage has advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target can't take reactions until the start of its next turn.

Serpent People

Serpent people walk lithely and sinuously erect on reptilian feet. Their pried and hairless bodies bend with great suppleness, and they emit a loud and constant hissing as they go.

Predating man, serpent people revere Yig above all, as he is father of all snakes. But some blasphemers have worshipped Tsathoggua. Omerian serpent people who've traveled through the infinite layers of the Cosmos to reach Casar have chosen to worship the plague-bringer Qua-Soko—who some of their kind theorize is another one of Nyarlathotep's many incarnations.

These serpent people lurk below the lands of man in the Low which they heavily contest with the undead inak. Like their forebearers, Omerian serpent people have access to magics both natural and learned, borrowed and stolen.

SERPENT MAN

Medium monstrosity (shapechanger), neutral evil

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

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

Skills Arcana +5, Deception +5
Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech, Primordial, Undercommon
Challenge ½ (100 XP)

Shapechanger. The serpent man can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The serpent man is a 3rd-level spellcaster. Intelligence is the serpent man's spellcasting ability (spell save DC 13, +5 to hit with spell attacks). The serpent man has the following wizard spells prepared:

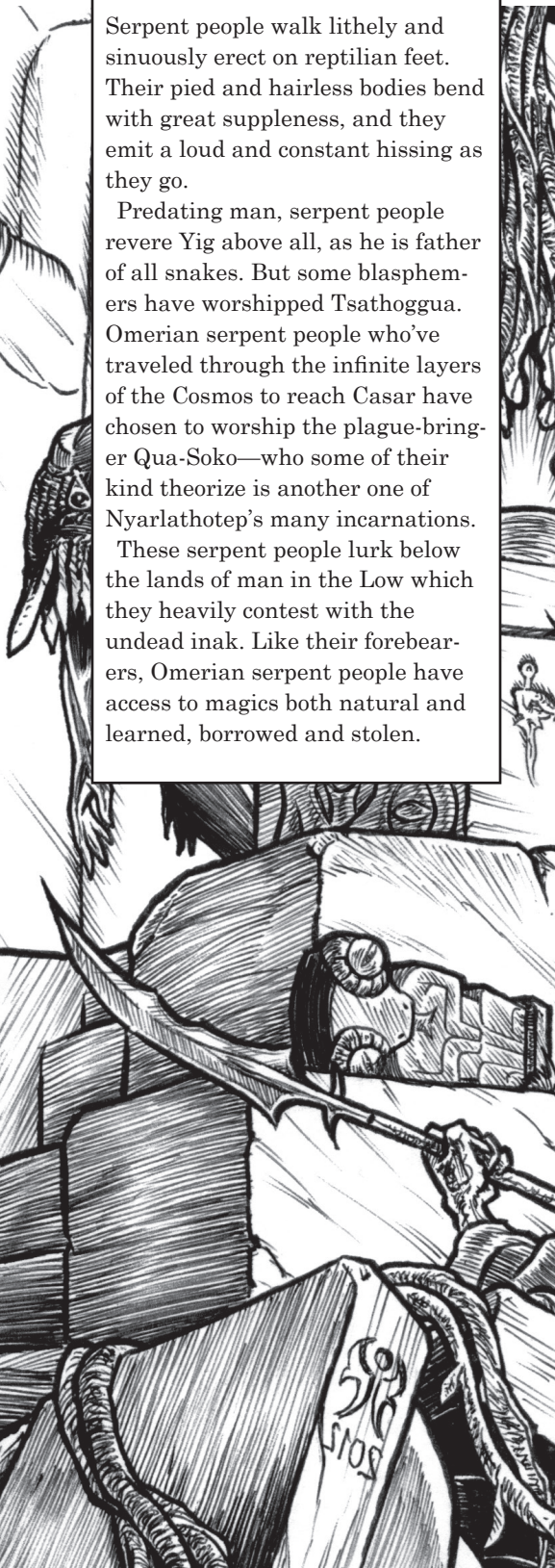
Cantrips (at will): *chill touch, dancing lights, prestidigitation*
 1st Level (4 slots): *burning hands, detect magic, false life, shield*
 2nd Level (2 slots): *blindness/deafness, ray of enfeeblement*

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus the target must make a DC 13 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 hour. While poisoned in this way, the target has disadvantage on Constitution ability checks and saving throws, and death saving throws.

Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 4 (1d8) necrotic damage, and the target can't regain hit points until the start of its next turn. If the serpent man hits an undead target with this attack, the target also has disadvantage on attack rolls against the serpent man until the end of its next turn.

Quartermstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when wielded with two hands.



Servant of Xuag

Servants of Xuag, or “orcopus” as they are commonly called by those unfortunate enough to have encountered them, are orc cultists of the ancient kraken Xuag who have been remade in his image as part of a foul ritual. Originally ordinary orcs, their lower halves have been reformed into eight monstrous tentacles and their left arms replaced by scaly, powerful claws. Though they retain their original personalities and memories, Servants of Xuag are infused with a relentless desire to serve their kraken patron.

Blessing and a Curse. Though orcs turned into Servants of Xuag can no longer be accepted among their former kin and therefore travel exclusively with Khagra and his crew, they have been granted an extraordinary power and ferocity that allows them to forge new paths in the name of Xuag. Their strength, swim speed, and piercing claws make them a serious threat to the ships they target for piracy, and enemy sailors are often paralyzed with fear at the sight of



them, turning raids into quick surrenders and brutal slaughters.

SERVANT OF XUAG <i>Large monstrosity, chaotic evil</i>			
Armor Class 16 (half plate) Hit Points 95 (10d10 + 40) Speed 30 ft., swim 40 ft.			
STR	20 (+5)	INT	9 (-1)
DEX	12 (+1)	WIS	11 (+0)
CON	18 (+4)	CHA	10 (+0)
Skills Athletics +8, Intimidation +3 Senses darkvision 60 ft., passive Perception 10 Languages Common, Orc Challenge 5 (1,800 XP)			
Aggressive. As a bonus action, the orcopus can move up to its speed toward a hostile creature that it can see. Amphibious. The orcopus can breathe air and water.			
ACTIONS			
Multiattack. The orcopus can make three attacks with its scimitar. It can replace one of its scimitar attacks with a claw attack or a tentacles attack. Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the target takes 8 (1d6 + 5) bludgeoning damage at the start of each of the orcopus's turns, and the orcopus can't use its claw on another target. Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) slashing damage. Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage and, if the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the orcopus can't use its tentacles on another target. Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the orcopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the orcopus can use the Dash action as a bonus action.			
REACTIONS			
Parry. The orcopus adds 3 to its AC against one melee attack that would hit it. To do so, the orcopus must see the attacker and be wielding a melee weapon.			

Shadow Behemoth

In the Endless Ocean of Shadow of the Other, the colossal shadow behemoths are creatures woven from the darkness itself. A shadow behemoth is a composite of shadowy tendrils,

SHADOW BEHEMOTH <i>Gargantuan undead, chaotic evil</i>			
Armor Class 17 (natural armor) Hit Points 174 (12d20 + 48) Speed 40 ft., swim 60 ft.			
STR	24 (+7)	INT	3 (-4)
DEX	15 (+2)	WIS	11 (+0)
CON	19 (+4)	CHA	6 (-2)
Skills Stealth +7 (+12 in dim light or darkness) Damage Vulnerabilities radiant Damage Resistances acid, cold, fire, lightning, thunder Damage Immunities poison, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned, prone Senses darkvision 120 ft., passive Perception 10 Languages — Challenge 13 (10,000 XP)			
Light Hypersensitivity. The shadow behemoth takes 20 radiant damage when it starts its turn in bright light. While in bright light it has disadvantage on attack rolls and ability checks. Shadow Stealth. While in dim light or darkness, the shadow behemoth can take the Hide action as a bonus action.			
ACTIONS			
Multiattack. The shadow behemoth can make up to three attacks with its tendrils. It can replace one of its tendril attacks with its Strength Drain attack. Tendrils. Melee Weapon Attack: +12 to hit, reach 30 ft., one creature. <i>Hit:</i> 21 (4d6 + 7) necrotic damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The shadow behemoth has 10 tentacles, each of which can grapple one target. Strength Drain. The shadow behemoth drains the Strength of one creature it is grappling; the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse in 1d4 hours.			

mouths filled with dark teeth, and hateful, black eyes that rise to the surface of its umbral “flesh” like bubbles on foamy water.

Pure evil, shadow behemoths cannot be controlled, not even by the umbras who share a similar origin.

More than anything, shadow behemoths despise living creatures. These beasts hunt the edges of the Black Cauldron, hoping to grab a newborn Lost One before it is able to protect itself with the help of a Voice in the Dark or other benevolent creature.

SHADOW GOBLIN <i>Small humanoid (goblin), neutral evil</i>	
Armor Class 14 (studded leather) Hit Points 17 (5d6) Speed 30 ft.	
STR 8 (-1)	INT 10 (+0)
DEX 14 (+2)	WIS 11 (+0)
CON 10 (+0)	CHA 9 (-1)
Skills Stealth +6 Senses darkvision 120 ft., passive Perception 10 Languages Common, Goblin Challenge 1 (200 XP)	
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	
Shadow Step. While the goblin is in dim light or darkness, as a bonus action, it can teleport up to 60 feet to an unoccupied space that it can see that is also in dim light or darkness. The goblin then has advantage on the first melee attack it makes before the end of the turn.	
Sneak Attack. Once per turn, the goblin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.	
Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.	
ACTIONS	
Shortsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.	
Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.	

Undead Nature. The shadow behemoth does not require air, food, drink, or sleep.

Shadow Goblins

Shadow goblins are goblins who were exposed to the same aberrant energy that consumed the Olyothyrian city of Ise Serin and created the arnitikos. As such, shadow goblins are mortal enemies of the arnitikos, blaming the colorless elves for their curse.

Shadow goblins who procreate always produce twins. A shadow goblin's twin is its closest companion. Should one shadow goblin twin die, the surviving twin goes through a process that necromancers have dubbed “the unwinding.” Over the next few months, the surviving shadow goblin's strength fades away until there is nothing left by a shadow.

Like the arnitikos, shadow goblins do not require food or drink to survive



and they cannot rest unless they are within total darkness.

Shadow Goblin Ripper

While most shadow goblins are a loose conglomerate of murderers and thieves, sometimes, they are lead by rippers. Rippers get their name from the long, dextrous, warscythe-like weapons they carry which allow them to channel and fire unstable shadow-stuff at their foes.

SHADOW GOBLIN RIPPER <i>Small humanoid (goblin), neutral evil</i>	
Armor Class 15 (studded leather) Hit Points 45 (10d6 + 10) Speed 30 ft.	
STR 10 (+0)	INT 10 (+0)
DEX 16 (+3)	WIS 13 (+1)
CON 12 (+1)	CHA 13 (+1)
Skills Stealth +9 Damage Resistances necrotic Senses darkvision 120 ft., passive Perception 11 Languages Beste, Common, Goblin Challenge 6 (2,300 XP)	
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	
Shadow Step. While the goblin is in dim light or darkness, as a bonus action, it can teleport up to 60 feet to an unoccupied space that it can see that is also in dim light or darkness. The goblin then has advantage on the first melee attack it makes before the end of the turn.	
Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.	
ACTIONS	
Multiattack. The goblin makes two attacks with its shadow ripper.	
Shadow Ripper. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (1d10 + 3) slashing damage plus 11 (2d10) necrotic damage.	
Shadow Blast (Recharge 5-6). <i>Ranged Weapon Attack:</i> +5 to hit, range 100 ft., one target. <i>Hit:</i> 22 (4d10) necrotic damage and the target must make a DC 12 Constitution saving throw. On a failed saving throw, the target's maximum hit points are reduced by an amount equal to the necrotic damage taken.	

Sharkmanbot

Sharkmanbot is Dr. Calamity's chief enforcer and leader of Dr. Calamity's henchman. He oversees many of Calamity's biggest projects. Sharkmanbot appears as a large shark-human hybrid whose legs and arms have been replaced with mechanical parts.

It is unknown how Sharkmanbot came to be, or even how he started working for Dr. Calamity. What is known, however, is that Sharkmanbot is a force to be reckoned with.

SHARKMANBOT

Large construct, lawful evil

Armor Class 18 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +11, Con +10
Skills Athletics +11, Intimidation +8, Perception +7
Damage Resistances poison
Senses blindsight 30 ft., passive Perception 17
Languages Common
Challenge 16 (15,000 XP)

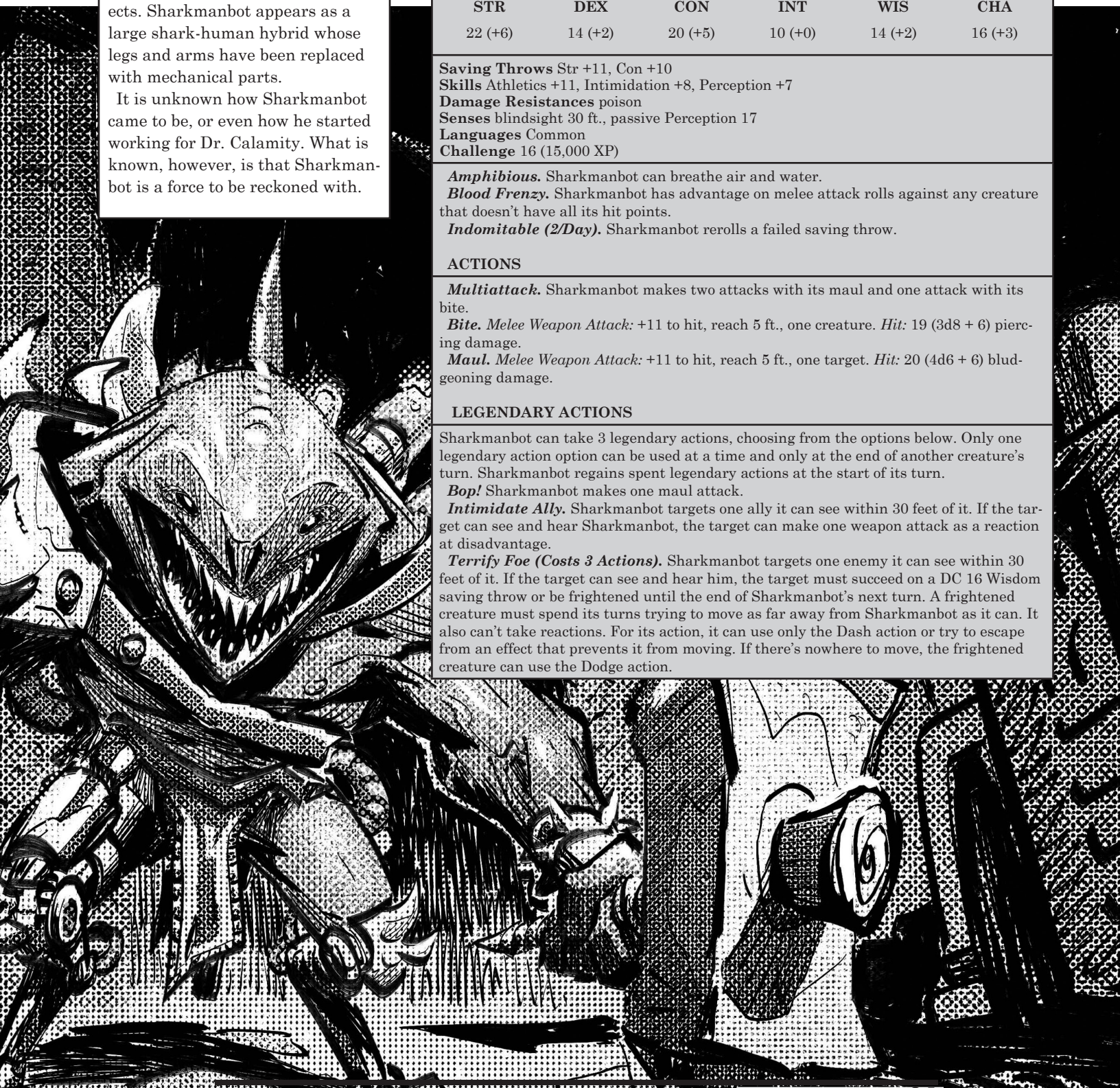
Amphibious. Sharkmanbot can breathe air and water.
Blood Frenzy. Sharkmanbot has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Indomitable (2/Day). Sharkmanbot rerolls a failed saving throw.

ACTIONS

Multiattack. Sharkmanbot makes two attacks with its maul and one attack with its bite.
Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage.
Maul. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

LEGENDARY ACTIONS

Sharkmanbot 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. Sharkmanbot regains spent legendary actions at the start of its turn.
Bop! Sharkmanbot makes one maul attack.
Intimidate Ally. Sharkmanbot targets one ally it can see within 30 feet of it. If the target can see and hear Sharkmanbot, the target can make one weapon attack as a reaction at disadvantage.
Terrify Foe (Costs 3 Actions). Sharkmanbot targets one enemy it can see within 30 feet of it. If the target can see and hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Sharkmanbot's next turn. A frightened creature must spend its turns trying to move as far away from Sharkmanbot as it can. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the frightened creature can use the Dodge action.



Ship Creatures of The Dark Sea

Lost Claws

Part vessel, part creature, Lost Claws is formed from the still-living body of the king of crabs. Infected by the same parasites that form Thousand Shrimp Man, Lost Claws is both vessel to its crustacean crew, and a creature in its own right. A mechanical marvel of rusted red steel and purple chitin this creature can be described as having been ‘enhanced’. Its eyes have been replaced with periscopes, its legs augmented with fin-like flaps allowing it to swim, and its single, huge claw reinforced with jagged metal. It has but one purpose, to bring back the winnings of the Sea Rat’s Regatta to Zuglok Fleshdabbler.

Megalodon

Ancient beyond belief, the megalodon is no native of the Dark Sea. For one, it can’t see in the dark. Without its magical lanterns, it would constantly be colliding with the various submarine hazards that litter the sea floor. Luckily, the bony plates that cover its exterior mitigate most of these blows.

Captured and ferried to the Dark Sea by sahuagin, the megalodon has worked as the engine to their chariots for thousands of years. It is now the last of its kind, a fact it is too stupid to comprehend.

LOST CLAWS

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 20 ft., swim 30 ft.

STR	22 (+6)	INT	3 (-4)
DEX	8 (-1)	WIS	11 (+0)
CON	16 (+3)	CHA	10 (+0)

Skills Athletics +9, Perception +3, Stealth +2

Damage Resistances cold, fire, necrotic

Condition Immunities charmed, deafened, frightened, incapacitated, prone, stunned, unconscious

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages —

Challenge 5 (1800 XP)

Mechanoclaw. Lost Claws’ mechanoclaw is so large it is a separate target for attacks. Damage dealt to the mechanoclaw does not transfer to Lost Claws. It has an AC of 17, 50 hit points, and the same resistances and immunities as Lost Claws.

Rustable. If Lost Claws’ mechanoclaw takes 5 points of acid or cold damage in one turn, it can’t use it to attack until the end of its next turn.

ACTIONS

Mechanoclaw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) bludgeoning damage and the target is grappled (escape DC 17).

MEGALODON

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armour)

Hit Points 148 (9d20 + 54)

Speed 0 ft., swim 50 ft.

STR	24 (+7)	INT	1 (-5)
DEX	10 (+0)	WIS	10 (+0)
CON	22 (+6)	CHA	3 (-4)

Skills Perception +3

Senses blindsight* 30 ft., passive Perception 13

Languages —

Challenge 6 (2300 XP)

***Blindsmell.** The megalodon’s blindsight is limited only to creatures; it can’t detect underwater obstacles

Keen Smell. The megalodon has advantage on Wisdom (Perception) checks that rely on smell.

Water Breathing. The megalodon can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 29 (4d10 + 7) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the megalodon can’t bite another target.

SHOGGOTH*Huge aberration, neutral evil***Armor Class** 7**Hit Points** 270 (20d12 + 140)**Speed** 40 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	5 (-3)	25 (+7)	7 (-2)	10 (+0)	20 (+5)

Skills Perception +10**Damage Resistances** cold, fire, lightning**Damage Immunities** acid, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Condition Immunities** prone**Senses** darkvision 120 ft., passive Perception 20**Languages** Deep Speech**Challenge** 13 (10,000 XP)**Self-Luminous.** The shoggoth emits dim light in a 5-foot radius.

Maddening Appearance. The first time a creature that can see the shoggoth starts its turn within 60 feet of the shoggoth, the creature must make a DC 18 Wisdom saving throw. On a failed saving throw, the creature becomes frightened for 1 minute and gains a random form of long-term madness (see Chapter 8 of the *DMG*). The creature can repeat its saving throw at the end of each of its turns, ending the frightened effect on itself with a success. On a successful saving throw, the creature is frightened until the end of its next turn. A creature that succeeds on its initial saving throw or the effect ends for it is immune to the maddening appearance of all shoggoths for 24 hours.

ACTIONS**Multiattack.** The shoggoth makes 1d6 spontaneous appendage attacks.**Spontaneous Appendage, Melee Weapon Attack:** +14 to hit, reach 5 ft., one creature.**Hit:** Roll a d6 to determine the type of damage dealt.

Roll 1-2: 19 (3d6 + 9) bludgeoning damage

Roll 3-4: 19 (4d4 + 9) piercing damage

Roll 5-6: 20 (2d10 + 9) slashing damage

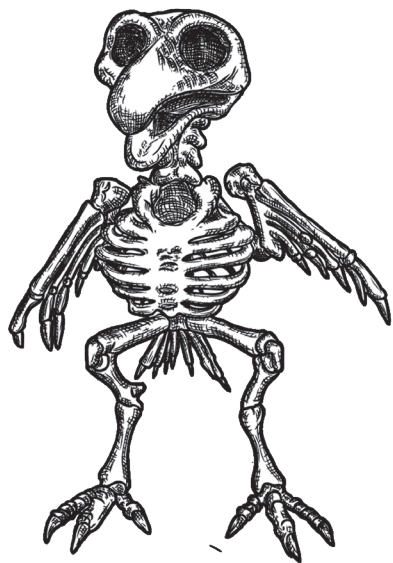
Engulf. The shoggoth moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the shoggoth enters a creature's space, the creature must make a DC 19 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shoggoth. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the shoggoth enters the creature's space, and the creature takes 21 (6d6) piercing damage plus 21 (6d6) bludgeoning damage plus 21 (6d6) slashing damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) piercing damage plus 21 (6d6) bludgeoning damage plus 21 (6d6) slashing damage at the start of each of the shoggoth's turns. When the shoggoth moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 19 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shoggoth. Also, a creature within 5 feet of the shoggoth that is not currently engulfed by the shoggoth can take an action to pull a creature or object out of the shoggoth. Doing so requires a successful DC 19 Strength check, and the creature making the attempt automatically takes damage from one of the shoggoth's spontaneous appendages (see above).

Shoggoth

The nightmare, plastic column of fetid, black iridescence oozed tightly onward—a shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind swept so evilly free of all litter. Still came that eldritch mocking cry—“Tekeli-li! Tekeli-li!”

At the Mountains of Madness

HP Lovecraft



Skeletal Macaw

This undead familiar continues to serve Carlos the Red beyond death, as a sentry when vessels approach their ghost ship *The Perpetual*.

SKELETAL MACAW <i>Tiny undead, neutral evil</i>			
Armor Class 12 (natural armor)			
Hit Points 4 (1d4 + 2)			
Speed 10 ft., fly 50 ft.			
STR	2 (-4)	INT	2 (-4)
DEX	12 (+1)	WIS	12 (+1)
CON	15 (+2)	CHA	6 (-2)
Skills Perception +3			
Damage Vulnerabilities bludgeoning			
Damage Immunities poison			
Condition Immunities exhaustion, poisoned			
Senses darkvision 60 ft., passive Perception 13			
Languages —			
Challenge 0 (10 XP)			
Mimicry. The macaw can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.			
ACTIONS			
Beak. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.			

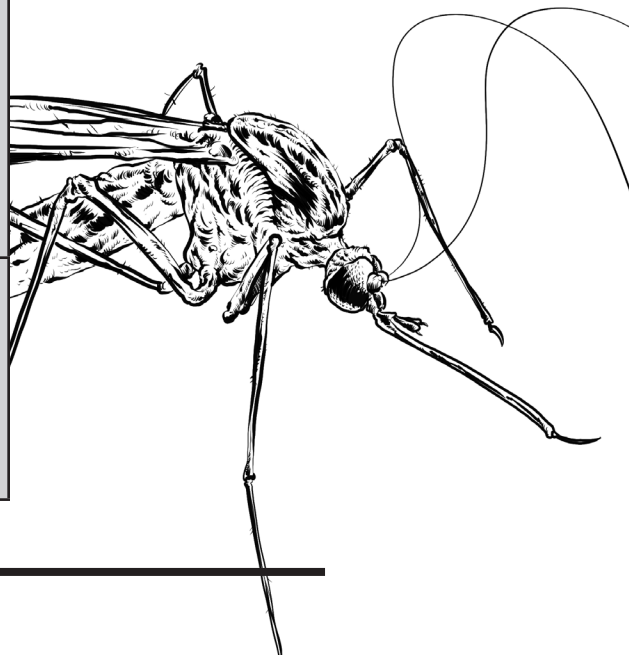
Sludgedrill

Sludgedrills are not native to the Material Plane—their origin, like that of the Priests of Consuming, is unknown. Some theorize that they grow from the husks of those consumed by the Priests. Others suggest they are a direct, divine creation from an ancient, unholy power. Mosquito-like in appearance, sludgedrills are winged insectoid creatures the size of dogs. Their mandibles are razor sharp and the ooze that drips from their forms is potentially deadly to the largest of creatures even in the smallest amounts. They emanate a buzzing

sound that can rupture the eardrums of nearby creatures if suffered for too long.

Feeding on emotion. Sludgedrills do not consume material sustenance, instead feeding off of the ambient negative emotions of humanoids in their vicinity—specifically the emotions of anxiety and fear. The intensity and amount of emotion in the area will determine the rate of growth for a sludgedrill. In certain cases, a sludgedrill may mature into adulthood in as little as three hours if the conditions are suitable. Sludgedrills are exceedingly rare on the Material Plane, though are more commonly found in areas experiencing intense hardship. Though the disease created from sludgedrill ooze is non-contagious, sludgedrill breeding grounds in food or water sources can create a vicious feedback loop, where the disease spread by the sludgedrills causes fear and anxiety in a population, which further contributes to increased rates of sludgedrill reproduction and development, thus potentially intensifying further disease and negative emotion. Some scholars recall the tale of an entire city that millennia ago was completely consumed by a sludgedrill outbreak, leaving nothing but empty homesteads and the relentless buzzing.

SLUDGEDRILL <i>Medium aberration, chaotic evil</i>			
Armor Class 15			
Hit Points 90 (12d8 + 36)			
Speed 30 ft., fly 40 ft.			
STR	12 (+1)	INT	2 (-4)
DEX	21 (+5)	WIS	8 (-1)
CON	17 (+3)	CHA	7 (-2)
Skills Acrobatics +8			
Senses darkvision 60 ft., passive Perception 9			
Languages —			
Challenge 5 (1,800 XP)			
Maddening Buzz. Each creature that starts its turn within 60 feet of the sludgedrill must make a DC 15 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature takes 11 (2d6 + 4) psychic damage, or half as much damage on a failed save. On a successful save, the creature is immune to the buzzing of all sludgedrills for 24 hours.			
Death Burst. When the sludgedrill is reduced to 0 hit points, it expels a spray of acidic ooze from its pores. Creatures within 10 feet of the sludgedrill must make a DC 14 Dexterity saving throw, taking 14 (4d6) damage on a failed save.			
ACTIONS			
Multiattack. The sludgedrill makes two stinger attacks.			
Stinger. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) piercing damage. The target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.			



Snakes, Serpent Whisperer

The Serpent Whisperers of Grihoo have a natural kinship with serpents. Through simple gestures and hissing sounds, they can communicate with snakes and direct them to perform simple tasks.

In addition to the anacondas, cobras, and other snake varieties that exist on The Skeleton Key, the island is also home to two unique serpents: lava cobras and needleblast boas.

Lava Cobra

Although the nameless mountain's three volcanoes haven't erupted in centuries, magma still courses through The Skeleton Key's veins. Slithering out of the Key's magma

LAVA COBRA <i>Large monstrosity, unaligned</i>			
Armor Class 15 (natural armor) Hit Points 37 (5d10 + 10) Speed 30 ft.			
STR	17 (+3)	INT	1 (-5)
DEX	15 (+2)	WIS	10 (+0)
CON	14 (+2)	CHA	3 (-4)
Damage Immunities fire Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10 Languages — Challenge 3 (700 XP)			
ACTIONS			
Multiattack. The lava cobra makes two bite attacks. Bite. <i>Melee Weapon Attack:</i> +5, reach 5 ft., one creature. <i>Hit:</i> 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage. Fire Breath (Recharge 5-6). The cobra exhales fire in a 30-foot line that is 5-foot wide. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.			

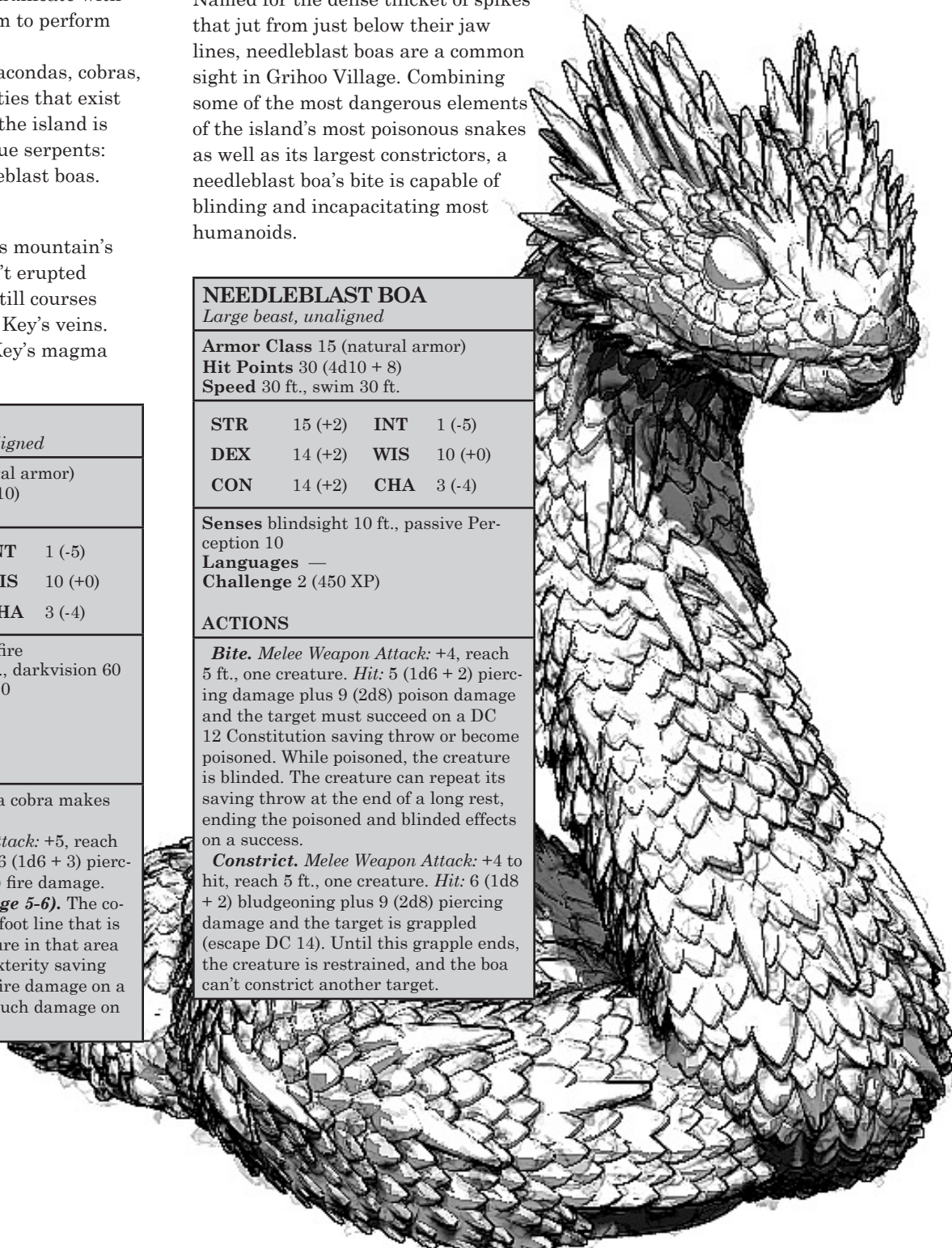
tubes are lava cobras, 12-foot-long serpents that can breathe fire as well as any Aegreyan half-blood.

Needleblast Boa

Named for the dense thicket of spikes that jut from just below their jaw lines, needleblast boas are a common sight in Grihoo Village. Combining some of the most dangerous elements of the island's most poisonous snakes as well as its largest constrictors, a needleblast boa's bite is capable of blinding and incapacitating most humanoids.

NEEDLEBLAST BOA <i>Large beast, unaligned</i>			
Armor Class 15 (natural armor) Hit Points 30 (4d10 + 8) Speed 30 ft., swim 30 ft.			
STR	15 (+2)	INT	1 (-5)
DEX	14 (+2)	WIS	10 (+0)
CON	14 (+2)	CHA	3 (-4)
Senses blindsight 10 ft., passive Perception 10 Languages — Challenge 2 (450 XP)			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +4, reach 5 ft., one creature. <i>Hit:</i> 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned. While poisoned, the creature is blinded. The creature can repeat its saving throw at the end of a long rest, ending the poisoned and blinded effects on a success. Constrict. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> 6 (1d8 + 2) bludgeoning plus 9 (2d8) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the boa can't constrict another target.			

The boas who live among the Serpent Whisperers subsist on a steady diet of goats, chickens, and the occasional violator of the Serpent Whisperers' code of law.



Sorcerer

As descendants of the dragonkin of Aegraya and the Great Chromatics of The Summer Land, sorcerers are creatures born with innate magical powers. Anthroposcopic features such as yellow eyes, scales, and sharp features often betray the sorcerer's origins. As such, those who are without an innate ability to obscure such features are often viewed as outcasts, just as if they were half-dragons or dragonborn.

Children of Tostrasz. Of all the Chromatic breeds who mixed with humanoids, reds were by far most prolific. Tostrasz the Enormous alone was rumored to have over 100 half-humanoid progeny.

The Drakeblood Colony. Maer is a cliff-side, coastal colony found east of Vaskil on the other side of the Spine. There, the drakebloods live free from persecution of the Pressonians who remember all too well the War of the Burning Plains.

Drakebloods in Omeria

Humanoids who possess draconic blood come in three variants. The actual children of dragons and humanoids are half-dragons. Second generation drakebloods are dragonborn. And third-generation drakebloods are humanoids who have a proclivity to sorcery (for example, a human with the draconic bloodline sorcerous origin). Although, it's rare for fourth-generation drakebloods to possess sorcerous power, it's not impossible. Beyond fourth-generation, the draconic blood runs too thin to grant magical abilities.



SORCERER					
<i>Medium humanoid (any), any alignment</i>					
Armor Class 15 (natural armor)					
Hit Points 75 (10d8 + 30)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	18 (+4)
Saving Throws Con +5, Cha +7					
Skills Deception +7, Intimidation +7					
Senses passive Perception 11					
Languages Draconic plus any two languages					
Challenge 5 (1,800 XP)					
<p>Draconic Bloodline. The sorcerer's draconic bloodline increases its maximum hit points by 10 (included in its hit points). In addition, whenever the sorcerer makes a Charisma check when interacting with dragons, its proficiency bonus is doubled.</p> <p>Elemental Affinity. When the sorcerer casts a spell that deals fire damage, it can add its Charisma modifier to one damage roll of that spell. At the same time, it can spend 1 sorcery point to gain resistance to that damage type for 1 hour.</p> <p>Metamagic. The sorcerer has 10 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:</p> <p>Careful Spell. When the sorcerer casts a spell that forces other creatures to make a saving throw, the sorcerer can spend 1 sorcery point and choose up to three creatures. A chosen creature automatically succeeds on its saving throw against the spell.</p> <p>Empowered Spell. When the sorcerer rolls damage for a spell, it can spend 1 sorcery point to reroll a number of the damage dice up to its Charisma modifier (minimum of one). It must use the new rolls. The sorcerer can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.</p> <p>Quickened Spell. When the sorcerer casts a spell that has a casting time of 1 action, the sorcerer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.</p> <p>Spellcasting. The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following sorcerer spells: Cantrips (at will): <i>fire bolt, light, mage hand, message, minor illusion, prestidigitation</i> 1st Level (4 slots): <i>burning hands, magic missile, shield</i> 2nd Level (3 slots): <i>darkness, invisibility, scorching ray</i> 3rd Level (3 slots): <i>counterspell, fireball</i> 4th Level (3 slots): <i>dimension door, wall of fire</i> 5th Level (2 slots): <i>cone of cold</i></p>					
ACTIONS					
<p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p>					

Spaurans

With all the dangers one can face on the Dark Sea, you'd expect its inhabitants to be tough and gnarled to a man. Spaurans, however, maintain an existence of pacifism and oneness. The spores release by their buildings and vessels can induce travellers to stay—forever.

A spauran ship might travel for months, picking up stranded sailors to add to their crew, whether willing or compelled. Finally the ship will emerge from the water, sliding across rock on

millions of tiny cilia, before unwrapping itself and establishing a new spauran colony. Their laissez-faire attitude towards nautical voyages is likely a result of their resistance to acid.

SPAURAN SPROUT <i>Small plant (spauran), neutral</i>			
Armor Class 12 (natural armor) Hit Points 18 (4d6 + 4) Speed 30 ft.			
STR	6 (-2)	INT	9 (-1)
DEX	13 (+1)	WIS	12 (+1)
CON	12 (+1)	CHA	6 (-2)
Damage Vulnerabilities fire Damage Resistances acid, poison Condition Immunities charmed, poisoned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 1/4 (50 XP)			
Rapport Spores. A 20-foot radius of spores extends from the spauran. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. Sunlight Sickness. While in sunlight, the spauran has disadvantage on ability checks, attack rolls, and saving throws. The spauran dies if it spends more than 1 hour in direct sunlight.			
ACTIONS			
Spore Spray. Each creature in a 10-foot cone must succeed on a DC 11 Constitution saving throw or take 3 (1d6) acid damage plus 3 (1d6) poison damage.			
REACTIONS			
Preservation Spore. As a reaction to being hit by an attack, the spauran can release a cloud of spores. Each non-spauran creature within 5 feet of the spauran must succeed on a DC 11 Wisdom saving throw or be charmed by the spauran until the end of the creature's next turn.			



PRESERVATION SPORE <i>Medium plant (spauran), neutral</i>			
Armor Class 13 (natural armor) Hit Points 45 (6d8 + 18) Speed 30 ft.			
STR	9 (-1)	INT	11 (+0)
DEX	15 (+2)	WIS	12 (+1)
CON	16 (+3)	CHA	8 (-1)
Damage Vulnerabilities fire Damage Resistances acid, poison Condition Immunities charmed, poisoned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 1 (200 XP)			
Rapport Spores. A 30-foot radius of spores extends from the spauran. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 60 feet of each other. Sunlight Sickness. While in sunlight, the spauran has disadvantage on ability checks, attack rolls, and saving throws. The spauran dies if it spends more than 1 hour in direct sunlight.			
ACTIONS			
Multiattack. The spauran makes two attacks; one with its halluciwhip and one with its spore spray. Halluciwhip. Melee Weapon Attack: +4 to hit, reach 15 ft., one target. Hit: 4 (1d4 + 2) slashing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. A creature that fails by 5 or more (DC 8) is stunned instead of incapacitated. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Spore Spray. Each creature in a 15-foot cone must make a DC 13 Constitution saving throw, taking 7 (2d6) acid damage plus 7 (2d6) poison damage on a failure, or half damage on a success.			
REACTIONS			
Preservation Spore. As a reaction to being hit by an attack, the spauran can release a cloud of spores. Each non-spauran creature within 10 feet of the spauran must succeed on a DC 13 Wisdom saving throw or be charmed by the spauran until the end of the creature's next turn.			

Specter, Greater

A specter is the angry, unfettered spirit of a humanoid that has been prevented from passing to the afterlife. Specters no longer possess connections to who or what they were, yet are condemned to walk the world forever.

Greater specters are older specters who maintain a piece of their undying quest. Although more rational than their lesser kin, they are also far more dangerous.

Undead Nature. The greater specter does not require air, food, or sleep.

A Greater Specter's Lair

Greater specters influence the locations they haunt, exerting their will over their surroundings. Often, the specter's lair is a tomb where its original body rests. Some long-forgotten mission binds it to that location. The intense psychic energy the specter emits distorts and changes the place. Thick, musty mist clings to the floors. It's always cold, even in the midst of summer. And dark, pervasive thoughts echo through the minds of trespassers.

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

- **Dread Moan.** The specter targets one creature it can see within 60 feet of it. The creature must succeed on a DC 17 Wisdom saving throw or become frightened. While frightened, the target's speed is halved and it can't use reactions.
- **Snap Freeze.** Each creature within 30 feet of the specter must succeed on a DC 10 Constitution saving throw. On a failed saving throw, a creature gains one level of exhaustion. Creatures with resistance or immunity to necrotic damage automatically pass the saving throw.
- **Telekinetic Thrust.** The specter targets a creature or unattended object within 30 feet of it. A crea-

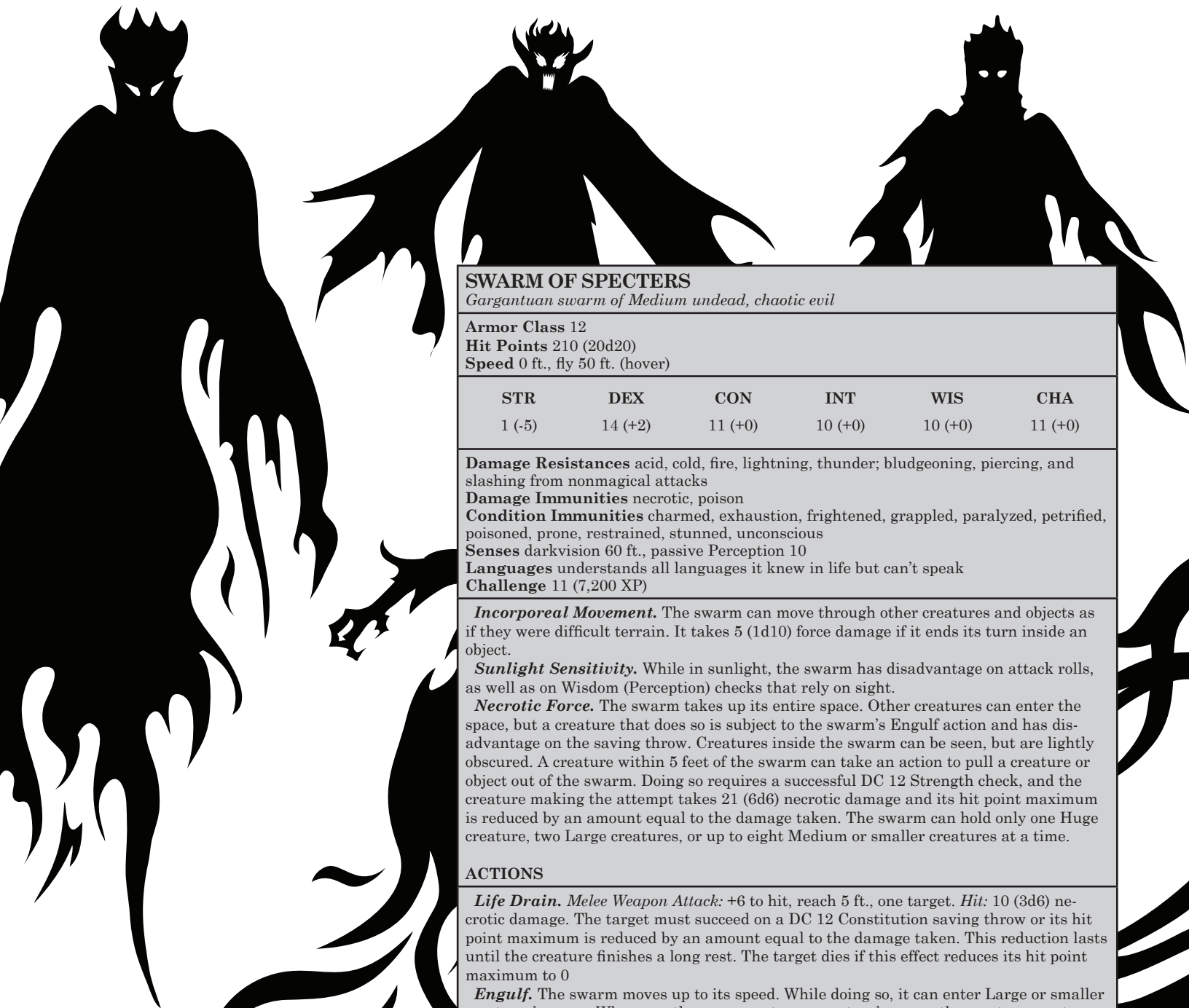
ture must be a Medium or smaller to be affected by this magic, and an object can weigh up to 200 pounds. The target must succeed on a DC 17 Strength check or the specter hurls the target up to 30 feet in any

direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 3 (1d6) bludgeoning per 10 feet moved. If the target is an object that isn't being worn or

carried, the specter hurls it up to 30 feet in any direction. The specter can use the object as a ranged weapon, attacking one creature along the object's path (+9 to hit) and dealing 7 (2d6) bludgeoning damage on a hit.

GREATER SPECTER <i>Medium undead, chaotic evil</i>					
Armor Class 14 Hit Points 135 (18d8 + 54) Speed 0 ft., fly 50 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	16 (+3)	13 (+1)	13 (+1)	18 (+4)
<p>Saving Throws Int +6, Wis +6, Cha +9 Damage Resistances acid, cold, fire, lightning, thunder Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from non-magical attacks Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 11 Languages understands all languages it knew in life but can't speak Challenge 16 (15,000 XP)</p>					
<p>Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Legendary Resistance (3/Day). If the specter fails a saving throw, it can choose to succeed instead. Magic Resistance. The specter has advantage on saving throws against spells and magical effects. Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.</p>					
ACTIONS					
<p>Multiattack. The creature makes two life drain attacks. Life Drain. Melee Spell Attack: +9 to hit, reach 5 ft., one creature. Hit: 28 (8d6) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, and returns as a wraith in 1 minute.</p>					
LEGENDARY ACTIONS					
<p>The greater specter 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 greater specter regains spent legendary actions at the start of its turn. Forceful Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage. Invisibility. The specter magically turns invisible until it attacks or casts a spell. Any equipment the specter wears or carries is invisible with it. Life Drain (Costs 2 Actions). The specter uses its life drain attack.</p>					





<p>SWARM OF SPECTERS <i>Gargantuan swarm of Medium undead, chaotic evil</i></p>					
<p>Armor Class 12 Hit Points 210 (20d20) Speed 0 ft., fly 50 ft. (hover)</p>					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)
<p>Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities necrotic, poison Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious Senses darkvision 60 ft., passive Perception 10 Languages understands all languages it knew in life but can't speak Challenge 11 (7,200 XP)</p>					
<p>Incorporeal Movement. The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.</p> <p>Sunlight Sensitivity. While in sunlight, the swarm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.</p> <p>Necrotic Force. The swarm takes up its entire space. Other creatures can enter the space, but a creature that does so is subject to the swarm's Engulf action and has disadvantage on the saving throw. Creatures inside the swarm can be seen, but are lightly obscured. A creature within 5 feet of the swarm can take an action to pull a creature or object out of the swarm. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 21 (6d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. The swarm can hold only one Huge creature, two Large creatures, or up to eight Medium or smaller creatures at a time.</p>					
<p>ACTIONS</p>					
<p>Life Drain. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (3d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0</p> <p>Engulf. The swarm moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the swarm enters a creature's space, the creature must make a DC 12 Charisma saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the swarm. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the swarm enters the creature's space, and the creature takes 21 (6d6) necrotic damage, its hit point maximum is reduced by an amount equal to the damage taken, and is engulfed. The engulfed creature is restrained, and takes 42 (12d6) necrotic damage at the start of each of the swarm's turns, and its hit point maximum is reduced by an amount equal to the damage taken. A creature's whose hit point maximum is reduced to 0 while inside the swarm dies and becomes part of the swarm; the swarm regains 20 hit points. When the swarm moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Wisdom saving throw. On a success, the creature escape and enters a space of its choice within 5 feet of the swarm.</p>					

Specters, Swarm of

When a single wraith leads a large group of specters, sometimes, the specters merge into one, voracious mass of spectral creatures. These spectral swarms slide through the halls of ancient ruins and underground lairs, desperate to fulfill their need to drain the life from mortals.

Spider, Flying

Flying spiders, like their cousins, the giant wolf spider, are intelligent, pony-sized arachnids that hunt in the dark. Whereas wolf spiders prefer caverns and underground places to find their prey, flying spiders take to the outside world on mountainsides and dark forests. A stealthy predator, flying spiders prefer to fly by and grab their targets with their strong foreclaws. Soon after, they bite the creature and inject it with a paralyzing agent. Once paralyzed, the flying spider delivers the creature to its hundreds of young who dine on the creature while it is still very much alive.

Flying spider wings are a favored spell component of many hags.

FLYING SPIDER <i>Medium beast, unaligned</i>	
Armor Class 13 (natural armor) Hit Points 11 (2d8 + 2) Speed 40 ft., climb 40 ft., fly 40 ft.	
STR 11 (+0)	INT 3 (-4)
DEX 12 (+1)	WIS 13 (+1)
CON 17 (+3)	CHA 4 (-3)
Skills Perception +3, Stealth +5 Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13 Languages — Challenge 1/4 (25 XP)	
Expert Grappler. Grappling a Small or smaller creature does not impose a penalty on the spider's flying speed. Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.	
ACTIONS	
Bite. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one creature. <i>Hit:</i> 3 (1d6) piercing damage and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way. Claws. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) piercing damage and the target is grappled (escape DC 10).	

Spider Brain

A spider-brain is a disembodied brain in a jar set on a platform with three spider legs. They can communicate with other creatures telepathically and have access to powerful psionic abilities.

SPIDER BRAIN <i>Small construct, lawful evil</i>			
Armor Class 17 (natural armor) Hit Points 58 (9d6 + 27) Speed 30 ft., climb 30 ft.			
STR 14 (+2)	INT 16 (+3)	DEX 13 (+1)	WIS 13 (+1)
CON 16 (+3)	CHA 8 (-1)		
Saving Throws Int +5, Wis +3 Skills Perception +5, Stealth +3 Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons Condition Immunities exhaustion, paralyzed, petrified, poisoned Senses blindsight 30 ft., passive Perception 15 Languages Telepathy 120 ft. Challenge 4 (1,100 XP)			
Magic Resistance. The spider brain has advantage on saving throws against spells and other magical effects. Spider Climb. The spider brain can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Innate Spellcasting (Psionics). The spider brain's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spider brain can cast the following spells, requiring no components when it does. At Will: <i>detect magic, detect thoughts, mage hand</i> (it's invisible), <i>mending</i> 3/day each: <i>enhance ability, invisibility, shield</i> 1/day each: <i>silence, telekinesis</i>			
ACTIONS			
Multiattack. The spider brain makes two claw attacks. Claw. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage. Zapper (Recharge 4-6). The spider brain fires a beam of crackling electricity in a 60-foot-line that's 5-feet wide. Each creature in the area must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed saving throw, or half as much damage on a successful one.			

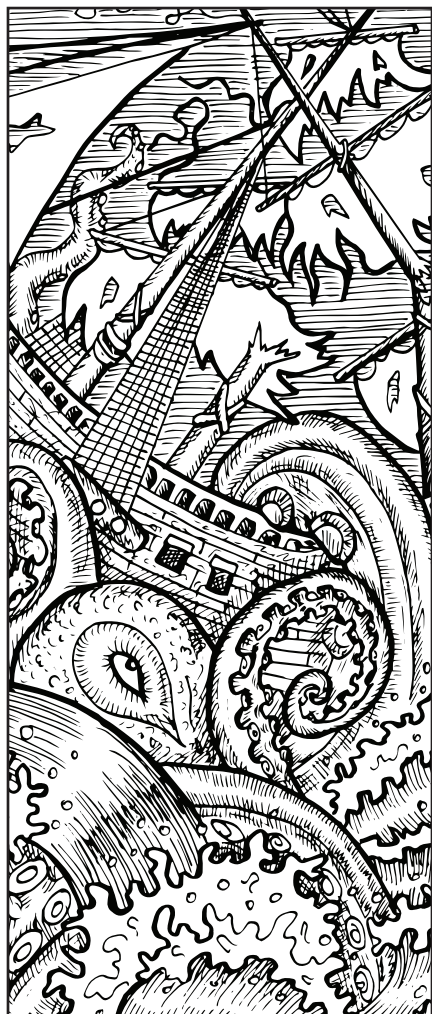
Spilatera

Spilateras are huge monstrosities that resemble multihorned bears that resemble multihorned bears with a long, snake-like proboscis that launches from their mouths. Typically, the splitera traps its prey by burrowing a hole into the earth or into the side of a rocky cliff. It then waits in the dark, using its camouflage to appear as the cave entrance. When a creature approaches, it attacks, using its proboscis to paralyze the creature. Then its claws to rend it to shreds.

SPILATERA <i>Huge monstrosity, chaotic evil</i>			
Armor Class 16 (natural armor) Hit Points 162 (12d12 + 84) Speed 40 ft., burrow 30 ft.			
STR 25 (+7)	INT 2 (-4)	DEX 11 (+0)	WIS 12 (+1)
CON 24 (+7)	CHA 7 (-2)		
Skills Perception +4 Senses darkvision 60 ft., passive Perception 14 Languages — Challenge 8 (3,900 XP)			
Charge. If the splitera moves 20 feet straight toward a target and then hits it with a horn attack on the same turn, that target takes an extra 13 (3d8) piercing damage from the attack. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. Stone Camouflage. The splitera has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.			
ACTIONS			
Multiattack. The splitera makes three attacks: two with its claws and one with its proboscis. Claws. <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 17 (3d6 + 7) slashing damage. Horns. <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 20 (3d8 + 7) piercing damage. Proboscis. <i>Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one creature. <i>Hit:</i> 13 (1d12 + 7) piercing damage and the target must make a DC 18 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 minute. While poisoned, the creature is paralyzed. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.			

From there, the spilatera recedes into the darkness of its cave where it swiftly devours its victim. Often, inedible items such as armor, weapons, and even treasure are found strewn about the spilatera's cave.

Spilateras are commonly found in the foothills surrounding the southern side of the Basilisk's Spine Mountain, particularly in the forests of the western Summer Land. Recently, spilateras have migrated over the mountains and through the Elegant Valley into the Wallingmiotta and even Gar Wabrizz. The centaur clans east of the Wallingmiotta have had a great deal of difficulty dealing with the invasive predator as it has started killing off the megafauna south of the Fairknot river.



Squid, Gargantuan

True terrors of the sea, gargantuan squids—often erroneously referred to as “krakens” by sailors who’ve never met or seen an actual kraken—can bring entire galleons down with their powerful tentacles.

Fortunately, not many of these beasts exist. Once, Qhekish cephalomancers attempted to capture and enslave one of these creatures. However, the beast ended up devouring its captors and escaping, taking out an entire coral fort as it went. The Qhekish still speak of that squid.

GARGANTUAN SQUID	
<i>Gargantuan beast, unaligned</i>	
Armor Class 13 (natural armor) Hit Points 145 (10d20 + 40) Speed 10 ft., swim 90 ft.	
STR 22 (+6)	INT 4 (-3)
DEX 13 (+1)	WIS 14 (+2)
CON 18 (+4)	CHA 4 (-3)
Skills Perception +5, Stealth +4 Senses darkvision 120 ft., passive Perception 15 Languages — Challenge 5 (1,800 XP)	
Hold Breath. While out of water, the squid can hold its breath for 1 hour. Siege Monster. The squid deals double damage to objects and structures. Water Breathing. The squid can breathe only underwater.	
ACTIONS	
Tentacles. Melee Weapon Attack: +9 to hit, reach 25 ft., one target. <i>Hit:</i> 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained. The squid can grapple up to four Large or smaller creatures at a time, or one Huge or larger creature. Ink Cloud (Recharges after a Short or Long Rest). A 100-foot-radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash action as a bonus action.	

Squirrel, Fey

Fey squirrels are guardians and protectors of the forest. Often surely—and, if you’ll pardon the expression—

squirrely, fey squirrels enjoy good conversation, reading, and storing acorns in the hollows of trees.

Sadly, there aren’t as many fey squirrels as there once were. The great enchanted forests of Omeria have started to lose their connection to The Other. As magic slowly dies, all of the fey creatures fade along with it. In time, the only squirrels in Omeria will be mundane, non-talking squirrels. Jelbi, the ally of Wilgrim and Aruxius, is a talking squirrel from the Wallingmiotta Forest.

FEY SQUIRREL	
<i>Tiny fey, chaotic neutral</i>	
Armor Class 13 Hit Points 7 (3d4) Speed 40 ft., climb 30 ft.	
STR 2 (-3)	INT 13 (+1)
DEX 16 (+3)	WIS 15 (+2)
CON 10 (+0)	CHA 18 (+4)
Saving Throws Int +3 Skills Perception +4, Stealth +5 Damage Resistance psychic Condition Immunities charmed, frightened Senses darkvision 60 ft., passive Perception 14 Languages Common, Sylvan Challenge 0 (10 XP)	
Magic Resistance. The squirrel has advantage on saving throws against spells and other magical effects. Innate Spellcasting. The squirrel’s innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no spell components. At will: <i>comprehend languages, detect magic, detect thoughts, dimension door, see invisibility</i> 1/day each: <i>antilife shell, clairvoyance, dispel evil and good</i>	
ACTIONS	
Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.	
REACTIONS	
Vanish. If the squirrel is targeted by an attack or spell, it can teleport to a spot within 500 feet of it. It can be a place the squirrel can see, one it can visualize, or one it can described by stating distance and direction. It can bring along objects as long as their weight doesn’t exceed what it can carry.	

STEEL ONE
Large aberration, lawful evil

Armor Class 19 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., climb 30 ft.

STR	19 (+4)	INT	9 (-1)
DEX	13 (+1)	WIS	13 (+1)
CON	19 (+4)	CHA	11 (+0)

Skills Athletics +10
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, necrotic
Senses darkvision 120 ft., passive Perception 11
Languages understands Beste but does not speak
Challenge 7 (2,300 XP)

ACTIONS

Multiattack. The steel one makes two slam attacks.
Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.
Pummel (Recharge 4-6). The steel one makes four slam attacks against one target.

Steel One

These massive, vaguely-humanoid creatures appear to be made from seamless black iron. They have four long arms and featureless faces. While it's unknown where the steel ones actually come from, it's believed that they are the servant guardians of Zistruenope, the great iron planet that exists at the edge of the Cosmos.

In the adventure *Creed of Iron*, the steel ones are mysteriously under the cult fanatic Ozrolos' control. How Ozrolos obtained such power is a mystery even to Ozrolos.

Pexian scholars will later theorize that Ozrolos must have had an innate connection to The Other and The Narrow Path to Zistruenope. Perhaps, Ozrolos is one of the mythical shadowweavers, a race of sorcerers who draw their powers directly from The Other's endless shadow.

Greater Steel One. If you want an even tougher challenge for your players, you can use the Greater Steel One detailed here.

Although rare, greater steel ones are even larger than the "typical" steel ones. Not only do these advanced aberrations have greater strength, agility, and improved toughness, but they are capable of firing devastating beams from their "faces" potentially disintegrating multiple foes at one blast.

STEEL ONE, GREATER
Huge aberration, lawful evil

Armor Class 22 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 60 ft., climb 40 ft.

STR	25 (+7)	INT	11 (+0)
DEX	14 (+2)	WIS	15 (+2)
CON	25 (+7)	CHA	12 (+1)

Saving Throws Str +12, Dex +7, Con +12
Skills Athletics +17, Perception +7
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, necrotic
Senses darkvision 120 ft., passive Perception 17
Languages understands Beste but does not speak
Challenge 16 (15,000 XP)

ACTIONS

Multiattack. The steel one makes four slam attacks.
Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.
Face Beam (Recharge 6). The steel one emits an arc of force energy in a 100-foot line that's 5-foot-wide. Each creature in that area must succeed on DC 20 Dexterity saving throw. On a failed save, a creature takes 65 (10d8 + 20) force damage. If this reduces the creature to 0 hit points, the creature is disintegrated.



Stitch Horror

Stitch horrors are ooze-like creatures created from random bits of flesh sewn together and then reanimated. The most famous instance of a stitch horror occurred during the excavation of the Crypt of the Obsidian Hound by the Antronec Guild. The thing consumed six porters and nearly killed Paola Antronec himself before it was put down by Xon'chee of Osgowic.

To date, no one knows how or why these things were created. Of course, many point towards fingers Xenem's necromancers.

STITCH HORROR <i>Large ooze, chaotic evil</i>					
Armor Class 8 Hit Points 152 (16d10 + 64) Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	2 (-4)	10 (+0)	2 (-4)
Damage Vulnerabilities necrotic Condition Immunities blinded, charmed, deafened, frightened, prone Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10 Languages does not understand any languages but can speak through the use of its Mimicry trait Challenge 4 (1,100 XP)					
<p>Stench. Any creature that starts its turn within 10 feet of the horror must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the horror's Stench for 24 hours.</p> <p>Grasping Threads. The horror grabs with its loose threads. The threads can be attacked (AC 12; 5 hit points; immunity to poison and psychic damage). Cutting threads deals no damage to the stitch horror, which can extrude replacements on its next turn. Threads can be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.</p> <p>Mimicry. The horror can mimic the voice of any creature it has absorbed, typically repeating whatever its last words were (screams, begs for mercy, etc.) A creature that hears the voices can tell they are imitations with a successful DC 14 Wisdom (Insight) check.</p>					
ACTIONS					
<p>Thread. <i>Melee Weapon Attack:</i> +4 to hit, reach 10 ft., one target. <i>Hit:</i> 12 (4d4 + 2) piercing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 12).</p> <p>Engulf. The horror moves up to its speed. While doing so, it can enter a Medium or smaller creatures' spaces. Whenever the horror enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the horror. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the horror enters the creature's space and the creature takes 13 (3d8) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) necrotic damage at the start of each of the horror's turns. From then on, the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the horror regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way becomes part of the stitch horror, and can only be revived via a <i>true resurrection</i> or <i>wish</i> spell. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the horror.</p>					

Student

Before a wizard becomes a mage, they must learn the basics of magic from a wizarding school. Use the following stat block for the apprentice wizards studying at the Pexia Academy of Arcane Arts.

STUDENT <i>Medium humanoid (any), any alignment</i>			
Armor Class 10 Hit Points 4 (1d8) Speed 30 ft.			
STR	10 (+0)	INT	13 (+1)
DEX	10 (+0)	WIS	10 (+0)
CON	10 (+0)	CHA	11 (+0)
Skills Arcana +3 Senses passive Perception 10 Languages any one language (usually Common) Challenge 0 (10 XP)			
<p>Innate Spellcasting. The student can cast <i>mage hand</i> at will, requiring no components. The student's spellcasting ability is Intelligence.</p>			
ACTIONS			
<p>Quarterstaff. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when wielded with two hands.</p>			



Sydyr

Bound by runic chains and forced to carry his blunted shovel, magic prevents Sydyr from being allowed to rest. He is obligated to continue the crypt's expansion and protect it from anyone who would dare intrude. Whulmthar ordered that Sygyr be fitted with a *gem of seeing* so that even the spirits of the dead could mock him for daring to oppose his power. Sydyr's chains are inscribed not only with foul, binding magic, but also with words in Giant script that describe his betrayal of Whulmthar and the punishment that he has been ordered.

Spending centuries in the dark has severely degraded his vision. In darkness, characters have advantage on checks made to hide from him. Sydyr is intended to be an exceedingly deadly foe. Try to communicate to the party that running and hiding from Sydyr may be necessary for their survival. If Sydyr loses track of the characters he pursues, he returns to his hole and continues digging after three rounds. Any attempts to engage him should be done so strategically, to ensure a strong advantage and, hopefully, victory.



SYDYR <i>Large undead, chaotic evil</i>			
Armor Class 17 Hit Points 153 (18d10 + 54) Speed 40 ft., climb 40 ft.			
STR	20 (+5)	INT	8 (-1)
DEX	12 (+1)	WIS	14 (+2)
CON	16 (+3)	CHA	8 (-1)
Saving Throws Dex +6, Con +8 Damage Resistances necrotic Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 12 Languages Giant Challenge 13 (10,000 XP)			
Regeneration. Sydyr regains 20 hit points at the start of his turn if he has at least 1 hit point. If he takes radiant damage, this trait doesn't function at the start of his next turn.			
Haunting Spirits. Sydyr is surrounded by wailing spirits that follow him wherever he goes, whispering insults in his ear and lashing out at intruders. Any creature that starts its turn within 15 feet of Sydyr must succeed a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become frightened until the end of its next turn. Creatures who succeed on this saving throw are immune to the spirits' effects for the next 24 hours.			
ACTIONS			
Multiattack. Sydyr makes two attacks, only one of which can be a shovel throw attack.			
Shovel Bash. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.			
Shovel Throw. Ranged Weapon Attack: +10 to hit, reach 30 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage and the target must make a DC 16 Constitution saving throw or become stunned until the end of its next turn. Sydyr hurls his shovel like a javelin, then uses his chains to reel in the shovel.			
Furious Roar (Recharge 5-6). Sydyr roars in fury. Each creature within 60 feet that can hear him must succeed on a DC 15 Wisdom saving throw or take 26 (4d8 + 6) psychic damage and be frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.			

Tethered

Tethered are creatures cloned from humanoids. They were originally developed to take control of the humanoid from which they were modeled. Unfortunately, the experiment failed as the connection between the tethered and the living being was far too weak. However, some rare tethered have shown a tenuous ability to take control of their originators.

Template

A tethered is a clone of a humanoid. As such, only humanoids can carry the tethered template. The following characteristics change or are added to a humanoid that becomes a tethered.

Retained Characteristics. The tethered retains its Armor Class, hit points, Hit Dice, Strength, Dexterity, Constitution, vulnerabilities, resistances, and immunities.

Lost Characteristics. The tethered loses its original saving throw and skill bonuses, special traits, as well as any armor, arms or equipment it is carrying. It loses any action that isn't Multiattack or a melee weapon attack that deals bludgeoning, piercing, or slashing damage. If it has an action or a melee weapon attack that deals some other type of damage, it loses the ability to deal damage of that type.

Alignment. The tethered is chaotic evil.

Ability Scores. The tethered's ability scores change as follows: Int 5 (-3), Wis 9 (-1), Cha 8 (-1).

Languages. The tethered loses all known languages.

New Trait: Connection. The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.

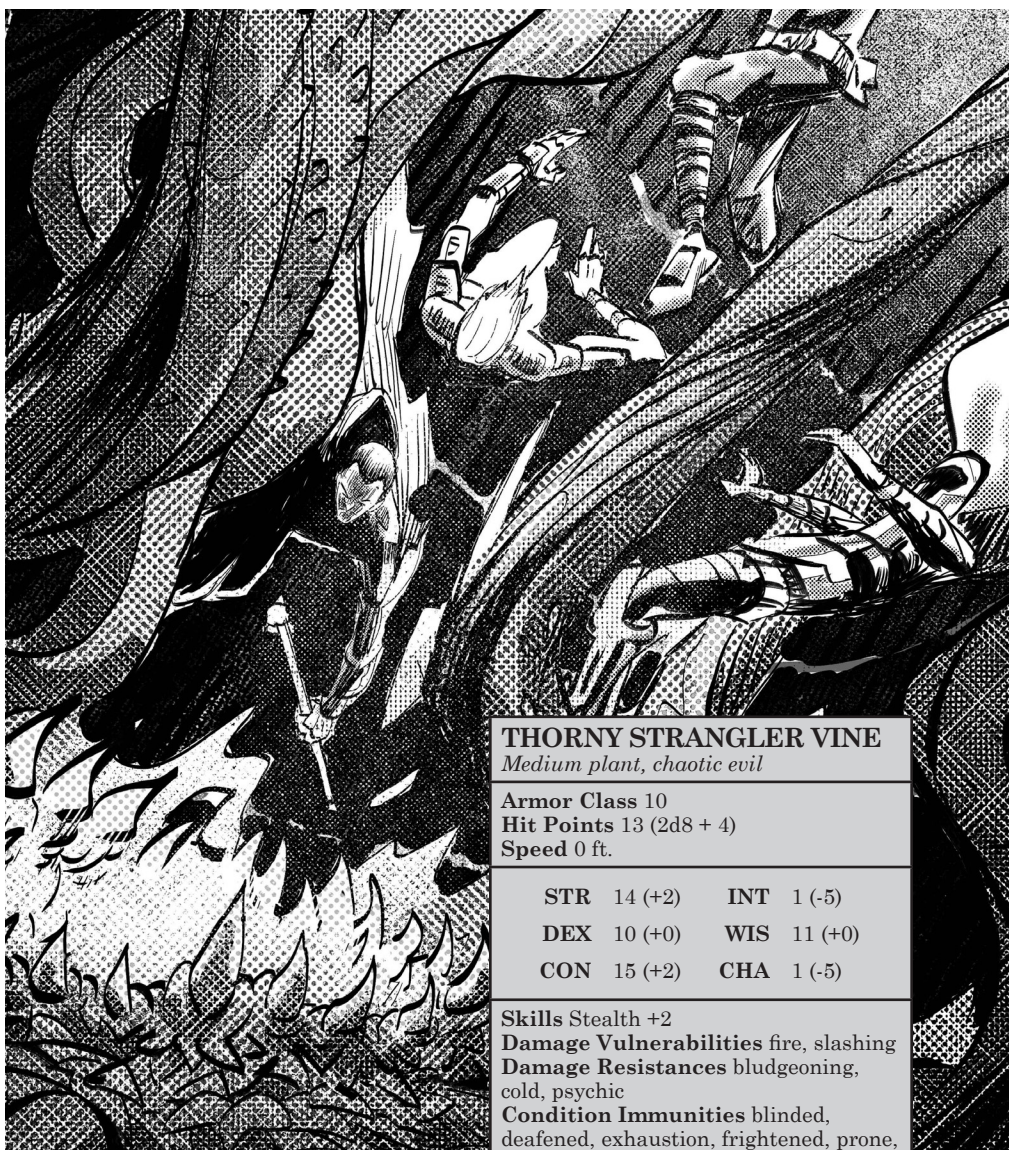
Attacks. If the tethered has no other means of dealing damage, it wields scissors. On a hit, scissors

deal piercing damage equal to 1d4 + the tethered's Strength or Dexterity modifier (tethered's choice).

Sample Tethered

The tethered statistics presented below use a human **knight** as the base creature.

TETHERED KNIGHT <i>Med humanoid (human), chaotic evil</i>			
Armor Class 10 Hit Points 52 (8d8 + 16) Speed 30 ft.			
STR	16 (+3)	INT	5 (-3)
DEX	11 (+0)	WIS	9 (-1)
CON	15 (+2)	CHA	8 (-1)
Senses passive Perception 9 Languages — Challenge 1/2 (100 XP)			
Connection. The tethered shares a connection with the humanoid from which it was cloned, its originator. The tethered has advantage on all Intelligence, Wisdom, and Charisma ability checks made to interact with its originator.			
ACTIONS			
Multiattack. The tethered makes two melee attacks.			
Scissors. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.			



THORNY STRANGLER VINE <i>Medium plant, chaotic evil</i>			
Armor Class 10 Hit Points 13 (2d8 + 4) Speed 0 ft.			
STR	14 (+2)	INT	1 (-5)
DEX	10 (+0)	WIS	11 (+0)
CON	15 (+2)	CHA	1 (-5)
Skills Stealth +2 Damage Vulnerabilities fire, slashing Damage Resistances bludgeoning, cold, psychic Condition Immunities blinded, deafened, exhaustion, frightened, prone, stunned, unconscious Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10 Languages — Challenge 1/2 (100 XP)			
Ambusher. The vine has advantage on attack rolls against any creature it has surprised.			
Greenery Camouflage. The vine has advantage on Dexterity (Stealth) checks made to hide among foliage or thick grass..			
ACTIONS			
Constrict. <i>Melee Weapon Attack:</i> +4 to hit, reach 10 ft., one target. <i>Hit:</i> 5 (1d6 + 2) bludgeoning damage, 2 (1d4) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained. The vine can constrict only one target at a time.			

Thorny Strangler Vine

Whether by malevolent design or simply by prolonged exposure to unholy presences, many of the plants around Skirvin manor have become dangerous, violent, and even bloodthirsty.

Thicker and tougher than the ordinary bramble vine it resembles, the thorny strangler vine lies motionless among other vines or shrubs until it senses a creature moving nearby. Once its prey is within reach, it lashes out with lightning quickness, strangling its victim with thorn-covered tendrils.

Thousand Shrimp Man

In his submarine lair, Zuglok ‘The Orctopus’ Fleshdabbler fiddles with biomantic magic. One of his creations? Thousand Shrimp Man. Formed of thousands of tiny crustaceans, each of which contains thousands more mind-controlling parasites, Thousand Shrimp Man appears like a humanoid formed of bubbling pink and blue flesh.

THOUSAND SHRIMP MAN					
<i>Medium swarm of Tiny monstrosities, unaligned</i>					
Armor Class 14 (natural armor)					
Hit Points 45 (10d8)					
Speed 30 ft., swim 45 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	12 (+1)	4 (-3)
Damage Resistances cold; bludgeoning, piercing, and slashing Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned Senses darkvision 120 ft., passive Perception 11 Languages — Challenge 4 (1100 XP)					
Damage Conduit. While Thousand Shrimp Man occupies another creature’s space, any attack that deals damage to Thousand Shrimp Man deals the same damage to that creature. Swarm. Thousand Shrimp Man can occupy another creature’s space and vice versa. It can move through any opening large enough for a Tiny monstrosity. It can’t regain hit points or gain temporary hit points.					
ACTIONS					
Multiattack. Thousand Shrimp Man makes two attacks, one with its bites and one with its cone of crustaceans. Cone of Crustaceans. <i>Melee Weapon Attack:</i> +4 to hit, reach 15 ft., one target. <i>Hit:</i> 14 (4d6) slashing damage, or 7 (2d6) slashing damage if Thousand Shrimp Man has half its hit points or fewer. Bites. <i>Melee Weapon Attack:</i> +4 to hit, reach 0 ft., one target. <i>Hit:</i> 14 (4d6) piercing damage, or 7 (2d6) piercing damage if Thousand Shrimp Man has half its hit points or fewer.					
LEGENDARY ACTIONS					
The Thousand Shrimp Man 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 Thousand Shrimp Man regains spent legendary actions at the start of its turn. Move. Thousand Shrimp Man moves up to its speed. Attack. Thousand Shrimp Man makes one attack with its bites. Disperse (costs 3 actions). Thousand Shrimp Man’s constituent shrimps disperse. Each creature within 10 feet of Thousand Shrimp Man must make a DC 12 Dexterity saving throw, taking 9 (2d8) slashing damage on a failure or half as much damage on a success. While dispersed, Thousand Shrimp man is immune to all damage and can’t be targeted by any spell, attack, or effect. It reforms at a point within 30 feet of its origin at the end of its next turn.					

Tigerpede

A squat creature with thick orange fur, one could be forgiven for mistaking it for a giant badger at first sight. In reality, the tigerpede differs substantially in that it has 10 muscular legs, five on either side in long, centipede-like rows. On its head are four black eyes and long, sinewy antennae in place of whiskers. The tigerpede uses these feelers to sense for food in

the tunnels or burrows of its prey.

The tigerpede stirs the ground with its short tusks to waft up smells for it to follow, tracking any creature it detects back to its home. Once the tigerpede locates its quarry, it pursues it underground, cornering it and making the kill with teeth and claws.

TIGERPEDE	
<i>Large beast, unaligned</i>	
Armor Class 12 (natural armor)	
Hit Points 60 (8d10 + 16)	
Speed 30 ft. climb 20 ft.	
STR	18 (+4)
INT	3 (-4)
DEX	12 (+1)
WIS	12 (+1)
CON	15 (+2)
CHA	6 (-2)
Skills Intimidation +0, Perception +3 Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13 Languages — Challenge 2 (450 XP)	
Aggressive Charge. On its first turn in combat, before moving or taking any actions, the tigerpede can spend its entire movement to move up to twice its speed toward a hostile creature it can see. Keen Sight and Smell. The tigerpede has advantage on Wisdom (Perception) checks that rely on sight or smell. Sure-Footed. The tigerpede has advantage on Strength and Dexterity saving throws made against effects that would knock it prone. Tackle. If the tigerpede moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is prone, the tigerpede can make a bite attack against it as a bonus action.	
ACTIONS	
Multiattack. The tigerpede makes two attacks: one with its bite and one with its claws. Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage. Claws. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) slashing damage. Gore. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d4 + 4) slashing damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.	

Tomb Guardian

Knights whose bodies were dedicated to a specific task in life and followed that task without fail can be raised as special purpose animated skeletons known as tomb guardians. Just as they did in life, tomb guardians stand vigilant in the face of danger.

A common mistake tomb robbers make when pitted against a tomb guardian is that because they are stiffer and slower than other undead they must not pose a true threat. Of course, many of those tomb robbers are now dead, slain by these skeletal knights. Tomb guardians attack with the same purpose and craft they possessed in life; the only difference is that they lack flesh. The mortal coil can no longer keep them back.

The elven kings of Imfe Aiqua keep tomb guardians within the Tomb of Nihalar. Their purpose is to seek out

TOMB GUARDIAN <i>Medium undead, lawful evil</i>	
Armor Class 18 (chain mail, shield) Hit Points 39 (6d8 + 12) Speed 30 ft.	
STR 16 (+3)	INT 7 (-2)
DEX 11 (+0)	WIS 10 (+0)
CON 15 (+2)	CHA 7 (-2)
Damage Immunities poison Condition Immunities exhaustion, poisoned Senses darkvision 60 ft., passive Perception 10 Languages understands the languages it knew in life but cannot speak Challenge 1 (200 XP)	
Turn Resistance. The tomb guardian has advantage on saving throws against being turned.	
ACTIONS	
Glaive. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (1d10 + 3) slashing damage.	
REACTIONS	
Parry. The tomb guardian adds 2 to its AC against one melee attack that would hit it. To do so, the tomb guardian must see the attacker and be wielding a melee weapon.	

and destroy any creature “unworthy” to enter the forbidden tomb.

Undead Nature. The tomb guardian does not require air, food, drink, or sleep.

Tremor

Tremor is a 25-foot-tall bear that dominates the Wallingmiotta. While many believe Tremor is one of the Great Titans, this is untrue. Tremor was created spontaneously through fey magic.

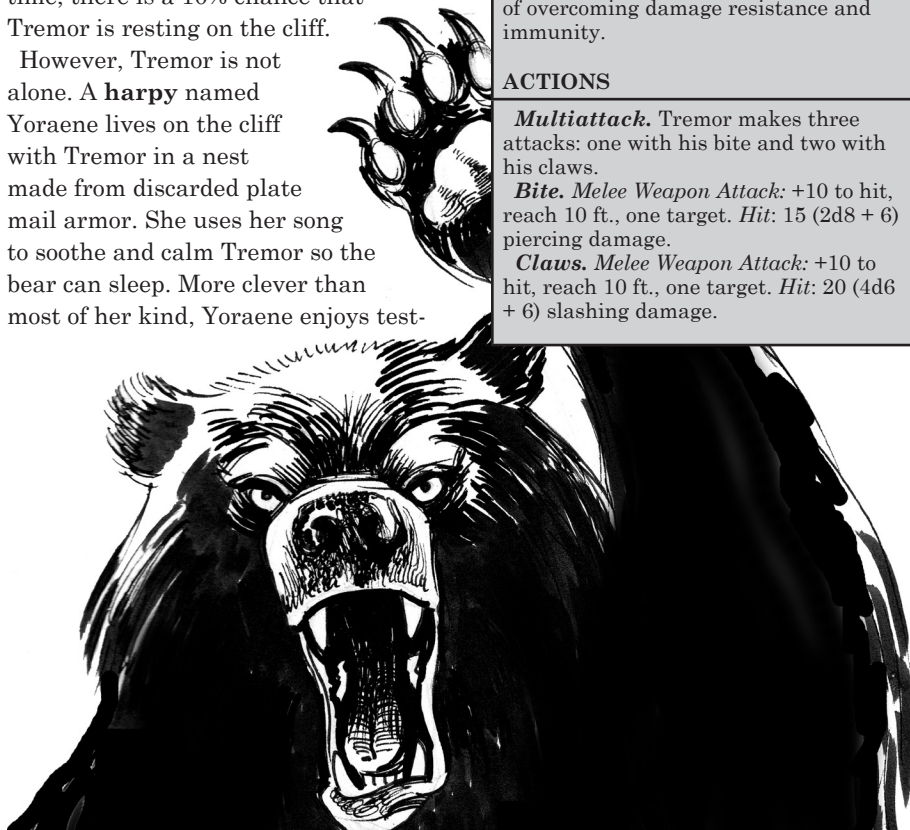
He now acts as the ultimate protector of the forest. Tremor does not move through the Wallingmiotta quietly. He can be spotted or heard from 300 feet away as he crashes through the trees and underbrush. Any creatures he sees as hostile towards the forest are attacked and fought until killed.

When he is not hunting or protecting the forest, Tremor retires to a 100-foot-tall cliff face located south of the Neepawa Bowels. At any given time, there is a 10% chance that Tremor is resting on the cliff.

However, Tremor is not alone. A harpy named Yoraene lives on the cliff with Tremor in a nest made from discarded plate mail armor. She uses her song to soothe and calm Tremor so the bear can sleep. More clever than most of her kind, Yoraene enjoys test-

ing creatures who dare approach the cliffs. Those who pass the harpy’s test will be given safe passage through the forest. And those who fail her test are instead eaten by Tremor. So far, no one has passed the test. Yoraene worries Tremor is getting fat.

TREMOR <i>Huge fey, unaligned</i>	
Armor Class 14 (natural armor) Hit Points 230 (20d12 + 100) Speed 60 ft., climb 40 ft.	
STR 23 (+6)	INT 2 (-4)
DEX 10 (+0)	WIS 14 (+2)
CON 20 (+5)	CHA 9 (-1)
Saving Throws Str +10, Con +9 Skills Perception +6 Senses passive Perception +16 Languages — Challenge 11 (7,200 XP)	
Keen Smell. Tremor has advantage on Wisdom (Perception) checks that rely on smell.	
Magic Resistance. Tremor has advantage on saving throws against spells and magical effects.	
Magic Weapons. Tremor’s weapon attacks count as magical for the purpose of overcoming damage resistance and immunity.	
ACTIONS	
Multiattack. Tremor makes three attacks: one with his bite and two with his claws.	
Bite. <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 15 (2d8 + 6) piercing damage.	
Claws. <i>Melee Weapon Attack:</i> +10 to hit, reach 10 ft., one target. <i>Hit:</i> 20 (4d6 + 6) slashing damage.	





Umbra

The umbra inhabit the Shores of Despair in the Other. Visitors to the Other (whom the umbra have dubbed “Those Who Encroach”) who have met them recount tales of a vile, cruel species of elf-like creatures with pitch-black skin. Hence, the erroneous nickname “shadow elf.”

Shadows Reborn. Umbra do not procreate. Instead, they are made from destroyed shadows that have been reborn within the Black Cauldron. From there, these new umbra drift through the Other’s great empty oceans and are eventually found by others of their ilk. New umbra are given their roles quickly, often as shadow-warriors in the front lines. Umbra have no memories of their past lives and unlive before or during their time as a shadow.

The Shores of Despair. While the arnitikos of Omeria rarely regale the curious with stories of their time in the Other, they sometimes speak of the Shores of Despair, the chaotic home of the umbra. The Shores are not an actual coast line, rather a collection of floating islands assimilated from the Material. At the center of the Shores stands the Growing Spire, the palace of Desperon, the light-hatting clan master of the umbra.

Hunters of the Arnitikos. In the black eyes of the umbra, arnitikos are seen as a pestilence to be eradicated. Although the two share much in

UMBRA NIGHT CHIEF <i>Medium fey, chaotic evil</i>	
Armor Class 18 (studded leather, shield) Hit Points 66 (12d8 + 12) Speed 30 ft.	
STR 12 (+1)	INT 10 (+0)
DEX 18 (+4)	WIS 14 (+2)
CON 12 (+1)	CHA 17 (+3)
Skills Perception +5, Stealth +10 Damage Vulnerabilities radiant Damage Immunities necrotic Senses darkvision 120 ft., passive Perception 15 Languages Beste Challenge 6 (2,300 XP)	
Dark Aura. The umbra emits an antimatter aura that extends 5 feet from it in all directions. Whenever a creature enters or starts its turn within the antimatter aura, the creature takes 5 necrotic damage. Undead and constructs are immune to this trait. Other Resilience. The umbra has advantage on saving throws made against necromancy spells. Shadow Stealth. While in dim light or darkness, the umbra can take the Hide action as a bonus action. Sunlight Weakness. While in sunlight, the umbra has disadvantage on attack rolls, ability checks, and saving throws.	
ACTIONS	
Multiattack. The umbra makes three melee weapon attacks. Scimitar. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) slashing damage. Whisper of Shadows (1/day). The umbra targets one living creature it can see within 30 feet of it that can hear it. The target must make a DC 14 Wisdom saving throw. On a failed saving throw, the creature gains vulnerability to necrotic damage for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.	
REACTIONS	
Fade. The umbra gains immunity to bludgeoning, piercing, and slashing damage against one weapon attack that would hit it. To do so, the umbra must see the attacker.	

common—Those Who Encroach from the Material often confuse the two as close relatives—their methods of creation are quite different. Umbra spend much of their time hunting arnitikos, including those who’ve returned to the Other.

Masters of the Fu Tao. The umbra wield pairs of deadly finesse weapons called fu tao. Also known as tiger hook swords, these weapons resemble long steel hooks with daggers in their hilts and blades over the loop guard.

Other Nature. The umbra does not require food or drink.

Umbra Night Chief

The umbra of The Shores of Despair are lead by night chiefs, the most dangerous of their kind. Night chiefs exude necrotic energy that is harmful to living creatures.

UMBRA <i>Medium fey, chaotic evil</i>	
Armor Class 14 (leather armor) Hit Points 36 (8d8) Speed 30 ft.	
STR 11 (+0)	INT 11 (+0)
DEX 16 (+3)	WIS 12 (+1)
CON 10 (+0)	CHA 14 (+2)
Skills Stealth +7 Damage Vulnerabilities radiant Damage Immunities necrotic Senses darkvision 120 ft., passive Perception 11 Languages Beste Challenge 2 (450 XP)	
Other Resilience. The umbra has advantage on saving throws made against necromancy spells. Shadow Stealth. While in dim light or darkness, the umbra can take the Hide action as a bonus action. Sunlight Weakness. While in sunlight, the umbra has disadvantage on attack rolls, ability checks, and saving throws.	
ACTIONS	
Multiattack. The umbra makes two attacks with its fu taos. Fu Tao. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage. Tornado Spin (Recharge 6). The umbra makes five attacks with its fu taos against one target.	

Uncle Skeleton

Uncle Skeleton is an intelligent, trickster construct born of chaotic illusion magic. As a creature woven from chaos and illusion, Uncle Skeleton has no true appearance. However, his preferred form is that of a skeleton wearing a top hat and noble clothing. He prefers to speak in a shrill, high-falutin accent complete with high-pitched laughter.

Dungeon Lord. Uncle Skeleton is one of the founding members of the Dungeon Lords of Krizak. So far, he's won their Annual Contest of Soul Gatherers eight times, seven of which were consecutive victories. Like most of the Dungeon Lords, Uncle Skeleton has to deal with his fair share of assassins. Of course, his insubstantial and illusory nature give him a decided edge over his competitors. Uncle Skeleton rarely partakes in the assassin-games, but enjoys the camaraderie.

Odonburg's Most Wanted. Currently, Uncle Skeleton is ranked 7th on Odonburg's Most Dangerous List. Like many of the other intelligent, magical threats on the list, he sees it as an honor, one which he hopes to improve. Currently, Aqora the Light is ranked 6th. Uncle Skeleton hopes to overcome her position by the end of the decade if not sooner.

Construct Nature. Uncle Skeleton does not require air, food, water, or sleep.



UNCLE SKELETON					
<i>Medium construct, neutral evil</i>					
Armor Class 12					
Hit Points 99 (22d8)					
Speed 0 ft., fly 30 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	18 (+4)	15 (+2)	20 (+5)
Saving Throws Int +9, Wis +7, Cha +10 Skills Deception +15, Insight +7, Perception +7, Stealth +12 Damage Resistances acid, cold, fire, lightning, thunder Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from non-magical attacks Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 60 ft., passive Perception 17 Languages all Challenge 15 (13,000 XP)					
<p>Incorporeal Movement. Uncle Skeleton can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.</p> <p>Innate Spellcasting. Uncle Skeleton's innate spellcasting ability is Charisma (spell save DC 18). He can cast the following spells, requiring no material components: At will: <i>enthral</i>, <i>greater invisibility</i>, <i>hallucinatory terrain</i>, <i>mage hand</i>, <i>magic mouth</i>, <i>major image</i>, <i>mirror image</i>, <i>phantom steed</i>, <i>suggestion</i> 3/day each: <i>confusion</i>, <i>dominate monster</i>, <i>geas</i>, <i>shield</i>, <i>telekinesis</i> 1/day each: <i>creation</i>, <i>dream</i>, <i>irresistible dance</i>, <i>mislead</i>, <i>programmed illusion</i>, <i>mirage arcane</i>, <i>project image</i>, <i>simulacrum</i>, <i>weird</i></p> <p>Legendary Resistance (3/Day). If Uncle Skeleton fails a saving throw, he can choose to succeed instead.</p> <p>Magic Resistance. Uncle Skeleton has advantage on saving throws against spells and other magical effects.</p> <p>Mimicry. Uncle Skeleton can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 23 Wisdom (Insight) check.</p>					
ACTIONS					
<p>Multiattack. Uncle Skeleton makes two psychic whip attacks.</p> <p>Psychic Whip. <i>Melee Weapon Attack:</i> +10 to hit, reach 15 ft., one creature. <i>Hit:</i> 18 (4d10) psychic damage.</p> <p>Illusory Appearance. Uncle Skeleton covers himself and anything he is wearing or carrying with a magical illusion that makes him look like another creature or object of his general size. The illusion ends if Uncle Skeleton takes a bonus action to end it or if he dies.</p> <p>The changes wrought by this effect fail to hold up to physical inspection as Uncle Skeleton is intangible and objects pass right through him. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 23 Intelligence (Investigation) check to discern that Uncle Skeleton is disguised.</p> <p>Teleport. Uncle Skeleton magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.</p>					
LEGENDARY ACTIONS					
<p>Uncle Skeleton 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. Uncle Skeleton regains spent legendary actions at the start of his turn.</p> <p>Attack. Uncle Skeleton makes a psychic whip attack.</p> <p>Spell (Costs 2 Actions). Uncle Skeleton casts one of his at-will innate spells.</p> <p>Teleport (Costs 3 Actions). Uncle Skeleton uses his teleport action.</p>					

Usteusian Liberator

Although the appearance of Usteus' liberators can still be somewhat off-putting to those unfamiliar with the celestials, their basic humanoid shape and wings are a little more familiar and angel-like than those of their companions, the punishers. Although the majority of liberators have a feminine form, they have no preference for one gender over the other. Regardless, their bizarre personalities invoke feelings of fear more than calm. Hence, they frequently repeat the phrase, "Don't be afraid." Unfortunately, the kraldoses that infest the liquid shadow below the Aerie of Judgment have adopted this phrase to lure in unsuspecting Lost Ones.

Protectors. Inherently good creatures, liberators are sent forth by direct command of Usteus to protect those who are experiencing injustice. The first appearance of Usteus' servants came during the Hand of the One/Transmuter Wars. An entire swarm of liberators descended on the Basgoth during the Battle of Aspaeth, granting the Fongoli witchhunters the access they needed to take down Loikiel and his minions.

Aerie of Judgment. Both the punishers and liberators of Usteus make their home within The Other in the Aerie of Judgment. The Aerie itself resembles a colossal, spherical hornets' nest that hovers above the liquid shadow of The Black Cauldron. There, the two sects of Usteus' celestials buzz about waiting for directions from their god (who, strangely, is not present). The creatures then retreat to The Tunnel which gives them access to a myriad of planes within the

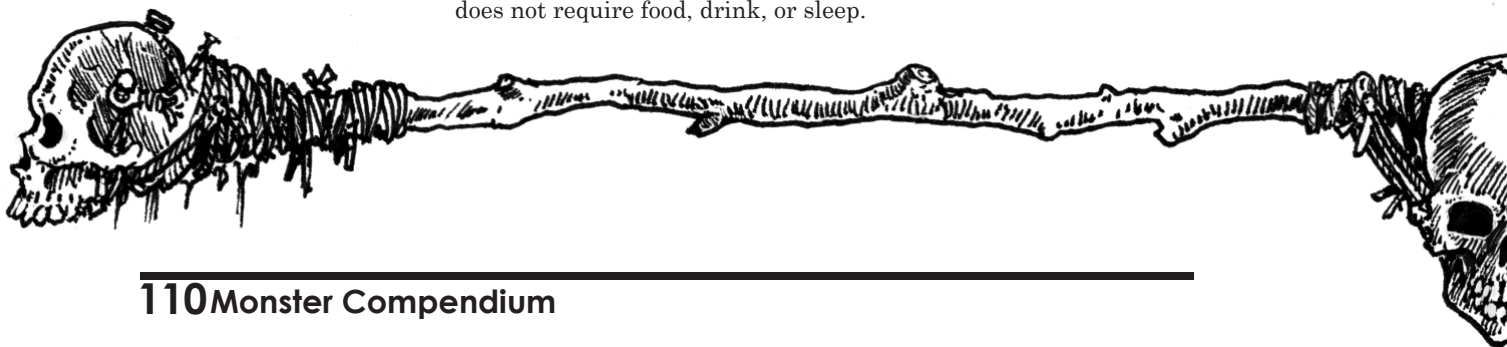
USTEUSIAN LIBERATOR <i>Medium celestial, neutral good</i>					
Armor Class 17 (natural armor) Hit Points 93 (11d8 + 44) Speed 40 ft., fly 120 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	20 (+5)	24 (+7)	25 (+7)
Saving Throws Con +8, Wis +11, Cha +11 Skills Perception +15 Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities charmed, exhaustion, frightened, paralyzed, restrained Senses truesight 120 ft., passive Perception 25 Languages all, telepathy 120 ft. Challenge 9 (5,000 XP)					
Angelic Weapons. The liberator's weapon attacks are magical. When the liberator hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack). Divine Awareness. The liberator knows if it hears a lie. Foe of Evil. The liberator has advantage on attack rolls made against creatures of evil alignment. Innate Spellcasting. The liberator's spellcasting ability is Charisma (spell save DC 19). The liberator can innately cast the following spells, requiring no material components: At will: <i>bless, cure wounds, detect evil and good, freedom of movement</i> 3/day each: <i>command, sanctuary</i> 1/day each: <i>commune, protection from evil and good, revivify</i> Magic Resistance. The liberator has advantage on saving throws against spells and other magical effects.					
ACTIONS					
Multiaction. The liberator makes three melee attacks. Claws. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) slashing damage plus 13 (3d8) radiant damage.					
REACTIONS					
Sphere of Safety (1/day). When the liberator or any friendly creature that it can see within 10 feet of it is hit by an attack, the liberator can create a 10-foot-radius sphere of shimmering energy, enclosing all creatures and objects within the area. An unwilling creature must make a DC 19 Dexterity saving throw. On a failed save, the creature is enclosed for the duration. The sphere functions similarly to the spell <i>resilient sphere</i> , but it can contain multiple creatures and objects (including the liberator itself) and it cannot be moved. The sphere remains as long as the liberator concentrates (as if concentrating on a spell), up to 1 minute.					

Cosmos, including the Real. The Aerie itself does not include the punishers' mummy servants. Instead, those servants remain in the Real, hidden in the dark recesses of Usteusian temples.

Immortal Nature. The liberator does not require food, drink, or sleep.

Usteusian Punisher

Usteusian punishers are hardly what one imagines when one hears the term "angel" or "celestial." Nonetheless, these servants of the two-faced



god of judgement Usteus act as the the accusers and punishers of the damned. Punishers are ten feet tall from foot to shoulder with four-foot-long extendable necks terminating in an eyeless skull. The punishers wield gargantuan hammers, the Mauls of the Guilty, which they use to crush those who oppose justice.

Bandages of Usteus. Not only do the punishers destroy the guilty as part of Usteus' accuser personality, but those who toe the line between law and chaos are mummified and bound by the Bandages of Usteus. Once the life of a living creature is sapped by the punisher's bandages, it must serve the punisher as its assistant. Usteusian mummies are required to serve for a period of 999 years. Once its time is served, the mummy's soul is free to ascend to its final destination.

Aerie of Judgement. Both the punishers and liberators of Usteus make their home within The Other in the Aerie of Judgement. The Aerie itself resembles a colossal, spherical hornets' nest that hovers above the liquid shadow of The Black Cauldron. There, the two sects of Usteus' celestials buzz about waiting for directions from their god (who, strangely, is not present). The creatures then retreat to The Tunnel which gives them access to myriad planes within the Cosmos, including the Real. The Aerie itself does not include the punishers' mummy servants. Instead, those servants remain in the Real, hidden in the dark recesses of Usteusian temples.

Immortal Nature. The punisher does not require food, drink, or sleep.

USTEUSIAN PUNISHER

Large celestial, lawful neutral

Armor Class 19 (natural armor)
Hit Points 175 (13d10 + 104)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	26 (+8)	11 (+0)	20 (+5)	20 (+5)

Saving Throws Con +13, Wis +10, Cha +10
Skills Perception +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, exhaustion, frightened, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 25
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP)

Angelic Weapons. The punisher's weapon attacks are magical. When the punisher hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Divine Awareness. The punisher knows if it hears a lie.

Foe of Chaos. The punisher has advantage on attack rolls made against creatures of chaotic alignment.

Keen Smell. The punisher has advantage on Wisdom (Perception) checks that rely on smell.

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

Innate Spellcasting. The punisher's spellcasting ability is Charisma (spell save DC 18). The punisher can innately cast the following spells, requiring no material components:

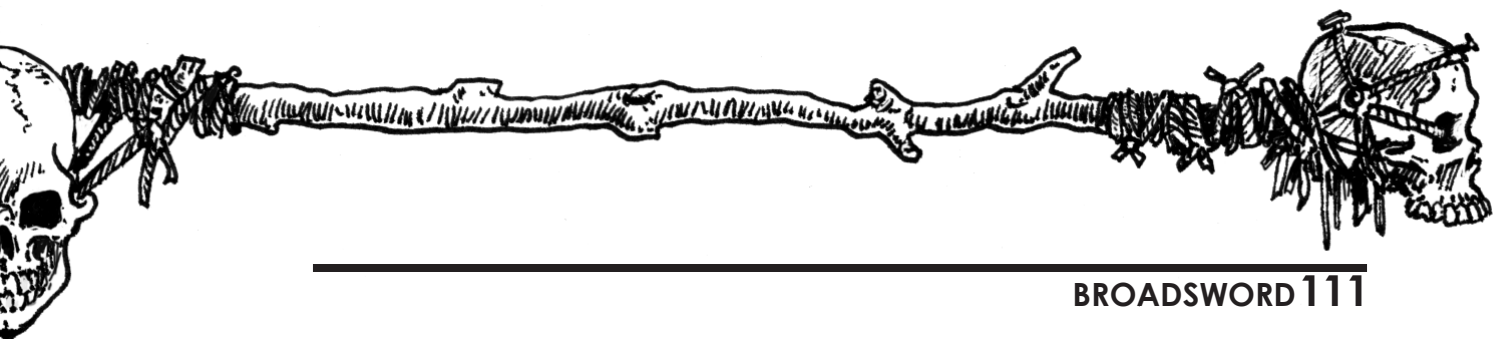
- At Will: *detect evil and good*
- 3/day each: *command, hold monster*
- 1/day each: *commune, locate creature, telekinesis*

ACTIONS

Multiattack. The punisher makes two melee attacks.

Maul. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 18 (4d8) radiant damage. After the punisher hits a creature with this attack, it can use its bonus action to force the creature to make a DC 20 Strength saving throw. On a failed saving throw, the creature is knocked back 10 feet and falls prone.

Bandages of Usteus (1/Day). The punisher conjures magical bandages that appear out of thin air then wrap themselves around a creature that the punisher can sense within 30 feet of it. The target must succeed on a DC 18 Strength saving throw. On a failed saving throw, the target is restrained by the bandages. While restrained, the creature can't regain hit points, and its hit point maximum decreases by 10 (3d6) at the start of each of the punisher's turns. The reduction lasts until the target finishes a long rest. If the bandages reduce the target's hit point maximum to 0, the target dies and a **mummy** rises from the corpse 1d4 hours later. The bandages can be cut away (AC 10; 5 hit points; immunity to poison and psychic damage; resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons). The bandages can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against them.



Vapul, Demon of Frost

Even lesser-known demons can make deals with mortals. Vapul, a powerful demon of frost, particularly enjoys making warlock pacts with individuals who seek revenge at any cost. Vapul relishes in feeding its warlocks' hatred, pushing the misguided souls to carry out their vengeance, then reveling in the inevitable chaos and tragedy that ensues. And as it so happens, Vapul has made at least one such deal with an individual within Skirvin Manor...

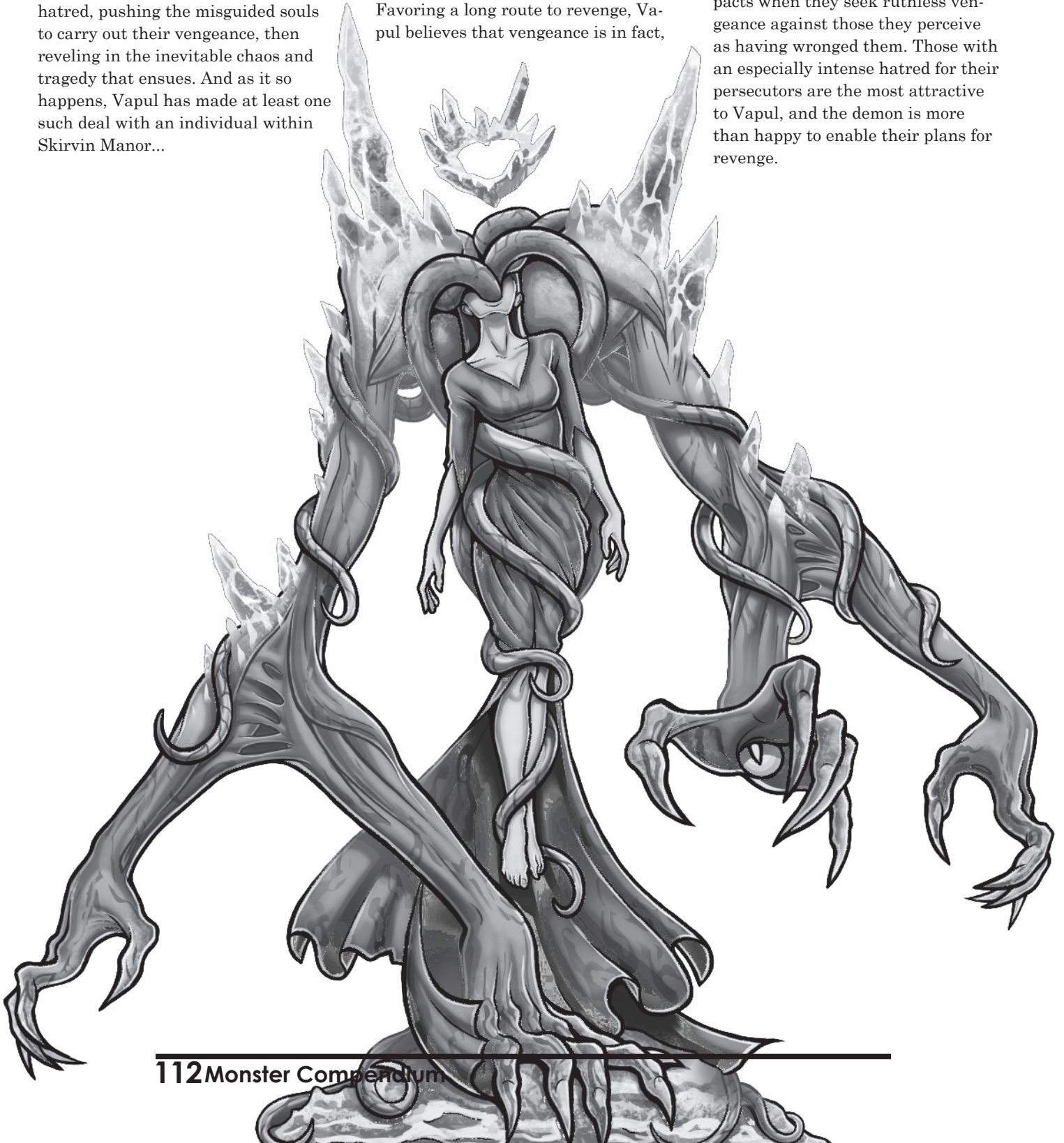
Vapul

Vapul is a demon of ice cold revenge and seething hatred. The fiend embodies the cold, calculating machinations of those who seek revenge, and the merciless efficiency with which the deepest of vengeance is fulfilled. Favoring a long route to revenge, Vapul believes that vengeance is in fact,

a dish best served cold—that there's nothing better than shattering the illusion of one who has wronged you, once they feel secure.

Warlock of Vapul

Warlocks of Vapul are offered their pacts when they seek ruthless vengeance against those they perceive as having wronged them. Those with an especially intense hatred for their persecutors are the most attractive to Vapul, and the demon is more than happy to enable their plans for revenge.



VAPUL <i>Large fiend (demon), chaotic evil</i>					
Armor Class 18 Hit Points 212 (17d10 + 119) Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	15 (+2)	18 (+4)	20 (+5)
Saving Throws Str +12, Dex +9, Con +13, Int +8, Cha +11 Skills Arcana +8, Deception +11, Insight +10, Perception +10 Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, poison Condition Immunities poisoned Senses truesight 30 ft., darkvision 120 ft., passive Perception 20 Languages Abyssal, Common, Dwarvish, Elvish, telepathy 120 ft. Challenge 19 (22,000 XP)					
<p>Abyssal Chill. Vapul exudes an aura of bone-chilling cold in a 10-foot radius. When a living creature enters this area for the first time on a turn, or starts its turn there, it is forced to make a DC 19 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much on a successful one.</p> <p>Fiendish Blessing. Vapul's AC includes its Charisma modifier.</p> <p>Magic Resistance. Vapul has advantage on saving throws against spells and other magical effects.</p> <p>Skinwalker. Vapul can spend 1 minute magically hollowing out the corpse of a Medium or larger humanoid who has died in the past 24 hours, then crawl inside and inhabit the remains. When it does, Vapul magically absorbs the host's memories from the past year, and assumes the humanoid's appearance (albeit pale and sickly), voice, and mannerisms.</p> <p>Innate Spellcasting. Vapul's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components: At will: <i>gust of wind, misty step, prestidigitation, ray of frost</i> 2/day each: <i>fog cloud, sleet storm, wall of ice</i> 1/day each: <i>cone of cold, ice storm, freezing sphere</i></p>					
ACTIONS					
<p>Multiattack. Vapul makes two attacks with its claws.</p> <p>Claws. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. <i>Hit:</i> 16 (3d6 + 6) slashing damage plus 9 (2d8) cold damage.</p> <p>Freeze. Vapul emits rays of freezing magic from the eyes in its monstrous palms. Up to two creatures within 60 feet of Vapul that are within 15 feet of each other must succeed on a DC 19 Dexterity saving throw or take 11 (2d10) cold damage and become restrained by ice. A restrained creature can use its action on each of its turns to make a DC 19 Strength (Athletics) check, ending the effect on a success. If the restrained creature takes fire damage, it gains advantage on the next check it makes to escape the effect before the end of its next turn.</p> <p>The restraining ice has an AC of 12, 10 hit points, vulnerability to fire damage, and immunity to poison and psychic damage. The effect ends immediately for a creature if the restraining ice's hit points are reduced to 0, and the freed creature takes any excess damage.</p>					
REACTIONS					
<p>Cold Front (3/Day). When a creature moves to within 10 feet of Vapul, Vapul can, with a flick of its hand, send a wave of biting cold in a 15-foot cone. Each creature in the area is pushed 5 feet away from Vapul, and is forced to make a DC 19 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much on a successful one.</p>					
LEGENDARY ACTIONS					
<p>Vapul 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. Vapul regains spent legendary actions at the start of its turn.</p> <p>Swipe. Vapul makes an attack with its claws.</p> <p>Quick Cast. Vapul casts one of its at-will spells.</p> <p>Freezing Gale (Costs 2 Actions). Vapul moves up to 30 feet in a straight line, not provoking attacks of opportunity. Each creature that is within 5 feet of Vapul at any point during this movement must succeed on a DC 19 Constitution saving throw or take 11 (2d10) cold damage and be knocked prone.</p>					

WARLOCK OF VAPUL <i>Med humanoid (human), neutral evil</i>			
Armor Class 11 (14 w/ <i>mage armor</i>) Hit Points 75 (10d8 + 30) Speed 30 ft.			
STR	8 (-1)	INT	13 (+1)
DEX	12 (+1)	WIS	14 (+2)
CON	16 (+3)	CHA	17 (+3)
Skills Arcana +4, Deception +6, Insight +5, Perception +5 Damage Resistances cold Senses passive Perception 15 Languages Abyssal, Common Challenge 5 (1,800 XP)			
<p>Frost Demon's Blessing. While under the effects of her own <i>mage armor</i> spell, the warlock gains the following benefits:</p> <ul style="list-style-type: none"> The warlock ignores difficult terrain caused by ice or snow. The warlock can tolerate temperatures from -150 to 150 degrees Fahrenheit without any additional protection. Any cold damage the warlock takes is reduced by 10 (after resistances, to a minimum of 0). Any time the warlock casts a spell that deals cold damage, she can add her Charisma bonus to the damage dealt against a single target of that spell. <p>Ice Heart. The warlock has advantage on saving throws against being charmed or frightened.</p> <p>In addition, whenever a creature makes a melee attack against the warlock while standing within 5 of her, the creature is forced to make a DC 13 Constitution saving throw. The creature takes 7 (2d6) cold damage and has disadvantage on attack rolls and ability checks until the end of its next turn on a failed save, or takes half as much damage and suffers no further effects on a successful one.</p> <p>Spellcasting. The warlock is a 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells: Cantrips (at will): <i>eldritch blast, mage hand, prestidigitation, ray of frost</i> 1st–5th level (2 5th-level slots): <i>darkness, dominate person, expeditious retreat, fog cloud, gust of wind, hold monster, ice storm, mage armor†, misty step, sleet storm</i> †The warlock casts this spell on herself before combat.</p>			
ACTIONS			
<p>Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 3 (1d4 + 1) piercing damage.</p>			

Vile Fog

Vile fogs are malicious elementals that look like dense clouds

VILE FOG <i>Huge elemental, chaotic evil</i>	
Armor Class 14 Hit Points 94 (9d12 + 36) Speed 0 ft., fly 60 ft. (hover)	
STR 13 (+1)	INT 5 (-3)
DEX 18 (+4)	WIS 10 (+0)
CON 18 (+4)	CHA 5 (-3)
Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60 ft., passive Perception 10 Languages understands Infernal but doesn't speak Challenge 5 (1,800 XP)	
Dense Air Form. The vile fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The area inside the vile fog is heavily obscured. False Appearance. While the vile fog remains motionless, it is indistinguishable from a normal cloud of fog.	
ACTIONS	
Slam. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) bludgeoning damage. Choke. The vile fog targets one living creature in the same space as it. The target must make a DC 15 Constitution saving throw. On a failed saving throw, the creature takes 9 (2d8) bludgeoning damage and is suffocating until the end of the vile fog's next turn. On each subsequent turn, the vile fog can use its bonus action to continue to choke the creature so long as the creature remains in the same space as the target; the creature takes another 9 (2d8) bludgeoning damage and continues to suffocate. On the creature's turn, it can repeat its saving throw, ending the suffocating effect on itself with a success.	
REACTIONS	
Abjuration Absorption. Whenever a creature within 30 feet of the vile fog casts an abjuration spell of 6th level or lower, the vile fog can disrupt the spell. When it does, the spell fails and the vile fog regains a number of hit points equal to 1d8 times the spell's level	

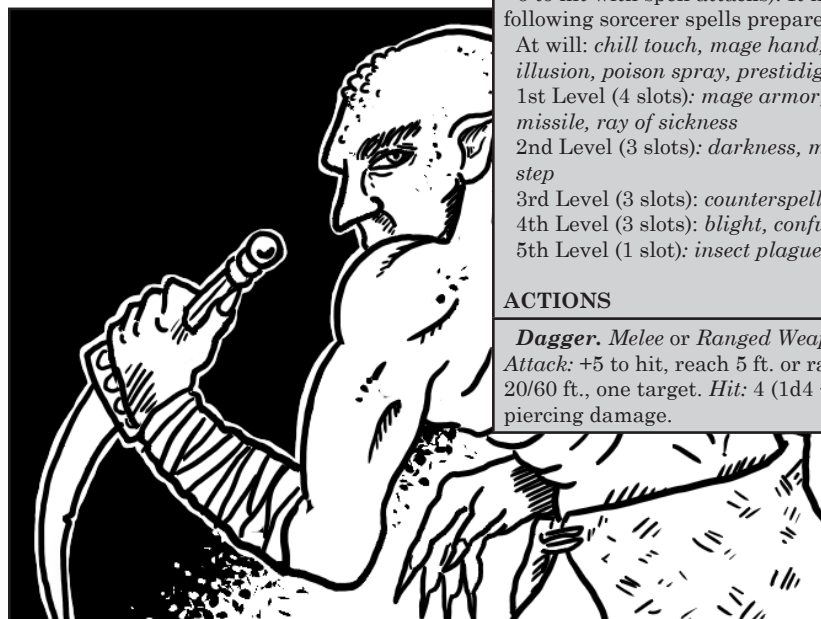
of mist. The Striped Conjurers of Karmithyash summoned these creatures from Mayhem as a defense against the Pressonians during the Conjurer Wars of the early 6th century. They are specifically tuned to consume the extrinsic energy of Pressonian defense magics. During the Fall of Brassolet, the fields were covered in vile fog.

Like many of the creatures created for the Conjurer Wars, the vile fogs were left behind by the rakshasa, treated as waste. Now the fogs haunt The Summer Land and areas around Presson's Enclave, grim reminders of past conflicts.

Because of this abandonment—and with no easy way to return to Mayhem—the vile fogs feel confused and betrayed by their temporary masters and the creatures of Casar as a whole. In the presence of a danaavrakt, the elementals lash out, hellbent on the destruction of all life—unholy or otherwise.

Vivisector

Vivisectors are vile sorcerers who draw their powers from the residual necromantic energies that pervade The Other. Most are driven mad by their own innate abilities.



VIVISECTOR <i>Med humanoid (any race), neutral evil</i>			
Armor Class 12 (15 with mage armor) Hit Points 49 (9d8 + 9) Speed 30 ft.			
STR	9 (-1)	INT	11 (+0)
DEX	14 (+2)	WIS	12 (+1)
CON	12 (+1)	CHA	17 (+3)
Saving Throws Con +4, Cha +6 Skills Deception +6, Intimidation +6 Senses darkvision 120 ft., passive Perception 11 Languages any two languages Challenge 5 (1,800 XP)			
Devil's Sight. The vivisector can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. Sorcery Points. The vivisector has 9 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options. Heightened Spell. When the vivisector casts a spell that forces a creature to make a saving throw to resist its effects, the vivisector can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell. Vampiric Spell. When the vivisector hits a creature with a spell that deals damage, it can spend 1 sorcery points to regain a number of hit points equal to 2 times the spell's level. Spellcasting. The vivisector is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared: At will: <i>chill touch, mage hand, minor illusion, poison spray, prestidigitation</i> 1st Level (4 slots): <i>mage armor, magic missile, ray of sickness</i> 2nd Level (3 slots): <i>darkness, misty step</i> 3rd Level (3 slots): <i>counterspell, fear</i> 4th Level (3 slots): <i>blight, confusion</i> 5th Level (1 slot): <i>insect plague</i>			
ACTIONS			
Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.			

Warlock

Warlocks are seekers of the knowledge that lies hidden in the fabric of the multiverse. Through pacts made with mysterious beings of supernatural power, warlocks unlock magical effects both subtle and spectacular. Drawing on the ancient knowledge of beings such as fey nobles, demons, devils, hags, and alien entities, warlocks piece together arcane secrets to bolster their own power.

WARLOCK <i>Med humanoid (any race), any alignment</i>	
Armor Class 12 (15 w/ <i>mage armor</i>) Hit Points 22 (5d8) Speed 30 ft.	
STR 8 (-1)	INT 13 (+1)
DEX 14 (+2)	WIS 12 (+1)
CON 10 (+0)	CHA 17 (+3)
Saving Throws Wis +4, Cha +6 Skills Arcana +4, Deception +6 Senses darkvision 120 ft., passive Perception 11 Languages any two languages (usually Common and Infernal) Challenge 5 (1,800 XP)	
<p>Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 8 temporary hit points.</p> <p>Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components: At will: <i>mage armor</i> (self only) Spellcasting. The warlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells: Cantrips (at will): <i>eldritch blast</i> (2 bolts that deal 1d10 + 3 force damage on a hit), <i>mage hand</i>, <i>minor illusion</i> 1st-3rd level (2 3rd-level slots): <i>blindness/deafness</i>, <i>burning hands</i>, <i>command</i>, <i>hold person</i>, <i>fireball</i>, <i>scorching ray</i></p>	
ACTIONS	
<p>Multiattack. The warlock makes two attacks with its daggers. The second attack has disadvantage.</p> <p>Daggers. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.</p> <p>Light Crossbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 80/320 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.</p>	

Waterspout

Also known as “water elemental hydras”, waterspouts are deadly elementals that roam the Ocean of Warna. Temperamental, they're prone to attacking ships without provocation and often lay siege to coastal villages and island habitats. Recognizing their value, the marids of Qhek often enslave and employ waterspouts, using them as weapons against the land-based humanoids.

Aquan Progenitor. Like many of the elementals that plague the Untouched Lands of the world of Casar, the waterspouts were created by rogue eldritch forces. Qhekish scholars believe that waterspouts are the common progenitor among all Aquan species and subspecies. The waterspouts may even predate the Titans.

Songs of the Sea. Aquans and other seabound creatures can hear the songs of the waterspouts, which are sung only underwater. When trying to relate the sounds the waterspouts make to non-Aquans, they describe it as more of a shared emotion versus an auditory effect. Those with a trained “ear” for the songs can determine the attitude and temperament of a waterspout long before the creature becomes visible.



WATERSPOUT <i>Huge elemental, neutral</i>	
Armor Class 16 (natural armor) Hit Points 225 (18d12 + 108) Speed 40 ft., swim 90 ft.	
STR 23 (+6)	INT 4 (-3)
DEX 15 (+2)	WIS 10 (+0)
CON 23 (+6)	CHA 7 (-2)
Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, petrified, poison, prone, restrained, unconscious Senses darkvision 120 ft., passive Perception 10 Languages understands Aquan but cannot speak Challenge 15 (13,000 XP)	
<p>Water Form. The waterspout can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.</p> <p>Freeze. If the waterspout takes cold damage, it partially freezes; its speed is reduced by 30 feet until the end of its next turn.</p>	
ACTIONS	
<p>Multiattack. The waterspout makes five slam attacks.</p> <p>Slam. <i>Melee Weapon Attack:</i> +11 to hit, reach 15 ft., one target. <i>Hit:</i> 19 (3d8 + 6) bludgeoning damage.</p> <p>Crush (Recharge 5-6). The water elemental targets a point that it can see within 15 feet of it. Each creature in a 15-foot cube centered on that space must succeed on a DC 19 Strength saving throw. On a failure, a target takes 46 (9d8 + 6) bludgeoning damage and is knocked prone in its space. On a success, the target takes half as much damage and isn't knocked prone.</p>	
REACTIONS	
<p>Split. If the waterspout has at least 10 hit points remaining and is subjected to lightning or slashing damage, the waterspout must succeed on a DC 16 Constitution saving throw. On a failed saving throw, the waterspout is destroyed as it splits into two water elementals. Each water elemental has hit points equal to half the waterspout's, rounded down.</p>	



Weasel, Dire

As deadly as they are adorable, dire weasels are used by the kobolds at the distillery as mounts and beasts of burden. In the wild, dire weasels primarily hunt small game such as jackrabbits and wild dogs, but have also been known to kill and eat individuals of the smaller humanoid races.

DIRE WEASEL <i>Medium beast, unaligned</i>			
Armor Class 15 (natural armor) Hit Points 32 (5d8 + 10) Speed 20 ft.			
STR	15 (+2)	INT	4 (-3)
DEX	18 (+4)	WIS	12 (+1)
CON	14 (+2)	CHA	5 (-3)
Skills Perception +3, Stealth +6 Senses darkvision 60 ft., passive Perception 13 Languages — Challenge 1 (200 XP)			
Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 12).			
Violent Shake. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one Small or Tiny creature grappled by the weasel. <i>Hit:</i> 14 (3d6 + 4) piercing damage.			

Wendigo

Wendigos appear as monstrous spirits with thick, white fur, horrific faces, and long claws and fangs. A wendigo forms when a humanoid commits a horrible act of depravity such as murder, greed, cannibalism or other taboos. The spirit of wendigo possesses the humanoid. It's not known whether or not there are more than one wendigo in existence, since never more than one is ever encountered.

These creatures are usually only found in far northern Omeria.



WENDIGO <i>Large fiend, chaotic evil</i>					
Armor Class 15 (natural armor) Hit Points 75 (10d10 + 20) Speed 50 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	5 (-3)	12 (+1)	19 (+4)
Skills Perception +4, Stealth +6 Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks Senses darkvision 60 ft., passive Perception 14 Languages the languages it knew in life Challenge 6 (2,300 XP)					
Aversion to Fire. If the wendigo takes fire damage, it has disadvantage on attack rolls until the end of its next turn.					
Snow Camouflage. The wendigo has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.					
ACTIONS					
Multiattack. The wendigo makes three attacks: two with its claws and one with its bite.					
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one creature. <i>Hit:</i> 11 (2d6 + 4) piercing damage and the target must make a DC 15 Charisma saving throw or become cursed. While cursed, if the cursed target starts its turn within 30 feet of a living creature that doesn't have all of its hit points, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature becomes consumed with bloodlust for 1 minute. While consumed with bloodlust, the target must use its action before moving on each of its turns to bite the bleeding creature. The cursed target makes an unarmed attack against the bleeding creature. If the cursed target doesn't have a natural bite attack, it deals 1 piercing damage on a hit. If the cursed target can't reach the bleeding creature, it must use as much of its movement as it's able to reach the creature. The cursed target can repeat its saving throw at the end of each of its turns, ending the bloodlust on itself with a success. If the cursed target succeeds on its initial saving throw or the effect ends for it, it automatically passes its saving throws to avoid bloodlust for 24 hours. If the creature dies while cursed (regardless of the source), it returns as a wendigo in 1d6 days. This wendigo then dies.					
Claw. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 13 (2d8 + 4) slashing damage.					

Werecrocodile

A werecrocodile's ferocity is only matched by its malicious nature. Cold-blooded, both figuratively and literally, these beasts love to track, torment, and torture their prey. If there is an opportunity to damage a creature psychologically before they damage it physically, they will take it. Some of their favorite tricks include eating a victim's limbs before killing it, turning a victim's loved one and forcing the new werecrocodile to eat the victim, or simply allowing prey to momentarily "escape" from their aquatic prisons for the sadistic thrill of tracking them and bringing them back.

Omerian Werecrocodiles

All Omerian werecrocodiles draw their origin to the same place that other shapechangers do: Loikiel the Archtransmuter. Among Loikiel's ser-

vants, werecrocodiles were his favorite. They possessed a better temperament than the other lycanthropes and enjoyed their master's evil designs more so than his doppelgangers. Since Loikiel's disappearance, werecrocodiles spread across Omeria, building their burrows in dismal swamps and slow-moving waterways. Recently, a contingent of albino werecrocodiles made their home in the sewers below Murktown in the exact same spot where the city had a venom crawler issue some years back.

Player Characters as Werecrocodiles

A character who becomes a werecrocodile retains his or her statistics except as detailed below. (For more details, refer to the lycanthropes entry in the *MM*.) A character cursed with werecrocodile lycanthropy gains a Strength of 16 if his or her score isn't

already higher. Attack and damage rolls for the bite attack are based on Strength. A character who embraces the werecrocodile's curse becomes chaotic evil. A character who refuses to accept the curse must make a DC 13 Wisdom saving throw every night at sunset. On a failed saving throw, the character can't resist the effects and becomes chaotic evil.



WERECROCODILE <i>Medium humanoid (human, shapechanger), chaotic evil</i>			
Armor Class 10 in humanoid form, 12 (natural armor) in crocodile or hybrid form Hit Points 104 (16d8 + 32) Speed 30 ft. (20 ft., swim 30 ft. in crocodile or hybrid form)			
STR	16 (+3)	INT	10 (+0)
DEX	10 (+0)	WIS	10 (+0)
CON	14 (+2)	CHA	8 (-1)
Skills Stealth +3 Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons Senses passive Perception 10 Languages Common (can't speak in crocodile form) Challenge 5 (1,800 XP)			
Shapechanger. The werecrocodile can use its action to polymorph into a Large crocodile-humanoid hybrid or into a Large crocodile, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Hold Breath. The werecrocodile can hold its breath for 15 minutes.			
ACTIONS			
Multiattack (Humanoid or Hybrid Form Only). The werecrocodile makes two attacks with its halberd. Halberd. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 8 (1d10 + 3) slashing damage. Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy.			

Wispsborn

As innocent and oblivious as any newborn, it could be seen as a mercy that the wispsborn remain blissfully unaware of the horrible fate that befell them.

WISPBORN <i>Small humanoid (goblin), neutral evil</i>	
Armor Class 11 Hit Points 3 (1d4 + 1) Speed 0 ft., fly 20 ft. (hover)	
STR 1 (-5)	INT 2 (-4)
DEX 12 (+1)	WIS 13 (+1)
CON 12 (+1)	CHA 17 (+3)
Skills Perception +3 Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, necrotic, poison Senses darkvision 60 ft., passive Perception 13 Languages — Challenge 1/2 (100 XP)	
<i>Ephemeral.</i> The wispsborn can't wear or carry anything. <i>Innocence.</i> Whenever a living creature targets the wispsborn with an attack or a harmful spell, or if the creature casts a harmful spell that targets an area that includes a wispsborn the creature can see, the creature must first make a DC 13 Wisdom saving throw. On a failed save, the creature loses the attack or spell. A creature makes this saving throw only once per attack or spell. <i>Incorporeal Movement.</i> The wispsborn can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.	
ACTIONS	
<i>Cry.</i> Each living humanoid within 30 feet of the wispsborn must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage and be deafened until the end of its next turn. <i>Baleful Presence.</i> Each living humanoid of the wispsborn's choice that is within 15 feet of the wispsborn and aware of it must succeed on a DC 13 Wisdom saving throw or become charmed for 1 minute. A charmed creature must repeat the saving throw at the start of each of its turns, ending the effect on a success. On a failed save, a creature takes 2 (1d4) psychic damage and makes all attack rolls and ability checks with disadvantage until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this wispsborn's Baleful Presence for the next 24 hours.	

Woggle

Anyone that gets too close to one of these bizarre, two-headed and three-legged bird things inevitably contracts the loathsome woggle-speak curse, a frustrating, mind-altering condition that makes it so that everything its contractor speaks or writes comes out as "woggle."

Fortunately, these creatures are rare, confined to obscure islands and untracked jungles. Otherwise, everyone in the Realms could be speaking like woggles.

WOGGLE <i>Medium monstrosity, unaligned</i>	
Armor Class 11 Hit Points 18 (4d8) Speed 30 ft.	
STR 13 (+1)	INT 3 (-4)
DEX 12 (+1)	WIS 9 (-1)
CON 10 (+0)	CHA 13 (+1)
Skills Perception +3 Senses passive Perception 13 Languages — Challenge 1/8 (25 XP)	
<i>Woggle Woggle.</i> The woggle babbles in its bizarre woggle-speak while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the woggle and can hear it must succeed on a DC 11 Intelligence saving throw or be cursed with woggle-speak. The cursed target loses all of its languages and can only speak and write the word "woggle." While cursed, casting a spell that includes a verbal component is impossible. Woggle-speak is gibberish and can't be understood with a <i>comprehend languages</i> spell or similar magic, nor understood by others with the same curse. Telepathy, mind-reading, and other spells used for non-verbal communication similarly don't work as the cursed creature can only create images of the word "woggle" or a physical woggle in its mind. The curse lasts until removed by the <i>remove curse</i> spell or other magic. Creatures immune to being charmed automatically succeed on the saving throw. A creature that succeeds on its saving throw is immune to this effect for 24 hours. <i>Two Heads.</i> The woggle has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.	
ACTIONS	
<i>Claw. Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.	

Wolf, Giant

Giant wolves are to dire wolves what dire wolves are to regular forest wolves. Measuring nearly 30 feet in length, these colossal lupines are the genuine kings and queens of the forest.

As a "divine figure", they are looked up to by their smaller kin. Giant wolf packs include dozens of smaller wolves, dire wolves, and even the odd warg or winter wolf. Some werewolf clans even run with giant wolves.

Tribal humanoids also pay their respects to giant wolves through prayer and reverence. Lands guarded by a giant wolf are usually seen as "off-limits" by outsiders.

GIANT WOLF <i>Huge beast, unaligned</i>	
Armor Class 17 (natural armor) Hit Points 84 (8d12 + 32) Speed 60 ft.	
STR 22 (+6)	INT 4 (-3)
DEX 15 (+2)	WIS 14 (+2)
CON 19 (+4)	CHA 12 (+1)
Saving Throws Str +9, Dex +5, Con +7 Skills Perception +5, Stealth +5 Senses passive Perception 15 Languages — Challenge 5 (1,800 XP)	
<i>Keen Hearing and Smell.</i> The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell. <i>Pack Tactics.</i> The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.	
ACTIONS	
<i>Bite. Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. <i>Hit:</i> 16 (3d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. <i>Howl (1/Day).</i> The wolf howls. Each of the wolf's allies within 100 feet of the wolf that can hear it have advantage on attack rolls until the start of the wolf's next turn. In addition, each hostile creature within 100 feet of the wolf that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened of the wolf until the start of the wolf's next turn.	

Wolfdere

Wolfderes are magical monstrosities who are often mistaken for werewolves due to their ability to shift between humanoid, wolf, and wolf-hybrid forms. Unlike werewolves, however, a wolfdere starts its existence as a wolf—its humanoid form is a secondary form. For this reason, the humanoid forms of wolfderes possess exceptional (and somewhat suspicious) charisma.

WOLFDERE

Large monstrosity (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	18 (+4)	13 (+1)	18 (+4)

Skills Deception +10, Perception +4, Performance +7, Stealth +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons

Condition Immunities charmed

Senses passive Perception 14

Languages Common, Elvish

Challenge 5 (1,800 XP)

Shapechanger. The wolfdere can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Spellcasting (Humanoid Form Only). The wolfdere is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

At will: *dancing lights, prestidigitation, vicious mockery*

1st Level (4 slots): *animal friendship, charm person, longstrider, speak with animals*

2nd Level (3 slots): *detect thoughts, hold person, suggestion*

3rd Level (3 slots): *fear, hypnotic pattern*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In its hybrid form, the wolfdere makes three attacks: one with its bite and two with its claws or mace. In its humanoid form, it can attack three times with its mace.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Mace (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Song of Lethargy (Humanoid Form Only). The wolfdere absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 15 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the wolfdere's Song of Lethargy for 24 hours.

Wolwere Lord

Wolweres and their lords are natural enemies of werewolves. Wolweres conspire to destroy packs of werewolves wherever they are found. Similarly, werewolves strive to expose wolweres to those the wolweres hope to manipulate.

WOLWERE LORD

Large monstrosity (shapechanger), chaotic evil

Armor Class 15 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	18 (+4)	15 (+2)	22 (+6)

Saving Throws Dex +8, Int +9, Wis +7
Skills Deception +16, Perception +7, Performance +11, Stealth +13
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with cold iron weapons
Condition Immunities charmed
Senses passive Perception 17
Languages Common, Elvish
Challenge 15 (13,000 XP)

Shapechanger. The wolwere can use its action to polymorph into a Large wolf-humanoid hybrid or into a Medium or Small humanoid, or back into its true form, which is a Large wolf. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
Keen Hearing and Smell. The wolwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pack Tactics. The wolwere has advantage on an attack roll against a creature if at least one of the wolwere's allies is within 5 feet of the creature and the ally isn't incapacitated.
Spellcasting (Humanoid Form Only). The wolwere is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following bard spells prepared:
 At will: *dancing lights, prestidigitation, vicious mockery*
 1st Level (4 slots): *animal friendship, charm person, longstrider, speak with animals*
 2nd Level (3 slots): *detect thoughts, hold person, silence, suggestion*
 3rd Level (3 slots): *bestow curse, fear, hypnotic pattern*
 4th Level (3 slots): *compulsion, confusion, locate creature*
 5th Level (3 slots): *mislead, seeming*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In its hybrid form, the wolwere makes three attacks: one with its bite and two with its claws or mace. In its humanoid form, it can attack three times with its mace.
Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.
Claws (Hybrid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.
Mace (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.
Song of Lethargy (Humanoid Form Only). The wolwere absent-mindedly strums its instrument. Any creature within 60 feet of it that can hear it, must succeed on a DC 19 Wisdom saving throw or become magically charmed. While charmed in this way, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds on its saving throw or the effect ends for it, the creature is immune to the wolwere's Song of Lethargy for 24 hours.

LEGENDARY ACTIONS

The wolwere lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wolwere lord regains spent legendary actions at the start of its turn.
Move. The wolwere moves up to its full movement speed.
Attack. The wolwere attacks with its claws.
Cast Spell (Costs 3 Actions). The wolwere casts a spell of 2nd-level or lower.
Song of Unease (Cost 3 Actions). The wolwere sings a haunting tune while strumming its instrument. Each creature within 60 feet of the wolwere that can hear it must make a DC 19 Constitution saving throw. On a failed saving throw, the target has disadvantage on ability checks and attack rolls until the end of its next turn.

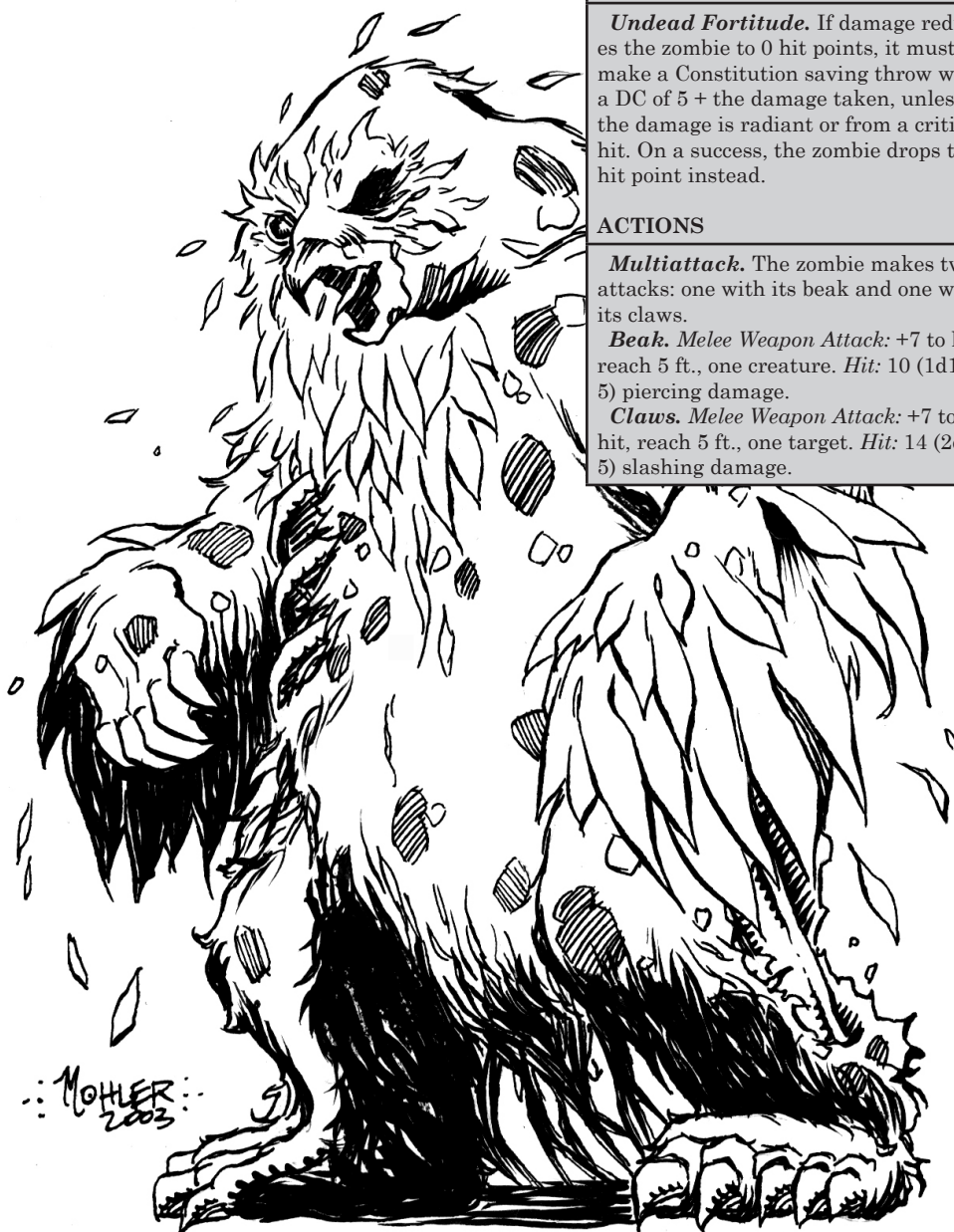
Zombie Owlbear

As far as zombie companions go, owlbears make perfect subjects. Not only are they innately powerful, but their natural durability lends itself well to the difficult-to-kill nature of animated dead. The only drawback to reanimating owlbears is a noticeable lost of agility.

The **Emperor of Bones** uses a zombie owlbear to defend its shrine.

Undead Nature. The zombie does not require air, food, drink, or sleep.

ZOMBIE OWLBEAR <i>Large undead, unaligned</i>			
Armor Class 13 (natural armor) Hit Points 59 (7d10 + 21) Speed 30 ft.			
STR	20 (+5)	INT	3 (-4)
DEX	9 (-1)	WIS	8 (-1)
CON	17 (+3)	CHA	5 (-3)
Saving Throws Wis +1 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages — Challenge 3 (700 XP)			
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.			
ACTIONS			
Multiattack. The zombie makes two attacks: one with its beak and one with its claws.			
Beak. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one creature. <i>Hit:</i> 10 (1d10 + 5) piercing damage.			
Claws. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage.			



Zombie Wyvern

Wyvern zombies are monstrous, draconic servants which are as effective guardians in death as they were in life. A side effect of the wyvern's transformation was the loss of its stinger poison. However, it gained a disease delivered by its stinger to turn other creatures into zombies.

Undead Nature. The wyvern zombie does not require air, food, or sleep.

WYVERN ZOMBIE <i>Large undead, neutral evil</i>			
Armor Class 13 (natural armor) Hit Points 110 (13d10 + 39) Speed 20 ft., fly 60 ft.			
STR	19 (+4)	INT	3 (-4)
DEX	6 (-2)	WIS	8 (-1)
CON	16 (+3)	CHA	5 (-3)
Saving Throws Wis +2 Damage Immunities poison Condition Immunities poisoned Senses darkvision 60 ft., passive Perception 9 Languages — Challenge 6 (2,300 XP)			
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.			
ACTIONS			
Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.			
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one creature. <i>Hit:</i> 11 (2d6 + 4) piercing damage.			
Claws. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 13 (2d8 + 4) slashing damage.			
Stinger. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one creature. <i>Hit:</i> 11 (2d6 + 4) piercing damage. Target must succeed on a DC 15 Constitution saving throw, or it contracts the zombie disease. The diseased target can't regain hit points, and its hp max decreases by 10 (3d6) for every 24 hours that elapse. If the disease reduces the target's hp max to 0, the target dies. If a humanoid dies from the attack, a zombie rises from the corpse 1d4 hours later.			

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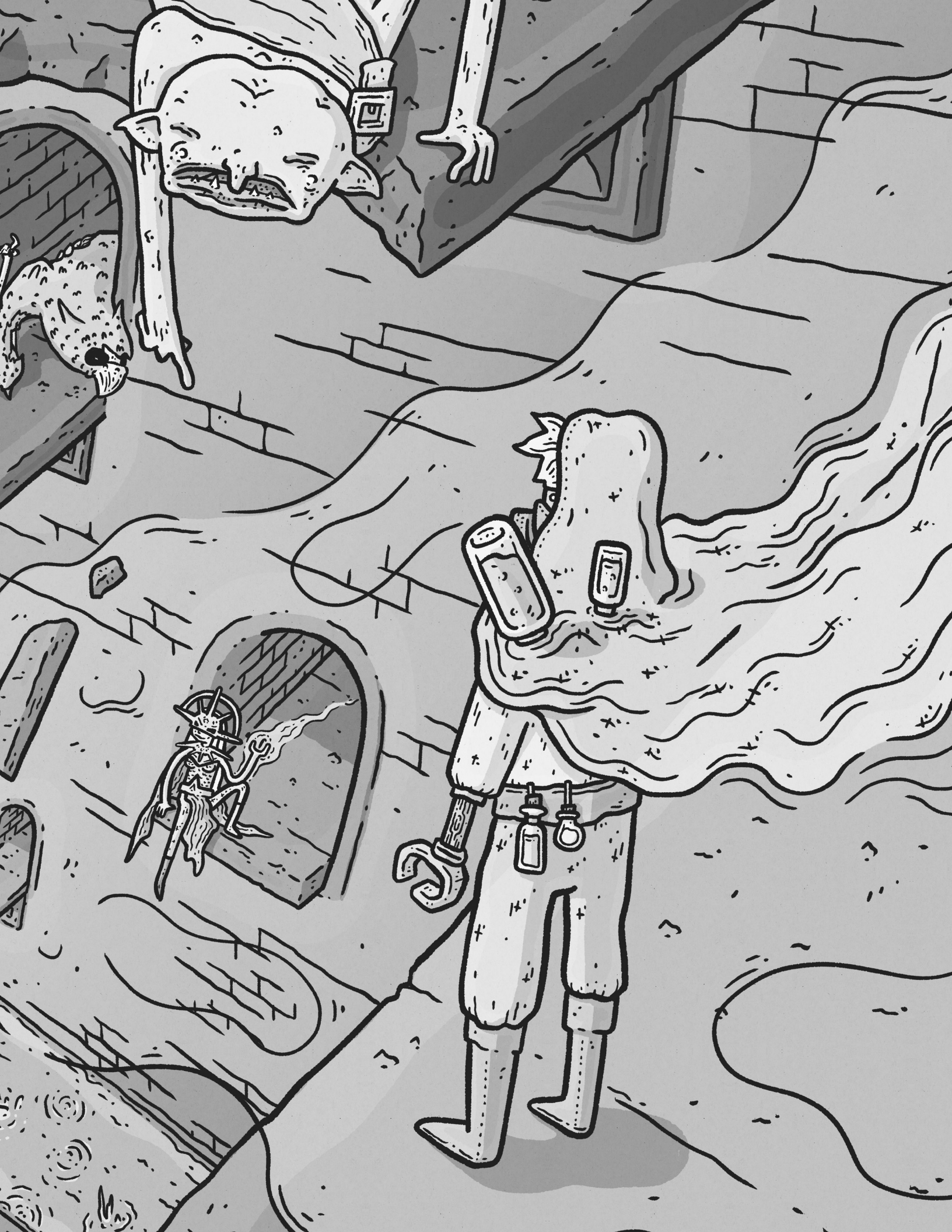






















INDICES

MONSTERS MASTER LIST

Monster	Type	CR
Abyssal Tentacle	beast	1/2
Amazon Warrior	humanoid	2
Amoebling	monstrosity	0
Amoeboid, Distended	monstrosity	4
Anorian Vaquero	humanoid	1/2
Arnitiko	humanoid	1/4
Black Bird	humanoid (unique)	6
Black Horn	fiend	4
Blood Lichen	plant	1/4
Bowing Bird	monstrosity	1/8
Brasuga	giant	3
Bufonem	monstrosity	2
Byakhee	monstrosity	2
Cadejo	celestial	5
Calamity Henchman	humanoid	1/2
Calamity Saucer	vehicle	n/a
Centaur Champion	monstrosity	5
Charbrood	elemental	5
Clay Golem Simulacrum	construct	any
Clone, Overgrown	monstrosity	2
Clone, Unstable	monstrosity	1/2
Collector	humanoid	1/4
Colour Out of Space	elemental	10
Corpse Tree	plant	5
Crabigator	beast	6
Dark Young	aberration	12
Decipula Plant	plant	1/4
Diego the Werecocodile	giant (unique)	10
Dimensional Shambler	aberration	3
Doctor Calamity	humanoid (unique)	14
Doctor Kalaxan	construct (unique)	2
Drake, Desert	dragon	11
Drake, Summer	dragon	11
Drow Beatkeeper	humanoid	1
Drow Crestcaller	humanoid	3
Duergar Warmaster	humanoid	5
Eight-Legged Horror	aberration	4
Elder Thing	aberration	4
Emperor of Bones	undead (unique)	1
Evie Teddison	humanoid (unique)	3
Fadrax	undead	3
Failabra	celestial	19
Fetch	aberration	7
Fingal Latch	plant	3
Fughito	humanoid	1
Fungal Heavyweight	plant	5

Monster	Type	CR
Fungal Kobold King	plant (unique)	3
Fungal Sprout	plant	2
Fungal Superspreader	plant	4
Gem Skull	construct	4
Ghost Hounds	undead	1/2
Ghost Matron	undead (unique)	4
Ghost, Legendary	undead	9
Giant Ape Sentry	beast	7
Girrix Hunter	monstrosity	15
Girrix Warrior	monstrosity	6
Glossy	fiend	1
Gnoll Scout	humanoid	2
Gnoll Shaman	humanoid	2
Gnoll Warchief	humanoid	4
Gnoll, Giant	giant	5
Gnome Illusionist	humanoid	3
Golcom	giant	14
Golem, Light	construct	12
Golemancer	humanoid	6
Goodbyevalve	beast (unique)	5
Graveman	undead	1
Hamster, Gargantuan	beast	4
Haunted Cannon	construct	5
Heads of Grihoo	fiend	3
Heir of Kong	beast	3
Horror Soul	undead	9
Inak	undead	1/2
Jubokko Tree	plant	9
Kobold Eyeball Contraption	vehicle	n/a
Kobold Wing Sorcerer	humanoid	2
Kobold, Booze Server	humanoid	1
Kobold, Cask Hauler	humanoid	2
Kraken Kelp Swarm	plant	3
Kraldos	aberration	4
Krig	humanoid	1/2
Kryptydid	monstrosity	2
Larva of the Outer Gods	aberration	1/4
Lightning Child	elemental	1/4
Llorona	undead (unique)	5
Loup-garou	humanoid	10
Maestro	humanoid	6
Man and Boy	humanoid	1/2
Mechanical Wasp	construct	2
Medusa Queen	monstrosity (unique)	20
Megamoo	beast	2
Mimic, Greater	monstrosity	13

Monster	Type	CR
Mind-Controlled Horde	humanoid	5
Molten Ooze	ooze	6
Mondan	humanoid	1
Naga, Blindsight Myrmidon	monstrosity	1/2
Naga, Blindsight Priestess	monstrosity	1
Naga, Blindsight Seawitch	monstrosity	4
Nightmare Orb	construct	10
Orc Warlock of the Kraken	humanoid	7
Orner Wreros (BSM #5)	humanoid (unique)	2
Orner Wreros (BSM #7)	humanoid (unique)	1
Orner Wreros (Juggernaut)	humanoid (unique)	6
Ourobra	celestial	10
Overcrow	monstrosity	1/8
Possessed Books	undead	2
Possessed Spellbook	undead	1
Priests of Consuming	aberration	7
Pumpking	plant (unique)	2
Qiu Xiang	humanoid (unique)	10
Qoleg	undead	2
Quogwat	plant	1/8
Rainer Dehnert	humanoid (unique)	2
Ranger	humanoid	2
Rasgax Howler	humanoid	2
Rat-Thing	monstrosity	1/2
Reanimated Groundskeeper	undead (unique)	4
Red-Striped Thornfoot	beast	4
Remote Traveler	construct	2
Remote Traveler Alpha-Class	construct	11
Sahuagin Charioteer	humanoid	2
Sahuagin Raider	humanoid	1/2
Segua	undead	5
Selkie	fey	1/8
Serpent Guard	humanoid	5
Serpent Man Sorcerer Supreme	monstrosity	12
Serpent People	monstrosity	1/2
Servant of Xuag	monstrosity	5
Shadow Behemoth	undead	13
Shadow Goblin	humanoid	1
Shadow Goblin Ripper	humanoid	6
Sharkmanbot	construct (unique)	16
Ship Creature – Lost Claws	monstrosity (unique)	5
Ship Creature – Megalodon	monstrosity (unique)	6
Shoggoth	aberration	13
Skeletal Macaw	undead	0
Sludgedrill	aberration	5
Snake, Lava Cobra	monstrosity	3

Monster	Type	CR
Snake, Needleblast Boa	beast	2
Sorcerer	humanoid	5
Sorcerer, Cloned	monstrosity	6
Spauran Preservation Spore	plant	1
Spauran Sprout	plant	1/4
Specter, Greater	undead	16
Specters, Swarm of	undead	11
Spider Brain	construct	4
Spider, Flying	beast	1/4
Spilatera	monstrosity	8
Squid, Gargantuan	beast	5
Squirrel, Fey	fey	0
Steel One	aberration	7
Steel One, Greater	aberration	16
Stitch Horror	ooze	4
Student	humanoid	0
Sydyr	undead (unique)	13
Tethered	humanoid	1/2
Thorny Strangler Vine	plant	1/2
Thousand Shrimp Man	monstrosity (unique)	4
Tigerpede	beast	2
Tomb Guardian	undead	1
Tremor	fey (unique)	11
Umbr	fey	2
Umbr	fey	6
Uncle Skeleton	construct (unique)	15
Usteusian Liberator	celestial	9
Usteusian Punisher	celestial	13
Vapul	fiend (unique)	19
Vile Fog	elemental	5
Visisector	humanoid	5
Warlock	humanoid	5
Warlock of Vapul	humanoid	5
Waterspout	elemental	15
Weasel, Dire	beast	1
Wendigo	fiend	6
Wercrocodile	humanoid	5
Wispsborn	humanoid	1/2
Woggle	monstrosity	1/8
Wolf, Giant	beast	5
Wolfwere	monstrosity	5
Wolfwere Lord	monstrosity	15
Zombie Gnoll	undead	1/4
Zombie Owlbear	undead	3
Zombie Wyvern	undead	6

MONSTERS BY TYPE

Type	Monster	CR
aberration	Dark Young	12
aberration	Dimensional Shambler	3
aberration	Eight-Legged Horror	4
aberration	Elder Thing	4
aberration	Fetch	7
aberration	Kraldos	4
aberration	Larva of the Outer Gods	1/4
aberration	Priests of Consuming	7
aberration	Shoggoth	13
aberration	Sludgedrill	5
aberration	Steel One	7
aberration	Steel One, Greater	16
beast	Abyssal Tentacle	1/2
beast	Crabigator	6
beast	Giant Ape Sentry	7
beast	Hamster, Gargantuan	4
beast	Heir of Kong	3
beast	Megamoo	2
beast	Red-Striped Thornfoot	4
beast	Snake, Needleblast Boa	2
beast	Spider, Flying	1/4
beast	Squid, Gargantuan	5
beast	Tigerpede	2
beast	Weasel, Dire	1
beast	Wolf, Giant	5
beast (unique)	Goodbyevalve	5
celestial	Cadejo	5
celestial	Failabra	19
celestial	Ourobra	10
celestial	Usteusian Liberator	9
celestial	Usteusian Punisher	13
construct	Clay Golem Simulacrum	any
construct	Gem Skull	4
construct	Golem, Light	12
construct	Haunted Cannon	5
construct	Mechanical Wasp	2
construct	Nightmare Orb	10
construct	Remote Traveler	2
construct	Remote Traveler Alpha-Class	11
construct	Spider Brain	4
construct (unique)	Doctor Kalaxan	2
construct (unique)	Sharkmanbot	16
construct (unique)	Uncle Skeleton	15
dragon	Drake, Desert	11
dragon	Drake, Summer	11
elemental	Charbrood	5

Type	Monster	CR
elemental	Colour Out of Space	10
elemental	Lightning Child	1/4
elemental	Vile Fog	5
elemental	Waterspout	15
fey	Selkie	1/8
fey	Squirrel, Fey	0
fey	Umbra	2
fey	Umbra Night Chief	6
fey (unique)	Tremor	11
fiend	Black Horn	4
fiend	Glossy	1
fiend	Heads of Grihoo	3
fiend	Wendigo	6
fiend (unique)	Vapul	19
giant	Brasuga	3
giant	Gnoll, Giant	5
giant	Golcom	14
giant (unique)	Diego the Werecocodile	10
humanoid	Amazon Warrior	2
humanoid	Anorian Vaquero	1/2
humanoid	Arnitiko	1/4
humanoid	Calamity Henchman	1/2
humanoid	Collector	1/4
humanoid	Drow Beatkeeper	1
humanoid	Drow Crestcaller	3
humanoid	Duergar Warmaster	5
humanoid	Fuguhito	1
humanoid	Gnoll Scout	2
humanoid	Gnoll Shaman	2
humanoid	Gnoll Warchief	4
humanoid	Gnome Illusionist	3
humanoid	Golemancer	6
humanoid	Kobold Wing Sorcerer	2
humanoid	Kobold, Booze Server	1
humanoid	Kobold, Cask Hauler	2
humanoid	Krig	1/2
humanoid	Loup-garou	10
humanoid	Maestro	6
humanoid	Man and Boy	1/2
humanoid	Mind-Controlled Horde	5
humanoid	Mondan	1
humanoid	Orc Warlock of the Kraken	7
humanoid	Ranger	2
humanoid	Rasgax Howler	2
humanoid	Sahuagin Charioteer	2
humanoid	Sahuagin Raider	1/2

Type	Monster	CR
humanoid	Serpent Guard	5
humanoid	Shadow Goblin	1
humanoid	Shadow Goblin Ripper	6
humanoid	Sorcerer	5
humanoid	Student	0
humanoid	Tethered	1/2
humanoid	Vivisector	5
humanoid	Warlock	5
humanoid	Warlock of Vapul	5
humanoid	Werecrocodile	5
humanoid	Wispsborn	1/2
humanoid (unique)	Black Bird	6
humanoid (unique)	Doctor Calamity	14
humanoid (unique)	Evie Teddison	3
humanoid (unique)	Orner Wreos (BSM #5)	2
humanoid (unique)	Orner Wreos (BSM #7)	1
humanoid (unique)	Orner Wreos (Juggernaut)	6
humanoid (unique)	Qiu Xiang	10
humanoid (unique)	Rainer Dehnert	2
monstrosity	Amoebing	0
monstrosity	Amoeboid, Distended	4
monstrosity	Bowing Bird	1/8
monstrosity	Bufonem	2
monstrosity	Byakhee	2
monstrosity	Centaur Champion	5
monstrosity	Clone, Overgrown	2
monstrosity	Clone, Unstable	1/2
monstrosity	Girrix Hunter	15
monstrosity	Girrix Warrior	6
monstrosity	Kryptid	2
monstrosity	Mimic, Greater	13
monstrosity	Naga, Blindsight Myrmidon	1/2
monstrosity	Naga, Blindsight Priestess	1
monstrosity	Naga, Blindsight Seawitch	4
monstrosity	Overcrow	1/8
monstrosity	Rat-Thing	1/2
monstrosity	Serpent Man Sorcerer Supreme	12
monstrosity	Serpent People	1/2
monstrosity	Servant of Xuag	5
monstrosity	Snake, Lava Cobra	3
monstrosity	Sorcerer, Cloned	6
monstrosity	Spilatera	8
monstrosity	Woggle	1/8
monstrosity	Wolfwere	5
monstrosity	Wolfwere Lord	15
monstrosity (unique)	Medusa Queen	20

Type	Monster	CR
monstrosity (unique)	Ship Creature – Lost Claws	5
monstrosity (unique)	Ship Creature – Megalodon	6
monstrosity (unique)	Thousand Shrimp Man	4
ooze	Molten Ooze	6
ooze	Stitch Horror	4
plant	Blood Lichen	1/4
plant	Corpse Tree	5
plant	Decipula Plant	1/4
plant	Fingal Latch	3
plant	Fungal Heavyweight	5
plant	Fungal Sprout	2
plant	Fungal Superspreeder	4
plant	Jubokko Tree	9
plant	Kraken Kelp Swarm	3
plant	Quogwat	1/8
plant	Spauran Preservation Spore	1
plant	Spauran Sprout	1/4
plant	Thorny Strangler Vine	1/2
plant (unique)	Fungal Kobold King	3
plant (unique)	Pumpking	2
undead	Fadrax	3
undead	Ghost Hounds	1/2
undead	Ghost, Legendary	9
undead	Graveman	1
undead	Horror Soul	9
undead	Inak	1/2
undead	Possessed Books	2
undead	Possessed Spellbook	1
undead	Qoleg	2
undead	Segua	5
undead	Shadow Behemoth	13
undead	Skeletal Macaw	0
undead	Specter, Greater	16
undead	Specters, Swarm of	11
undead	Tomb Guardian	1
undead	Zombie Gnoll	1/4
undead	Zombie Owlbear	3
undead	Zombie Wyvern	6
undead (unique)	Emperor of Bones	1
undead (unique)	Ghost Matron	4
undead (unique)	Llorona	5
undead (unique)	Reanimated Groundskeeper	4
undead (unique)	Sydyr	13
vehicle	Calamity Saucer	n/a
vehicle	Kobold Eyeball Contraption	n/a

MONSTERS BY CHALLENGE RATING

CR	Monster	Type
0	Amoebing	monstrosity
0	Skeletal Macaw	undead
0	Squirrel, Fey	fey
0	Student	humanoid
1/8	Bowing Bird	monstrosity
1/8	Overcrow	monstrosity
1/8	Quogwat	plant
1/8	Selkie	fey
1/8	Woggle	monstrosity
1/4	Arnitiko	humanoid
1/4	Blood Lichen	plant
1/4	Collector	humanoid
1/4	Decipula Plant	plant
1/4	Larva of the Outer Gods	aberration
1/4	Lightning Child	elemental
1/4	Spauran Sprout	plant
1/4	Spider, Flying	beast
1/4	Zombie Gnoll	undead
1/2	Abyssal Tentacle	beast
1/2	Anorian Vaquero	humanoid
1/2	Calamity Henchman	humanoid
1/2	Clone, Unstable	monstrosity
1/2	Ghost Hounds	undead
1/2	Inak	undead
1/2	Krig	humanoid
1/2	Man and Boy	humanoid
1/2	Naga, Blindsight Myrmidon	monstrosity
1/2	Rat-Thing	monstrosity
1/2	Sahuagin Raider	humanoid
1/2	Serpent People	monstrosity
1/2	Tethered	humanoid
1/2	Thorny Strangler Vine	plant
1/2	Wispsborn	humanoid
1	Drow Beatkeeper	humanoid
1	Emperor of Bones	undead (unique)
1	Fuguhito	humanoid
1	Glossy	fiend
1	Graveman	undead
1	Kobold, Booze Server	humanoid
1	Mondan	humanoid
1	Naga, Blindsight Priestess	monstrosity
1	Orner Wreros (BSM #7)	humanoid (unique)
1	Possessed Spellbook	undead
1	Shadow Goblin	humanoid
1	Spauran Preservation Spore	plant
1	Tomb Guardian	undead

CR	Monster	Type
1	Weasel, Dire	beast
2	Amazon Warrior	humanoid
2	Bufonem	monstrosity
2	Byakhee	monstrosity
2	Clone, Overgrown	monstrosity
2	Doctor Kalaxan	construct (unique)
2	Fungal Sprout	plant
2	Gnoll Scout	humanoid
2	Gnoll Shaman	humanoid
2	Kobold Wing Sorcerer	humanoid
2	Kobold, Cask Hauler	humanoid
2	Kryptydid	monstrosity
2	Mechanical Wasp	construct
2	Megamoo	beast
2	Orner Wreros (BSM #5)	humanoid (unique)
2	Possessed Books	undead
2	Pumpking	plant (unique)
2	Qoleg	undead
2	Rainer Dehnert	humanoid (unique)
2	Ranger	humanoid
2	Rasgax Howler	humanoid
2	Remote Traveler	construct
2	Sahuagin Charioteer	humanoid
2	Snake, Needleblast Boa	beast
2	Tigerpede	beast
2	Umbra	fey
3	Zombie Owlbear	undead
3	Snake, Lava Cobra	monstrosity
3	Kraken Kelp Swarm	plant
3	Heir of Kong	beast
3	Heads of Grihoo	fiend
3	Gnome Illusionist	humanoid
3	Fungal Kobold King	plant (unique)
3	Fingal Latch	plant
3	Fadrax	undead
3	Evie Teddison	humanoid (unique)
3	Drow Crestcaller	humanoid
3	Dimensional Shambler	aberration
3	Brasuga	giant
4	Amoeboid, Distended	monstrosity
4	Black Horn	fiend
4	Eight-Legged Horror	aberration
4	Elder Thing	aberration
4	Fungal Superspreeder	plant
4	Gem Skull	construct
4	Ghost Matron	undead (unique)

MONSTERS BY CHALLENGE RATING

CR	Monster	Type
4	Gnoll Warchief	humanoid
4	Hamster, Gargantuan	beast
4	Kraldos	aberration
4	Naga, Blindsight Seawitch	monstrosity
4	Reanimated Groundskeeper	undead (unique)
4	Red-Striped Thornfoot	beast
4	Spider Brain	construct
4	Stitch Horror	ooze
4	Thousand Shrimp Man	monstrosity (unique)
5	Cadejo	celestial
5	Centaur Champion	monstrosity
5	Charbrood	elemental
5	Corpse Tree	plant
5	Duergar Warmaster	humanoid
5	Fungal Heavyweight	plant
5	Gnoll, Giant	giant
5	Goodbyevalve	beast (unique)
5	Haunted Cannon	construct
5	Llorona	undead (unique)
5	Mind-Controlled Horde	humanoid
5	Segua	undead
5	Serpent Guard	humanoid
5	Servant of Xuag	monstrosity
5	Ship Creature – Lost Claws	monstrosity (unique)
5	Sludgedrill	aberration
5	Sorcerer	humanoid
5	Squid, Gargantuan	beast
5	Vile Fog	elemental
5	Vivisector	humanoid
5	Warlock	humanoid
5	Warlock of Vapul	humanoid
5	Werecrocodile	humanoid
5	Wolf, Giant	beast
5	Wolfwere	monstrosity
6	Black Bird	humanoid (unique)
6	Crabigator	beast
6	Girrix Warrior	monstrosity
6	Golemancer	humanoid
6	Maestro	humanoid
6	Molten Ooze	ooze
6	Orner Wreos (Juggernaut)	humanoid (unique)
6	Shadow Goblin Ripper	humanoid
6	Ship Creature – Megalodon	monstrosity (unique)
6	Sorcerer, Cloned	monstrosity
6	Umbra Night Chief	fey
6	Wendigo	fiend

CR	Monster	Type
6	Zombie Wyvern	undead
7	Fetch	aberration
7	Giant Ape Sentry	beast
7	Orc Warlock of the Kraken	humanoid
7	Priests of Consuming	aberration
7	Steel One	aberration
8	Spilatera	monstrosity
9	Ghost, Legendary	undead
9	Horror Soul	undead
9	Jubokko Tree	plant
9	Usteusian Liberator	celestial
10	Colour Out of Space	elemental
10	Diego the Werecrocodile	giant (unique)
10	Loup-garou	humanoid
10	Nightmare Orb	construct
10	Ourobra	celestial
10	Qiu Xiang	humanoid (unique)
11	Drake, Desert	dragon
11	Drake, Summer	dragon
11	Remote Traveler Alpha-Class	construct
11	Specters, Swarm of	undead
11	Tremor	fey (unique)
12	Dark Young	aberration
12	Golem, Light	construct
12	Serpent Man Sorcerer Supreme	monstrosity
13	Mimic, Greater	monstrosity
13	Shadow Behemoth	undead
13	Shoggoth	aberration
13	Sydyr	undead (unique)
13	Usteusian Punisher	celestial
14	Doctor Calamity	humanoid (unique)
14	Golcom	giant
15	Girrix Hunter	monstrosity
15	Uncle Skeleton	construct (unique)
15	Waterspout	elemental
15	Wolfwere Lord	monstrosity
16	Sharkmanbot	construct (unique)
16	Specter, Greater	undead
16	Steel One, Greater	aberration
19	Failabra	celestial
19	Vapul	fiend (unique)
20	Medusa Queen	monstrosity (unique)
any	Clay Golem Simulacrum	construct
n/a	Calamity Saucer	vehicle
n/a	Kobold Eyeball Contraption	vehicle

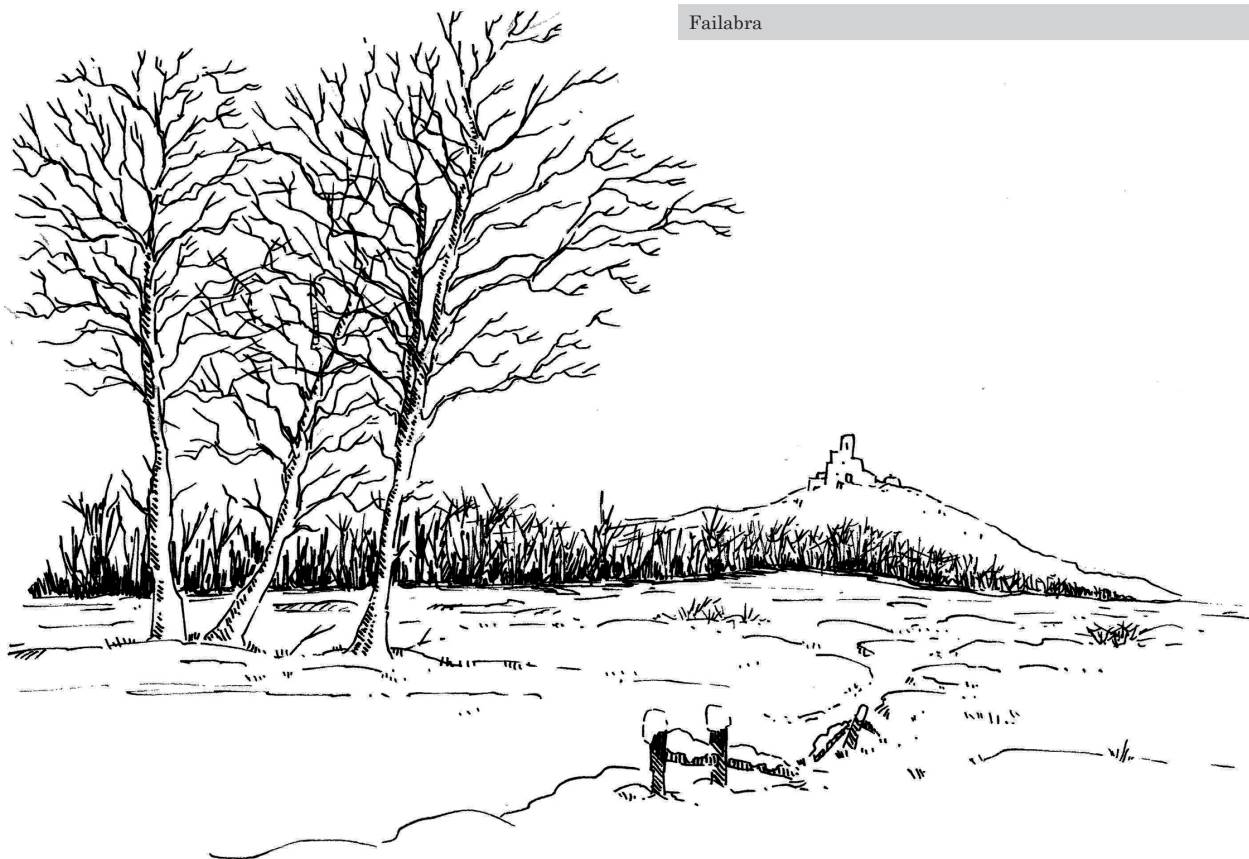
MONSTERS BY TERRAIN TYPE

Arctic Monsters

Monster	CR
Arnitiko	1/4
Blood Lichen	1/4
Ghost Hounds	1/2
Ranger	2
Rasgax Howler	2
Sorcerer	5
Warlock	5
Girrix Warrior	6
Golemancer	6
Wendigo	6
Horror Soul	9
Shoggoth	13
Girrix Hunter	15
Specter, Greater	16

Coastal Monsters

Monster	CR
Skeletal Macaw	0
Selkie	1/8
Arnitiko	1/4
Ghost Hounds	1/2
Sahuagin Raider	1/2
Fuguhito	1
Ranger	2
Sahuagin Charioteer	2
Fadrax	3
Kraken Kelp Swarm	3
Sorcerer	5
Warlock	5
Girrix Warrior	6
Golemancer	6
Crabigator	6
Horror Soul	9
Ghost, Legendary	9
Girrix Hunter	15
Waterspout	15
Specter, Greater	16
Failabra	19



Desert Monsters

Monster	CR
Arnitiko	1/4
Zombie Gnoll	1/4
Ghost Hounds	1/2
Mondan	1
Ranger	2
Gnoll Scout	2
Gnoll Shaman	2
Gnoll Warchief	4
Red-Striped Thornfoot	4
Sorcerer	5
Warlock	5
Charbrood	5
Gnoll, Giant	5
Girrix Warrior	6
Golemmancer	6
Fetch	7
Horror Soul	9
Drake, Desert	11
Girrix Hunter	15
Specter, Greater	16



Forest Monsters

Monster	CR
Squirrel, Fey	0
Overcrow	1/8
Quogwat	1/8
Woggle	1/8
Arnitiko	1/4
Decipula Plant	1/4
Spider, Flying	1/4
Ghost Hounds	1/2
Thorny Strangler Vine	1/2
Wispsborn	1/2
Weasel, Dire	1
Glossy	1
Graveman	1
Ranger	2
Amazon Warrior	2
Qoleg	2
Snake, Needleblast Boa	2
Gnome Illusionist	3
Heir of Kong	3
Zombie Owlbear	3
Snake, Lava Cobra	3
Black Horn	4
Sorcerer	5
Warlock	5
Llorona	5
Vile Fog	5
Corpse Tree	5
Serpent Guard	5
Wolf, Giant	5
Wolfwere	5
Girrix Warrior	6
Golemmancer	6
Wendigo	6
Horror Soul	9
Jubokko Tree	9
Loup-garou	10
Colour Out of Space	10
Dark Young	12
Girrix Hunter	15
Wolfwere Lord	15
Specter, Greater	16

MONSTERS BY TERRAIN TYPE

Grasslands Monsters

Monster	CR
Arnitiko	1/4
Spider, Flying	1/4
Ghost Hounds	1/2
Anorian Vaquero	1/2
Weasel, Dire	1
Ranger	2
Megamoo	2
Rasgax Howler	2
Gnoll Scout	2
Gnoll Shaman	2
Black Horn	4
Gnoll Warchief	4
Hamster, Gargantuan	4
Sorcerer	5
Warlock	5
Cadejo	5
Gnoll, Giant	5
Vile Fog	5
Girrix Warrior	6
Golemancer	6
Horror Soul	9
Colour Out of Space	10
Drake, Summer	11
Golem, Light	12
Girrix Hunter	15
Specter, Greater	16

Hills Monsters

Monster	CR
Arnitiko	1/4
Lightning Child	1/4
Ghost Hounds	1/2
Wispsborn	1/2
Ranger	2
Gnoll Scout	2
Gnoll Shaman	2
Brasuga	3
Heir of Kong	3
Hamster, Gargantuan	4
Sorcerer	5
Warlock	5
Cadejo	5
Girrix Warrior	6
Golemancer	6
Zombie Wyvern	6
Fetch	7
Spilatera	8
Horror Soul	9
Drake, Desert	11
Golcom	14
Girrix Hunter	15
Specter, Greater	16

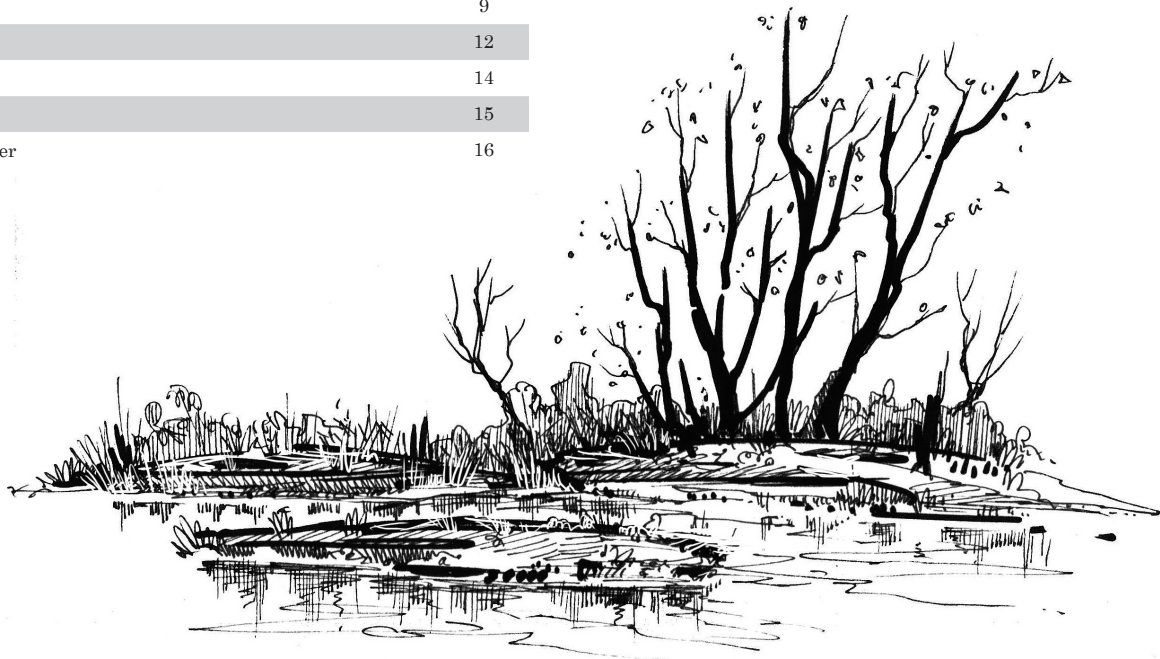


Mountains Monsters

Monster	CR
Arnitiko	1/4
Zombie Gnoll	1/4
Decipula Plant	1/4
Lightning Child	1/4
Ghost Hounds	1/2
Mondan	1
Kobold, Booze Server	1
Ranger	2
Snake, Needleblast Boa	2
Amazon Warrior	2
Kobold Wing Sorcerer	2
Kobold, Cask Hauler	2
Snake, Lava Cobra	3
Brasuga	3
Gnoll Warchief	4
Red-Striped Thornfoot	4
Sorcerer	5
Warlock	5
Gnoll, Giant	5
Corpse Tree	5
Girrix Warrior	6
Golemancer	6
Zombie Wyvern	6
Molten Ooze	6
Spilatera	8
Horror Soul	9
Dark Young	12
Golcom	14
Girrix Hunter	15
Specter, Greater	16

Swamps Monsters

Monster	CR
Overcrow	1/8
Quogwat	1/8
Arnitiko	1/4
Decipula Plant	1/4
Ghost Hounds	1/2
Glossy	1
Graveman	1
Ranger	2
Bufoem	2
Gnome Illusionist	3
Heir of Kong	3
Sorcerer	5
Warlock	5
Werecoodile	5
Corpse Tree	5
Llorona	5
Girrix Warrior	6
Golemancer	6
Horror Soul	9
Jubokko Tree	9
Loup-garou	10
Girrix Hunter	15
Specter, Greater	16



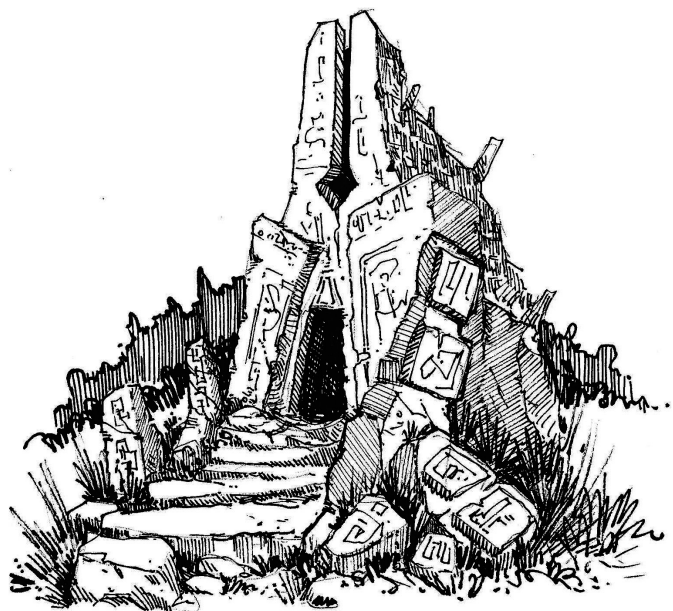
MONSTERS BY TERRAIN TYPE

Underground Monsters

Monster	CR
Quogwat	1/8
Arnitiko	1/4
Ghost Hounds	1/2
Abyssal Tentacle	1/2
Inak	1/2
Krig	1/2
Serpent People	1/2
Drow Beatkeeper	1
Emperor of Bones	1
Kobold, Booze Server	1
Shadow Goblin	1
Tomb Guardian	1
Ranger	2
Fungal Sprout	2
Kobold Wing Sorcerer	2
Kobold, Cask Hauler	2
Umbra	2
Qoleg	2
Dimensional Shambler	3
Drow Crestcaller	3
Fungal Kobold King	3
Eight-Legged Horror	4
Fungal Superspreader	4
Elder Thing	4
Sorcerer	5
Warlock	5
Duergar Warmaster	5
Fungal Heavyweight	5
Girrix Warrior	6
Golemmancer	6
Molten Ooze	6
Shadow Goblin Ripper	6
Umbra Night Chief	6
Giant Ape Sentry	7
Horror Soul	9
Specters, Swarm of	11
Serpent Man Sorcerer Supreme	12
Shoggoth	13
Girrix Hunter	15
Specter, Greater	16

Underwater Monsters

Monster	CR
Squirrel, Fey	0
Selkie	1/8
Arnitiko	1/4
Ghost Hounds	1/2
Sahuagin Raider	1/2
Fuguhito	1
Ranger	2
Sahuagin Charioteer	2
Kraken Kelp Swarm	3
Elder Thing	4
Sorcerer	5
Warlock	5
Squid, Gargantuan	5
Serpent Guard	5
Girrix Warrior	6
Golemmancer	6
Crabigator	6
Orc Warlock of the Kraken	7
Horror Soul	9
Ghost, Legendary	9
Girrix Hunter	15
Waterspout	15
Specter, Greater	16

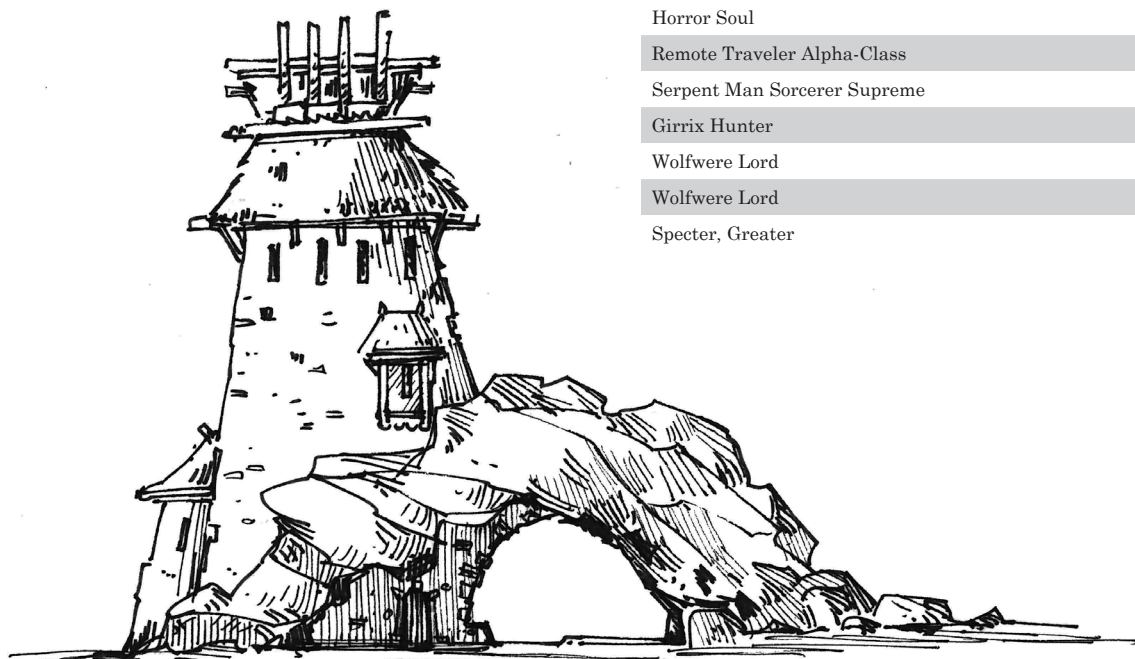


Unique Monsters & NPCs

Monster	CR
Orner Wreros (BSM #7)	1
Doctor Kalaxan	2
Orner Wreros (BSM #5)	2
Pumpking	2
Rainer Dehnert	2
Evie Teddison	3
Ghost Matron	4
Reanimated Groundskeeper	4
Thousand Shrimp Man	4
Goodbyevalve	5
Ship Creature – Lost Claws	5
Black Bird	6
Orner Wreros (Juggernaut)	6
Ship Creature – Megalodon	6
Diego the Werecocodile	10
Qiu Xiang	10
Tremor	11
Sydyr	13
Doctor Calamity	14
Uncle Skeleton	15
Sharkmanbot	16
Vapul	19
Medusa Queen	20

Urban Monsters

Monster	CR
Student	0
Woggle	1/8
Arnitiko	1/4
Ghost Hounds	1/2
Rat-Thing	1/2
Tethered	1/2
Thorny Strangler Vine	1/2
Wispsborn	1/2
Krig	1/2
Serpent People	1/2
Weasel, Dire	1
Shadow Goblin	1
Remote Traveler	2
Dimensional Shambler	3
Spider Brain	4
Sorcerer	5
Warlock	5
Vile Fog	5
Wolf, Giant	5
Werewolf	5
Werewolf	5
Girrix Warrior	6
Golemancer	6
Maestro	6
Shadow Goblin Ripper	6
Horror Soul	9
Remote Traveler Alpha-Class	11
Serpent Man Sorcerer Supreme	12
Girrix Hunter	15
Werewolf Lord	15
Werewolf Lord	15
Specter, Greater	16



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This first *Monster Compendium* collects 180+ new monsters from the pages of the first year of DMDave's *BroadSword Monthly*, including full descriptions and 5E stat blocks, all in an easy-to-read, easy to reference format.

Game masters can easily find the monsters they need thanks to a full index that classifies these new monsters by terrain type, Challenge Rating, and monster type.

Whether you're just starting out, or are a game master grognard, you'll find plenty of new and exciting opponents for your players in this, the first *BroadSword Monster Compendium*!

