

INTRODUCTION

Welcome to my 5e conversion of stat blocks from *Elder Evils*! My name is badooga ([/u/badooga1](https://www.reddit.com/user/badooga1) on reddit, badooga#8108 on discord), and I'm converting the entire *Elder Evils* book from 3rd edition to 5th edition. This document contains stat blocks for monsters and NPCs that are taken directly from the original book, are used as bases for stat blocks for the original book (e.g. the quell), or are inspired by the original book and the themes it tried to convey. It also contains other content that I made in preparation for the full conversion.

You can find my full conversion of *Elder Evils* on [Google Drive](#) or on [GM Binder](#). Please feel free to use the following stat blocks in your games. To see the other homebrew that I've made, see this link: [Badooga's Homebrew](#).

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CREDITS

All art is taken from official WotC books like *Elder Evils*, *Monster Manual III*, and *Libris Mortis*, from David Allsop (Angel of Decay), and from Inkwel Ideas (Bone Dragon). Furthermore, the Kolyarut stat block is based on [this Inevitables homebrew](#), and plenty of the stat blocks in this book were built off of official stat blocks like the star spawn larva mage (MTF), the atropal (ToA), the ixitxachitl (OotA), and plenty of others.



ATROPUS

ASPECT OF ATROPUS

Gargantuan undead (titan), chaotic evil

Armor Class 21 (natural armor)
Hit Points 499 (27d20 + 216)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	27 (+8)	16 (+3)	19 (+4)	27 (+8)

Saving Throws Int +12, Wis +13, Cha +17

Skills Perception +13

Damage Resistances fire, psychic

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

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

Senses truesight 120 ft., blindsight 500 ft. (blind beyond this radius), tremorsense 1 mile, passive Perception 23

Languages all, telepathy 1,000 ft.

Challenge 29 (135,000 XP) or 30 (155,000 XP) when encountered in lair

Anathematic Secrecy. The aspect can't be targeted by any divination magic or perceived through magical scrying sensors.

Divine Scourge (1/Day). As a bonus action, each creature within 100 miles of the aspect that is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate) must make a DC 25 Constitution saving throw. A target takes 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers one level of exhaustion.

Innate Spellcasting. The aspect's innate spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no components:

At will: *circle of death*, *create undead*

1/day each: *meteor swarm*, *power word kill*

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

Life Eater. When a creature within 120 feet of the aspect is reduced to 0 hit points, it dies, and the creature can't be revived by any means. The creature is then raised as an angel of decay under the aspect's control. Constructs and undead are not affected by this feature.

Limited Magic Immunity. Unless it wishes to be affected, the aspect is immune to spells of 4th level or lower. It has advantage on saving throws against all other spells and magical effects.

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

Negative Energy Aura. Any non-undead creature that starts its turn within 30 feet of the aspect takes 14 (4d6) necrotic damage. Furthermore, non-undead creatures can't regain hit points and do not benefit from resistance to necrotic damage while within 30 feet of the aspect. A non-undead creature that were to magically regain hit points must instead make a DC 25 Constitution saving throw. On a failed save, the creature takes necrotic damage equal to the hit points it would have regained.

Overlord of Death. While within 120 feet of the aspect, any undead ally of the aspect makes saving throws with advantage, and that ally regains 2d6 hit points whenever it starts its turn there. Additionally, the aspect and each undead within 120 feet of it are immune to effects that turn undead.

Unyielding Essence. The aspect is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The aspect makes two slam attacks.

Slam. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage plus 7 (2d6) necrotic damage, and the target must make a DC 25 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the damage taken, and the aspect gains temporary hit points equal to half 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.

Legendary Actions

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

Charge. The aspect moves up to its speed.

Life Drain. The aspect targets one creature it can see within 120 feet of it. The target must make a DC 25 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The aspect regains a number of hit points equal to half the amount of damage dealt.

Slam. The aspect makes a slam attack.

Waves of Exhaustion (Costs 2 Actions). The aspect emits waves of negative energy in a 90-foot cone. Each non-undead creature in that area must make a DC 25 Constitution saving throw. On a failed save, a creature takes 35 (10d6) necrotic damage and suffers one level of exhaustion. On a successful save, a target takes half as much damage, and suffers no increase in exhaustion level.

LAIR ACTIONS

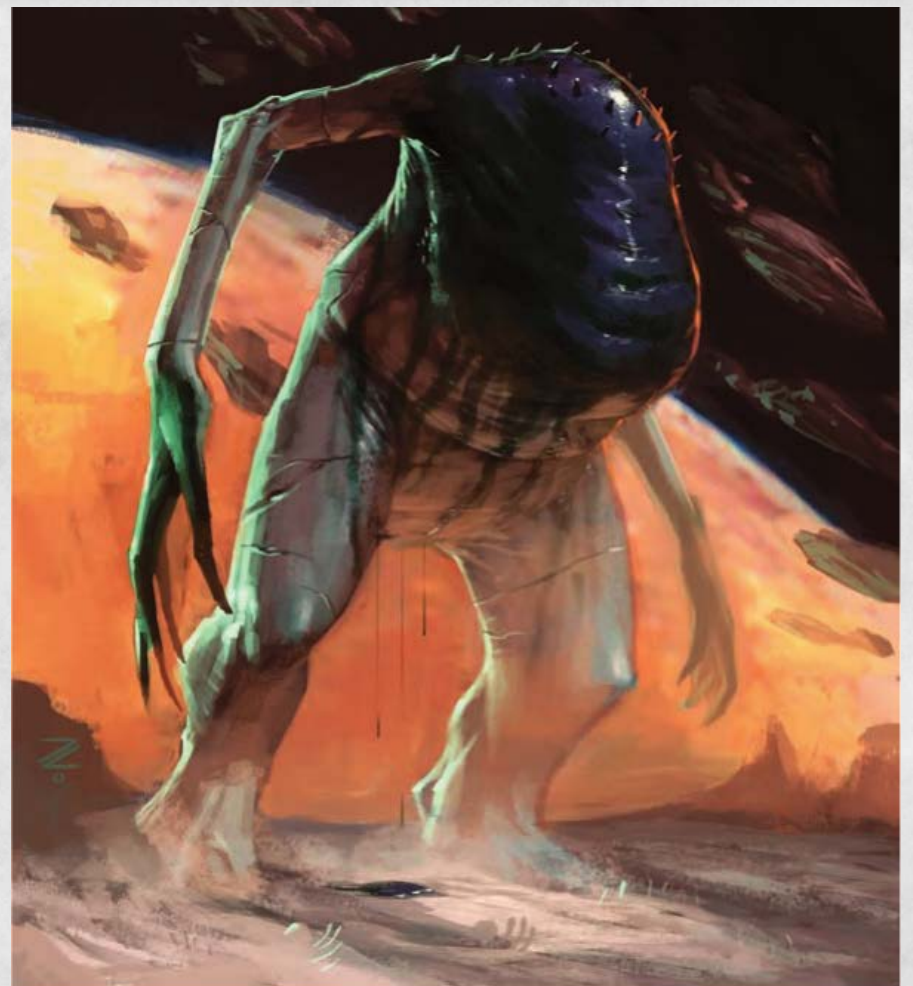
The aspect can control the moonlet of Atropus itself to take lair actions. On initiative count 20 (losing initiative ties), the aspect takes a lair action to cause one of the following effects; the aspect can't use the same effect two rounds in a row:

- The aspect innately casts the *earthquake* spell (save DC 25), requiring no components. This earthquake lasts until initiative count 20 of the next round, and does not require concentration to maintain.
- Negative energy erupts from any fissure created by the *earthquake* spell, requiring any creature in or above them to make a DC 25 Constitution saving throw. A creature takes 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.
- The aspect chooses a point within 100 feet of it. The moonlet then warps the space immediately near it, centered on this point. Each creature within a 30-foot-radius of the point must make a DC 25 Charisma saving throw. On a failed save, a creature is teleported to an unoccupied space within 90 feet of the aspect. That space must be on the ground or some other horizontal surface, but can also be the bottom of a fissure created by the *earthquake* spell.

REGIONAL EFFECTS

The moonlet of Atropus is a barren, unforgiving wasteland of dread and despair, littered with undead, star spawn aberrations, and debris picked up from the countless worlds it annihilated. The following effects take place on and within 60 feet of the moonlet:

- The moonlet remains on the dark side of the world, keeping the planet between it and the sun. As such, the moonlet is in total darkness.
- The moonlet has a thin atmosphere permeated by a field of negative energy. It is not breathable, and creatures that suffocate in it are overwhelmed by the stench of rotting flesh.
- Due to the moonlet's low gravity, creatures have their walking speed increased by 5 feet, only take 1d4 bludgeoning damage for each 10 feet they fall, and have their carrying capacities doubled.
- Creatures take 1 necrotic damage for each minute that they spend on the moonlet. This damage cannot be reduced by resistance to necrotic damage. Constructs, star spawn, and undead are immune to this effect.
- A creature that isn't a construct, star spawn, or undead that reaches 0 hit points dies instantly, rising as a zombie after 1 minute if nothing raises it beforehand. Such a creature cannot be restored to life by any means.
- The amount of hit points restored by magical healing is halved.
- Spells and effects that attempt to restore life to dead creatures have no effect.
- Spells that raise undead can animate or target twice as many creatures and take effect for twice their normal duration.



Aspect of Atropus



Caira Xasten



ANGEL OF DECAY

Large undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +6
Skills Perception +6
Damage Resistances fire, lightning
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Common, Primordial
Challenge 7 (2900 XP)

Feed on Decay. Whenever a creature within 15 feet of the angel of decay fails a saving throw, the angel of decay regains 5 hit points.

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

Rotting Aura. Any non-undead creature that starts its turn within 10 feet of the angel of decay must make a DC 15 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The angel of decay uses its Rotting Touch twice. If both attacks hit the same target, the target takes an additional 7 (2d6) necrotic damage.

Rotting Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

CAIRA XASTEN

Medium humanoid (human), neutral evil

Armor Class 15 (18 with *mage armor*)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	15 (+2)	20 (+5)	16 (+3)

Saving Throws Dex +11, Wis +11
Skills Arcana +8, Deception +15, Insight +11, Perception +11, Persuasion +15, Religion +8
Damage Resistances necrotic
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Primordial
Challenge 17 (18,000 XP)

Anti-Heal. Caira can activate or deactivate this feature as a bonus action. While active, creatures within 45 feet of Caira can't magically regain hit points. A creature that were to magically regain hit points must instead make a DC 19 Constitution saving throw. On a failed save, the creature takes necrotic damage equal to the hit points it would have regained.

Dark Knowledge. After Caira makes an attack roll, ability check, or saving throw, but before the outcome is determined, an additional d20 can be rolled. Caira chooses which of the d20s rolled is used to determine the outcome. When she does so, she takes 12 (5d4) necrotic damage, which can't be reduced or prevented in any way.

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

Godhate. Caira has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

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

Sneak Attack (1/Turn). Caira deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Caira that isn't incapacitated and Caira doesn't have disadvantage on the attack roll.

Spellcasting. Caira is a 17th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She can cast *hold person* at its lowest level at will, without expending a spell slot, and she adds her Wisdom modifier to the damage she deals with any cantrip. Caira has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *minor illusion*, *toll the dead*, *vicious mockery*
1st level (4 slots): *cure wounds*, *inflict wounds*, *mage armor*, *magic missile*
2nd level (3 slots): *hold person*, *shatter*, *silence*
3rd level (3 slots): *animate dead*, *fear*, *fireball*
4th level (3 slots): *blight*, *Evard's black tentacles*, *greater invisibility*
5th level (2 slots): *dance macabre*, *insect plague*, *negative energy flood*
6th level (1 slot): *circle of death*, *create undead*, *eyebite*
7th level (1 slot): *crown of stars*, *finger of death*
8th level (1 slot): *Abi-Dalzim's horrid wilting*, *feeblemind*
9th level (1 slot): *weird*

Actions

Multiattack. Caira makes two attacks with her frost rapier.

Frost Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) cold damage.

Gaze of Corruption (Recharge 6). Caira targets one creature she can see within 30 feet of her. The target must succeed on a DC 19 Constitution saving throw or take 16 (3d10) necrotic damage and be poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dark Speech. Caira takes 13 (2d12) psychic damage, and each creature within 60 feet of Caira that can hear her must succeed on a DC 17 Wisdom saving throw or be charmed or frightened (Caira's choice) for 1 minute. A charmed or frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Steal Magic. In response to being targeted by a spell or being included in a spell's area of effect, Caira can prepare the spell for herself, treating it as a cleric spell until she completes a long rest. Caira can only prepared one spell in this fashion at a time. If she uses this feature again on a different spell, the old spell is immediately unprepared.

GORGUTH

Medium undead, chaotic evil

Armor Class 18 (plate)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

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

Saving Throws Str +10, Dex +10, Con +8

Skills Athletics +10, Acrobatics +10

Damage Resistances cold, fire

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

Condition Immunities blinded, charmed, exhaustion, frightened, unconscious, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Abyssal

Challenge 15 (13,000 XP)

Aura of Annihilation. Gorguth can activate or deactivate this feature as a bonus action. While active, any creature that ends its turn within 30 feet of Gorguth take 15 necrotic damage. Constructs, fiends, and undead ignore this effect.

Death Gaze. When a creature that isn't a construct, fiend, or undead that can see Gorguth's eyes starts its turn within 30 feet of Gorguth, it is forced to make a DC 18 Constitution saving throw if Gorguth isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

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 has disadvantage on attack rolls against Gorguth until the start of its next turn. If the creature looks at Gorguth in the meantime, it must immediately make the saving throw.

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

Spellcasting. Gorguth is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Gorguth has the following spells prepared:

Cantrips (at will): *chill touch*, *toll the dead*

1st level (4 slots): *inflict wounds*, *ray of sickness*

2nd level (3 slots): *hold person*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *fear*

4th level (1 slot): *blight*

Steal Life. When Gorguth reduces a creature to 0 hit points, it regains 15 hit points.

Actions

Multiattack. Gorguth makes two attacks with its Unholy Longsword.

Unholy Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Withering Gaze. One creature that Gorguth can see within 90 feet of it must make a DC 18 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Obliviation of Spirit. When a creature within 60 feet of Gorguth dies, Gorguth can annihilate its soul. That creature can't be revived by any means short of a *wish* spell.



Gorguth surveys its armies

SKYSHADOW

Large construct, unaligned

Armor Class 19 (Unholy Grace)
Hit Points 168 (16d10 + 80)
Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	4 (-3)	16 (+3)	18 (+4)

Saving Throws Str +10, Dex +9, Con +9, Int +1, Wis +7, Cha +8

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

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

Senses truesight 60 ft., passive Perception 13

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

Challenge 15 (13,000 XP)

Bound To Master. Skyshadow follows the commands of its master. If Skyshadow's master is slain, the creature who delivered the killing blow can become the creature's new master or can designate a different master. While Skyshadow is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Flyby. Skyshadow and its rider don't provoke opportunity attacks when Skyshadow flies out of an enemy's reach.

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

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

Shadow Clutch. When Skyshadow deals damage to a creature, the creature is shadow clutched for 1 minute. A shadow clutched creature must make a DC 18 Constitution saving throw at the beginning of each of its turns. On a failed save, the creature takes 10 (3d6) necrotic damage. If the target succeeds on three of these saves, the effect ends for it. The successes don't need to be consecutive; keep track of the successful saves until the creature collects three of them.

Unholy Grace. Skyshadow adds its Charisma modifier to its Armor Class and on saving throws (accounted for in its statistics).

Actions

Multiattack. Skyshadow makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Legendary Actions

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

Move. Skyshadow moves up to half its speed.

Assault. Skyshadow makes one claw attack.

Shadow Flight. Skyshadow teleports itself and its rider to a spot within 5 feet of a shadow clutched creature it can see.

Gorguth rides Skyshadow, an enormous construct mount created by stripping the magical essence from a nightwing and binding it into the form of a construct. The creature carries Gorguth over immense battlefields, wreaking havoc upon the forces below.

VARIANT: TRACKING AURA EFFECTS

Based on the experience of myself and others when running certain monsters, I find that keeping track of auras (such as Gorguth's Aura of Annihilation and Death Gaze) is very tedious and easy to forget. This happens because such an aura typically takes when another creature starts (or ends) its turn within a certain range of the aura's origin. Especially when such auras have saving throws attached to them, they quickly start to bog down the game with dice rolling and number crunching.

The issue I face is two-fold: first, official monsters already work this way, so for me to go against it could potentially be confusing to DMs that are already used to it. Second, as auras are constantly emanating, it makes sense that they take effect on every creature's turns; other solutions contradict this logic by allowing creatures to pass through them without necessarily being affected.

With that in mind, I still present to you this variant: rather than having an aura affect creatures at the start of their turns, have them affect creatures at the start of the aura emanator's turn. This may require some reflavoring - for example, a Negative Energy Aura would be flavored as a periodic burst of negative energy coming from an atropal, rather than being a constant sphere around the atropal. However, this solution can drastically speed up your game; not to mention, your game being bogged down is probably even more immersion breaking than an aura that is ran using this variant.

BONE DRAGON TEMPLATE

In the mortal sphere of influence, only the most dedicated and skilled necromancers are capable of animating a dragon as a skeleton. On Atropus, these "bone dragons" are just as common as any of its other denizens, and can even be summoned and controlled by some of the more powerful horrors that roam its surface.

When a dragon is animated as a skeleton, it retains its statistics except as described by the Skeleton race in the *Dungeon Master's Guide* (page 282). The bone dragon loses any trait, such as Amphibious, that assumes a living physiology. The bone dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Additionally, adult and ancient bone dragons have their statistics deviate from the Skeleton racial template as described below.

Damage Resistances. The bone dragon is resistant to cold and necrotic damage.

Condition Immunities. The bone dragon can't be charmed, frightened, or knocked unconscious.

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

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

Sturdy Bones. The bone dragon is not vulnerable to bludgeoning damage.

Turn Resistance. The bone dragon has advantage on saving throws against any effect that turns undead.

The statistics of an ancient bone dragon are also modified as described below.

Damage Resistances and Immunities. The bone dragon has immunity to necrotic damage, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Condition Immunities. The bone dragon can't be paralyzed.

Turn Immunity. The bone dragon is immune to effects that turn undead.

YOUNG RED BONE DRAGON

Large undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +9, Wis +4, Cha +6

Skills Perception +8, Stealth +5

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages understands Common and Draconic but can't speak

Challenge 10 (5900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



DREAD BONEYARD

Gargantuan undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 296 (16d20 + 128)
Speed 50 ft., burrow 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	26 (+8)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Str +12, Con +14

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

Damage Immunities cold, necrotic, poison

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

Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 9

Languages Common, Primordial

Challenge 20 (25,000 XP)

Bone Subsumption. When the boneyard deals damage to a creature with bone inside of it, the target must succeed on a DC 19 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.

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

Summon Bone Dragon (1/Day). As a bonus action, one young red bone dragon emerges from the body of the boneyard. A bone dragon summoned in this way treats the boneyard as its master, and follows its orders to the best of its ability. After 1 hour, the bone dragon is reabsorbed into the boneyard's body.

Tunneler. The boneyard can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The boneyard makes three attacks: two with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 9 (2d8) acid damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the boneyard can't use its tail on another target.

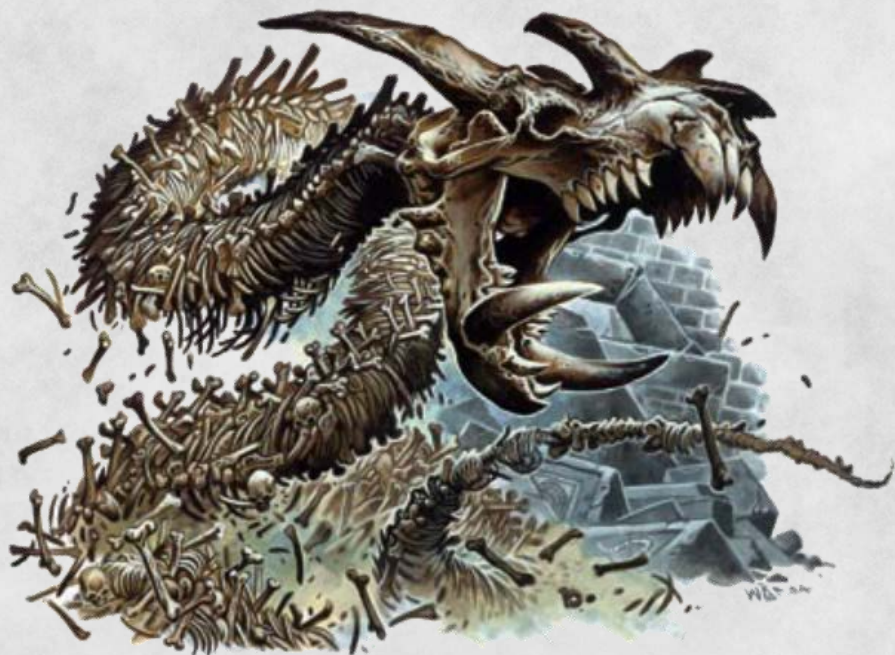
Utter Subsumption. The boneyard makes one tail attack against a Huge or smaller target it is grappling. If the attack hits, the target takes an additional 61 (10d10 + 6) bludgeoning damage. If this damage reduces the target to 0 hit points, the boneyard crushes the target, killing it instantly. The target's skeletal features (if any) are then absorbed into the body of the boneyard.

Legendary Actions

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

Move. The boneyard moves up to its speed.

Summon Skeletons (Costs 2 Actions). 10 (1d6 + 7) skeletons emerge from the body of the boneyard. These skeletons act on their own initiative count and follow the boneyard's orders to the best of their ability.



Boneyard

ATROPAL SCION

Large undead (titan), neutral evil

Armor Class 9

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	18 (+4)	16 (+3)	19 (+4)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 13

Languages understands Celestial but utters only obscene nonsense

Challenge 7 (2,900 XP)

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

At will: *dispel magic*, *toll the dead*

3/day: *contagion*

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

Negative Energy Aura. Creatures within 30 feet of the atropal can't regain hit points, and any creature that starts its turn within 30 feet of the atropal takes 7 (2d6) necrotic damage. If the atropal is struck by a vorpal sword, the wielder can cut the atropal's umbilical cord instead of dealing damage. If its umbilical cord is cut, the atropal loses this feature.

Actions

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Life Drain. The atropal targets one creature it can see within 120 feet of it. The target must make a DC 15 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to half the amount of damage dealt.

Summon Specter (Recharge 6). The atropal summons a specter which materializes within 30 feet of it in an unoccupied space it can see. The specter obeys its summoner's commands and can't be controlled by any other creature. The specter vanishes when it drops to 0 hit points or when its summoner dies.

EVOLVED ATROPAL SCION

Huge undead (titan), neutral evil

Armor Class 7

Hit Points 225 (18d12 + 108)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	22 (+6)	25 (+7)	19 (+4)	24 (+7)

Saving Throws Con +12, Wis +10

Damage Vulnerabilities radiant

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 14

Languages understands Celestial but utters only obscene nonsense

Challenge 17 (18,000 XP)

Create Spawn. The spirit of a humanoid slain by the atropal rises as a wraith after 1d4 rounds. Constructs are not affected by this feature.

Innate Spellcasting. The atropal's innate spellcasting ability is Charisma (spell save DC 21). The atropal can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *soul cage*, *toll the dead*

3/day each: *contagion*, *misty step*, *negative energy flood*

2/day each: *circle of death*, *hold monster*

1/day each: *cone of cold*, *plane shift* (self only)

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

Negative Energy Aura. Creatures within 30 feet of the atropal can't regain hit points, and any creature that starts its turn within 30 feet of the atropal takes 10 (3d6) necrotic damage. If the atropal is struck by a vorpal sword, the wielder can cut the atropal's umbilical cord instead of dealing damage. If its umbilical cord is cut, the atropal loses this feature.

Turn Resistance Aura. The atropal and any other undead creature within 30 feet of it has advantage on saving throws against effects that turn undead.

Actions

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

Ray of Cold. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 21 (6d6) cold damage.

Life Drain. The atropal targets one creature it can see within 120 feet of it. The target must make a DC 20 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The atropal regains a number of hit points equal to half the amount of damage dealt.

Summon Wraith (Recharge 6). The atropal summons a wraith which materializes within 30 feet of it in an unoccupied space it can see. The wraith obeys its summoner's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when its summoner dies.

Legendary Actions

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

Touch. The atropal makes a touch attack.

Ray of Cold (Costs 2 Actions). The atropal uses its Ray of Cold.

Wail (Costs 3 Actions). The atropal lets out a withering wail. Any creature within 120 feet of the atropal that can hear the wail must succeed on a DC 20 Constitution saving throw or suffer one level of exhaustion.

FAMINE SPIRIT

Medium undead, neutral evil

Armor Class 10

Hit Points 178 (21d8 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	15 (+2)	15 (+2)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 12

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

Challenge 11 (7,200 XP)

Aura of Pain. Whenever a hostile creature within 30 feet of the famine spirit makes an attack roll or a saving throw, the creature must roll a d4 and subtract the result from the roll.

Create Spawn. A humanoid slain by the famine spirit rises as a famine spirit 1d4 days after death.

Undead Fortitude. If damage reduces the famine spirit 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 famine spirit drops to 1 hit point instead.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) necrotic damage. If the target has at least one head and the famine spirit rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without that head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Huge or larger. Such a creature takes an extra 6d8 piercing damage from the hit.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 9 (2d8) necrotic damage.

Etherealness (2/Day). The famine spirit 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.

ATROPAL HULK

Huge undead (titan), neutral evil

Armor Class 7

Hit Points 225 (18d12 + 108)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	5 (-3)	22 (+6)	25 (+7)	19 (+4)	24 (+7)

Saving Throws Con +11, Wis +9

Damage Vulnerabilities radiant

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 14

Languages understands Celestial but utters only obscene nonsense

Challenge 13 (10,000 XP)

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

Turn Resistance Aura. The atropal and any other undead creature within 30 feet of it has advantage on saving throws against effects that turn undead.

Undead Fortitude. If damage reduces the atropal 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 atropal drops to 1 hit point instead.

Actions

Multiattack. The atropal makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 7 (2d6) cold damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, the atropal regains a number of hit points equal to half the amount of damage dealt. If this attack reduces a creature to 0 hit points, the atropal devours its corpse. The creature dies and can't be revived by any means short of a *wish* spell.

Summon Wraith (Recharge 6). The atropal summons a wraith which materializes within 30 feet of it in an unoccupied space it can see. The wraith obeys its summoner's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when its summoner dies.

Legendary Actions

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

Charge. The atropal moves up to its speed.

Bite (Costs 2 Actions). The atropal makes a bite attack.

Withering Wail (Costs 3 Actions). The atropal lets out a withering wail. Any creature within 120 feet of the atropal that can hear the wail must succeed on a DC 19 Constitution saving throw or gain 1 level of exhaustion.

DEATH CULTIST

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4

Skills Arcana +2, Deception +4, Religion +2

Damage Resistances necrotic

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

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

At will: *false life*, *mage armor* (self only)

1/day each: *animate dead*, *bestow curse*

Spellcasting. The death cultist is a 4th-level spellcaster. The death cultist's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrip (at will): *chill touch*, *eldritch blast*, *toll the dead*

1st-2nd level (2 2nd-level slots): *bane*, *cause fear*, *darkness*, *hex*, *ray of enfeeblement*

Actions

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

Touch of Death. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

FATHER LLYMIC

FATHER LLYMIC

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 378 (28d12 + 196)
Speed 50 ft., climb 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	24 (+7)	20 (+5)	16 (+3)	24 (+7)

Saving Throws Str +15, Dex +11, Con +14
Skills Arcana +12, Insight +10, Intimidation +14
Damage Resistances acid, fire, lightning
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, unconscious
Senses truesight 120 ft., blindsight 500 ft. passive Perception 13
Languages all, telepathy 1,000 ft.
Challenge 25 (75,000 XP) or 26 (90,000 XP) when encountered in lair

Anathematic Secrecy. Father Llymic can't be targeted by any divination magic or perceived through magical scrying sensors.

Deadly Chill. Any creature that starts its turn within 30 feet of Father Llymic must make a DC 22 Constitution saving throw, taking 14 (4d6) cold damage and suffering one level of soul chill on a failed save.

Fever Dream. Any creature that takes a short or long rest within 300 feet of Father Llymic's frozen form must make a DC 22 Constitution saving throw. On a failed save, the creature contracts Brood Fever.

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

Improved Critical. Father Llymic's weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Innate Spellcasting. Father Llymic's innate spellcasting ability is Charisma (spell save DC 22). He can innately cast the following spells, requiring no components:

At will: *darkness, sleet storm*

2/day each: *ice storm, wall of ice*

1/day each: *cone of cold, dimension door, maddening darkness*

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

Light Torpor. Father Llymic is considered to be undead for the purpose of spells and other effects that harm undead. If Father Llymic takes radiant damage or is exposed to natural sunlight or a magical source of light, he is poisoned until the end of his next turn or until he is no longer exposed to the light. If Father Llymic is exposed to natural sunlight, he must succeed on a DC 22 Constitution saving throw at the start of his next turn or slip into suspended animation (as the *feign death* spell). This condition can only be removed by keeping Father Llymic in complete darkness for at least one round.

Magic Resistance. Father Llymic has advantage on saving throws against spells and other magical effects.

Magic Weapons. Father Llymic's weapon attacks are magical.

Regeneration. Father Llymic regains 20 hit points at the start of his turn if he is in complete darkness and has at least 1 hit point.

Soul Chill. When Father Llymic deals damage to a creature with his claw or bite, the creature suffers one level of soul chill.

Unyielding Essence. Father Llymic is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. Father Llymic uses Summon Brood if it is available. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 5 (1d10) cold damage.

Claw. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 5 (1d10) cold damage.

Brood Seed. Melee Spell Attack: +14 to hit, reach 10 ft., one creature. *Hit:* Father Llymic implants a target with a brood seed. When initially hit, and at the start of each of its turns, the target must make a DC 22 Constitution saving throw. On a failed save, the target gains 1d4 levels of soul chill. If the target succeeds on three of these saves, the effect ends for it. The brood seed can only be removed by a *greater restoration* spell cast while the target is in the area of a *daylight* spell or similar effect, or in natural sunshine.

Discord and Woe (2/Day). One creature within 100 miles of Father Llymic that Father Llymic is aware of must make a DC 22 Wisdom saving throw. A creature automatically succeeds if it is immune to being charmed. On a failed save, the target must target its allies with attacks and other damaging effects 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Father Llymic's Discord and Woe for the next 24 hours.

Summon Brood (Recharge 6). Father Llymic magically summons two brood spawn barbarians in unoccupied spaces within 30 feet of him. These brood spawns act on their own initiative count and follow Father Llymic's orders to the best of their ability.

Legendary Actions

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

Move. Father Llymic moves up to his speed.

Cast a Spell (Costs 2 Actions). Father Llymic casts one of his innate spells.

Savage (Costs 2 Actions). Father Llymic makes a claw attack against each creature within 15 feet of him.

SOUL CHILL

The influence of Father Llymic chills the souls of living creatures. Soul chill is measured in levels. If a creature already suffering from one or more soul chill levels suffers another effect that increases the level of soul chill, its level of soul chill increases by the amount specified in the effect's description.

Levels of soul chill can be removed by casting *greater restoration* while the target is bathed in natural sunlight, which sets its soul chill level to 0.

A creature's hit point maximum is reduced by 5 for each level of soul chill it suffers from. If it suffers from at least two levels of soul chill, it rolls ability checks and saving throws with disadvantage.

If a target's level of soul chill is greater than or equal to its challenge rating (or level, if the target lacks a challenge rating), or if this effect reduces its hit point maximum to 0, it permanently transforms into a brood spawn, as per the Brood Spawn template. This transformation cannot be undone by mortal means, including the *wish* spell. All levels of soul chill are removed when Father Llymic dies.

BROOD FEVER

Although Father Llymic's touch can transform creatures into brood spawn, the far more common method of creating these horrors is through the contraction of brood fever. Most contract this ailment after being subjected to a brood spawn's Cold Breath, but any creature that takes a short or long rest within 300 feet of Father Llymic's frozen form also risk contracting it. Those afflicted with this disease cannot overcome it naturally.

Symptoms manifest one day after infection and include fever and disorientation. At the end of each long rest after the symptoms appear, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature suffers one level of soul chill. This disease is automatically cured when Father Llymic dies.

LAIR ACTIONS

Father Llymic can control icy terrain to take lair actions. On initiative count 20 (losing initiative ties), Father Llymic takes a lair action to cause one of the following effects; Father Llymic can't use the same effect two rounds in a row:

- Jagged shards of ice emerge below three creatures that Father Llymic can see within 120 feet of him. Father Llymic makes one ranged attack roll (+14 to hit) against each target. On a hit, a target takes 10 (3d6) piercing damage plus 10 (3d6) cold damage, and its speed is halved until initiative count 20 of the next round.
- Tendrils of ice lash out at three creatures that Father Llymic can see within 120 feet of him. Each target must make a DC 20 Strength saving throw. On a failed save, the target takes 7 (2d6) bludgeoning damage plus 7 (2d6) cold damage and is restrained until initiative count 20 of the next round. To break out, the restrained target can use its action to make a DC 20 Strength check. On a success, the target escapes and is no longer restrained by the tendrils.

REGIONAL EFFECTS

Even while dormant, Father Llymic can project an image—a shard of his dreaming mind—into the world around him. Father Llymic projects the illusory image of a wizened elf man, bent with age. Calm and inoffensive in appearance, the image's clothes are ragged and worn. He walks with a staff and never makes any noise. This projection can be seen near Father Llymic's tomb, beckoning explorers closer. Although the projection is slow of gait and never aggressive, it can never be caught. Whenever anyone draws too close, it steps out of sight, reappearing some distance away. If its targets refuse to follow it, the image grows agitated, appearing before them and silently screaming from a maw of razor-sharp ice fangs, then leaving to find other prey.

As Father Llymic stirs and inevitably awakens, he can see through the eyes of this projection, allowing him to use his Discord and Woe action on targets that anger him.

BROOD SPAWN TEMPLATE

Stalking the wastelands in preparation for Father Llymic's awakening, the brood mirror their creator's twisted form. Birthed from the bodies of unsuspecting creatures, the brood are pale mockeries of their former selves, recast in plates of frozen crystal with vicious claws and sharp-edged teeth.

The brood remember nothing of their former lives and seek only to carry out Father Llymic's will. They prowl the area around his frozen form, subduing intruders and native creatures and taking them to be transformed. If a threat to Father Llymic surfaces, the brood take any means necessary to drive off or destroy the enemy.

Retaining only a vague resemblance to the creatures that spawned them, the brood are terrible to behold. Made entirely of pale blue crystal, brood spawn are covered in sharp spikes and ridged plates. These protrusions grind against one another but never dull. When a brood spawn is wounded, a pale ichor flows out of the wounds, quickly hardening into a seal. Strange organs pulsate and strain inside them, and no two share the same physiology, even if they originated from the same type of creature. All have three perfectly round eyes atop their head, above a cavernous maw. These eyes allow them to see in any conditions of illumination.

Mentally, all brood spawn are extensions of Father Llymic's thoughts. They carry out his desires without any need for communication. The spawn go about their business with cold precision, completely uncaring of those in their path. The brood have only two goals: to protect Father Llymic and to expand the brood.

CHALLENGE RATINGS AND TEMPLATES

You might be wondering, if this template (or one of the other templates in this book) is applied to a creature, what is its new Challenge Rating? A problem I faced when making the templates found here is that such a calculation must be done for each individual creature a template is applied to, especially with templates like this that depend on creature size. Thus, a DM using this template should pay attention to how it interacts with and complements the base creature, and should not use the base creature's Challenge Rating as the only determining factor of encounter difficulty level.

The next question you might be asking is, "should I raise the save DC and proficiency bonus of a post-template creature based on its new Challenge Rating?" This is what the official books do, but is work this truly necessary for the monster to be strong? The answer is that you really don't have to, especially if you are using this template on the fly.

When a living creature (referred to as the base creature) is transformed into a brood spawn, it retains its statistics except as described below. A brood spawn might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The brood spawn is an aberration, and it doesn't require air, food, drink, or sleep.

Alignment. The brood spawn's alignment is chaotic evil.

Armor Class. The brood spawn gains natural armor if the base creature lacked it, and loses any other sources of Armor Class. The brood spawn's Armor Class is equal to the base creature's Armor Class (including any manufactured armor) plus 2.

Hit Dice. The brood spawn gains 5 more hit dice, which increases its maximum hit points.

Speed. The brood spawn's walking speed increases by 10 feet, and it gains a climbing speed equal to its new walking speed.

Ability Score Adjustment. The brood spawn's Strength, Constitution, Wisdom, and Charisma each increase by 2, to a maximum of 28. As this increases the brood spawn's Constitution modifier by 1, increase its hit points accordingly.

Damage Vulnerabilities, Resistances, and Immunities. The brood spawn has resistance to fire damage and lightning damage and is immune to cold damage. If the base creature already has resistance or immunity to one of these damage types, they are replaced by these modifications. Otherwise, the brood spawn retains the vulnerabilities, resistances, and immunities of the base creature.

Condition Immunities. The brood spawn can't be charmed, frightened, petrified, or knocked unconscious. It also doesn't suffer from exhaustion.

Senses. The brood spawn has blindsight out to 60 feet.

Traits, Actions, and Proficiencies. The brood spawn loses all of its weapon proficiencies and loses any actions or traits that depend on the use of a manufactured weapon. It also loses the Spellcasting trait, but retains any other base proficiencies and traits.

If the base creature has Innate Spellcasting, the Innate Spellcasting trait detailed below can either replace it, or the two spell lists can be merged together, as the DM sees fit. This decision can be made with the source of the base Innate Spellcasting trait in mind (e.g. psionics, or a biological feature), and/or it could be made with encounter difficulty and planning in mind. Otherwise, the brood spawn retains the base creature's proficiencies, actions, and traits, and it gains certain actions and traits as described in the template's statistics block.

BROOD SPAWN TEMPLATE

[Base size] aberration, chaotic evil

Armor Class base + 2 (natural armor)

Hit Points base + 5 more hit dice

Speed base + climb [new walking speed] ft.

STR	DEX	CON	INT	WIS	CHA
Base + 2	Base	Base + 2	Base	Base + 2	Base + 2

Saving Throws base

Skills base

Damage Vulnerabilities base

Damage Resistances base + fire, lightning

Damage Immunities base + cold

Condition Immunities base + charmed, exhaustion, frightened, petrified, unconscious

Senses base + blindsight 60 ft., passive Perception [recalculate]

Languages base

Challenge [recalculate]

Additional Traits

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

Innate Spellcasting. A brood spawn that has an Intelligence of 8 or higher gains this feature. The brood spawn's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *sleet storm*

3/day: *darkness*

2/day each: *dispel magic**, *ice storm**

1/day each: *cone of cold***, *wall of ice***

*Only if the base creature has a challenge rating of 5 or higher.

**Only if the base creature has a challenge rating of 10 or higher.

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Additional Actions

Multiattack. The brood spawn makes two attacks: one with its bite and one with its claw. If the base creature already has the Multiattack action, you can choose not to replace it. These attacks do extra cold damage determined by the *cold* column of the table below.

Bite. Melee Weapon Attack: If the base creature already has a Bite action, the brood spawn can keep it. Otherwise, this attack uses the brood spawn's Strength modifier to determine its attack bonus and damage. This attack deals piercing damage to one target, with its damage dice determined by the *bite* column of the table below. The reach of this attack is 5 feet if the brood spawn is Large or smaller, 10 feet if it is Huge, or 15 feet if it is Gargantuan.

Claw. Melee Weapon Attack: If the base creature already has a Claw action, the brood spawn can keep it. Otherwise, this attack uses the brood spawn's Strength modifier to determine its attack bonus and damage. This attack deals slashing damage to one target, with its damage dice determined by the *claw* column of the table below. The reach of this attack is 5 feet if the brood spawn is Medium or smaller, 10 feet if it is Large, 15 feet if it is Huge, or 20 feet if it is Gargantuan.

Cold Breath (Recharge 6). The brood spawn exhales an icy blast in a cone with a size determined by the last column of the table below. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature contracts Brood Fever, and roll a number of d6s equal to the brood spawn's Challenge Rating \times 3/4 (rounded up); the creature takes an amount of cold damage equal to the total. On a successful save, a creature takes half as much damage and does not contract Brood Fever.

If the base creature already has a breath-related action, it is not replaced as described above. Instead, any damage-dealing breath weapon possessed by the creature deals cold damage instead of its original damage type, and a creature that fails the saving throw to resist it contracts Brood Fever.

Creature Size	Bite	Claw	Cold	Breath Size
Tiny	1d4	1d4	1	15 feet
Small	1d6	1d4	1d4	15 feet
Medium	1d8	1d6	1d6	20 feet
Large	2d8	2d6	1d8	30 feet
Huge	2d10	2d6	1d10	40 feet
Gargantuan	3d10	3d6	1d12	50 feet



Father Llymic

BROOD SPAWN WORG

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	7 (-2)	13 (+1)	10 (0)

Skills Perception +5
Damage Resistances fire, lightning
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened, petrified, unconscious
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Goblin, Worg
Challenge 3 (700 XP)

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

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

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The brood spawn makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 4) piercing damage plus 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) cold damage.

Cold Breath (Recharge 6). The brood spawn exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature contracts Brood Fever and takes 10 (3d6) cold damage. On a successful save, a creature takes half as much damage and does not contract Brood Fever.

BROOD SPAWN OGRE

Large aberration, chaotic evil

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	9 (-1)	9 (-1)

Damage Resistances fire, lightning
Damage Immunities cold
Condition Immunities charmed, exhaustion, frightened, petrified, unconscious
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 5 (1800 XP)

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

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The brood spawn makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) cold damage.

Cold Breath (Recharge 6). The brood spawn exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature contracts Brood Fever and takes 14 (4d6) cold damage. On a successful save, a creature takes half as much damage and does not contract Brood Fever.



Brood spawn ogre

GENERIC BROOD SPAWN

While it is formally named "Brood Spawn Barbarian", the following stat block can be used as a generic stat block for any low-CR humanoid brood spawn that you don't want to have the Innate Spellcasting trait. Most of the stats are lifted from the Orc stat block, but with everything unique stripped away for this purpose.

The strange thing about this template is that no matter what, it gives a Multiattack of two attacks to any brood spawn out there, even if the base creature was weak, like a commoner or something, or if the base creature was strong, like a white dragon.

While it makes sense that monsters in a supplement for high level play should be powerful, there should still also be support for lower tier play on my end. That is why this note is here.

To balance the brood spawn barbarian (or any other brood spawn) to your liking, keep these recommended steps in mind:

- Change general stats like HP, AC, ability scores, etc. to fit your desired Challenge Rating.
- Change the number of attacks granted by the Multiattack feature. You can also insert actions into various stages of the Multiattack, just like how I added Frightful Presence (back) to the Multiattack of the Brood Spawn White Dragon.
- Scale the damage and save DC of Cold Breath to match your desired Challenge Rating.
- If you feel the base creature is (was, rather) significant enough to have unique traits and features (ranging from Darkvision to special items or abilities), definitely add those traits and features to this generic block.
- Similarly, on page 280 of the DMG, there is a table of Monster Features with traits like Aggressive and Pack Tactics that I encourage you to add to different versions of this monster (and to Brood Spawn in general) for the sake of variety.

This conversion is meant to be a toolbox for DMs, not a rigid definition of how things are supposed to be. Whatever you do, just don't think that you are restricted by the specific design choices I made in this conversion.

BROOD SPAWN BARBARIAN

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	13 (+1)	12 (+1)

Damage Resistances fire, lightning

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, petrified, unconscious

Senses blindsight 60 ft., passive Perception 13

Languages any two languages

Challenge 4 (1100 XP)

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

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The brood spawn makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 6). The brood spawn exhales an icy blast in a 20-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature contracts Brood Fever and takes 10 (3d6) cold damage. On a successful save, a creature takes half as much damage and does not contract Brood Fever.

BROOD SPAWN FROST GIANT

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Con +9, Wis +4, Cha +5

Skills Athletics +10, Perception +4

Damage Resistances fire, lightning

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, petrified, unconscious

Senses blindsight 60 ft., passive Perception 14

Languages Giant

Challenge 14 (11,500 XP)

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

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

At will: *sleet storm*

3/day: *darkness*

2/day each: *dispel magic*, *ice storm*

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The brood spawn makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 5 (1d10) cold damage.

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

Cold Breath (Recharge 6). The brood spawn exhales an icy blast in a 40-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature contracts Brood Fever and takes 38 (11d6) cold damage. On a successful save, a creature takes half as much damage and does not contract Brood Fever.

BROOD SPAWN WHITE DRAGON

Huge aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 283 (21d12 + 147)

Speed 50 ft., burrow 30 ft., climb 50 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Dex +6, Con +13, Wis +8, Cha +8

Skills Perception +14, Stealth +6

Damage Resistances fire, lightning

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, petrified, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 19 (22,000 XP) or 20 (25,000 XP) when encountered in lair

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

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

At will: *sleet storm*

3/day: *darkness*

2/day each: *dispel magic*, *ice storm*

1/day each: *cone of cold*, *wall of ice*

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

Light Sickness. The brood spawn is considered to be undead for the purpose of spells and other effects that harm undead. If the brood spawn takes radiant damage or is exposed to sunlight or a magical source of light, it is poisoned until the end of its next turn or until it is no longer exposed to the light.

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

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

Unyielding Essence. The brood spawn is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The brood spawn can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 5 (1d10) cold damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

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

Cold Breath (Recharge 5–6). The brood spawn exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, a creature takes 54 (12d8) cold damage and contracts Brood Fever. On a successful save, a creature takes half as much damage and does not contract Brood Fever.

Legendary Actions

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

Detect. The brood spawn makes a Wisdom (Perception) check.

Tail Attack. The brood spawn makes a tail attack.

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

LAIR ACTIONS

The brood spawn white dragon can manipulate the icy terrain of the mountain surrounding Father Llymic's tomb to take lair actions. On initiative count 20 (losing initiative ties), the brood spawn takes a lair action to cause one of the following effects; the brood spawn can't use the same effect two rounds in a row:

- Freezing fog fills a 20-foot-radius sphere centered on a point the brood spawn can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the brood spawn uses this lair action again or until the brood spawn dies.
- Jagged ice shards emerge from the ground, striking up to three creatures underneath that the brood spawn can see within 120 feet of it. The brood spawn makes one ranged attack roll (+7 to hit) against each target. On a hit, a target takes 10 (3d6) piercing damage.
- The brood spawn creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space; appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the brood spawn uses this lair action again or when the brood spawn dies.

DOUBLE LAIR ACTIONS

Notice how both Father Llymic and this brood spawn white dragon have lair actions? In the encounter setup, it is explained that if the dragon encounter is avoided, it will come to Father Llymic's aid during the final battle. How do you handle the lair actions, then? Here are some options:

- Have the two lair actions both work - one on initiative count 20, and another on initiative count 10.
- Only use Father Llymic's lair actions - after all, he's stronger, right?
- Use two lair actions on the same turn - only do this if you think your players can handle it!

No matter what you do, make sure you have something planned *before* you run an encounter that has multiple lair actions involved, so that you aren't put on the spot during the session.

THE HULKS OF ZORETHA

HULK OF ZORETHA (FEMALE)

Huge aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Str +10, Con +9, Wis +7
Skills Arcana +6, Insight +7, Perception +7, Stealth +4
Damage Resistances acid, cold, fire, lightning
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, unconscious
Senses truesight 120 ft., blindsight 500 ft., passive Perception 17
Languages all, telepathy 1,000 ft.
Challenge 10 (5,900 XP)

Anathematic Secrecy. The hulk can't be targeted by any divination magic or perceived through magical scrying sensors.

Elemental Affinity. The four female hulks are each associated with a specific damage type: acid, cold, fire, and lightning. A female hulk is immune to the element she is associated with.

Innate Spellcasting. The hulk's innate spellcasting ability is Constitution (spell save DC 17). She can innately cast the following spells, requiring no components:

At will: *hallucinatory terrain*
 2/day each: *cause fear*, *dispel magic*
 1/day: *conjure minor elementals**

*The fire hulk summons fire-based elementals, the ice hulk summons water-based elementals, the acid hulk summons earth-based elementals, and the lightning hulk summons air-based elementals.

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

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

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

Unyielding Essence. The hulk is immune to any spell or effect that would alter her form, as well as those that would read her thoughts, determine if she is lying, or magically influence her thoughts or behavior.

Waking Nightmare (1/Day). As a bonus action, the hulk induces a waking nightmare in a single creature it can see. The target must succeed on a DC 17 Wisdom saving throw or become frightened of the hulk for 3 (1d6) rounds. While frightened in this way, the target suffers from an additional effect based on the elemental affinity of the hulk:

Element	Effect
Acid	A phantasmal monster eats away at the target's flesh. The target takes 10 (3d6) psychic damage at the start of its turns.
Cold	Ice seems to form around the target, giving a new meaning to "freezing up". Any speed the target has can be no higher than 15 feet.
Fire	Visions of fiery death overwhelm the target's vision. The target is blinded.
Lightning	An illusory jolt of electricity interferes with a spellcaster's ability to manipulate the weave. The target can only expend spell slots of 5th level or lower.

Actions

Multiattack. The hulk makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Breath Weapon (Recharge 5–6). The hulk exhales elemental energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 56 (16d6) damage on a failed save, or half as much damage on a successful one. The damage type of this breath is the same as the hulk's elemental affinity.

HULK OF ZORETHA (MALE)

Huge aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +8, Con +9, Wis +7
Skills Arcana +6, Insight +7, Perception +7, Stealth +8
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, unconscious
Senses truesight 120 ft., blindsight 500 ft., passive Perception 17
Languages all, telepathy 1,000 ft.
Challenge 10 (5,900 XP)

Anathematic Secrecy. The hulk can't be targeted by any divination magic or perceived through magical scrying sensors.

Innate Spellcasting. The hulk's innate spellcasting ability is Constitution (spell save DC 17). He can innately cast the following spells, requiring no components:

At will: *hallucinatory terrain*
 2/day each: *cause fear*, *dispel magic*
 1/day: *pass without trace*

Legendary Resistance (1/Day). If the hulk fails a saving throw, he can choose to succeed instead.

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

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

Poisoned Spike Regrowth. The hulk has twenty-four poisoned spikes. Used spikes regrow when the hulk finishes a long rest.

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

Unyielding Essence. The hulk is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. The hulk uses his Hypnotic Gaze if it is available, and then it makes two weapon attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Poisoned Spike. *Ranged Weapon Attack:* +8 to hit, range 100 ft., one target. *Hit:* 11 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Hypnotic Gaze (Recharge 5–6). The hulk attempts to hypnotize a creature he can see. The target must succeed on a DC 17 Wisdom saving throw or be blinded and paralyzed until the start of the hulk's next turn. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

REGIONAL EFFECTS

Dark Visiting. Any living creature that sleeps within 100 miles of the five Hulks must succeed on a DC 18 Wisdom saving throw or be afflicted with a random form of short-term madness. If a creature fails this saving throw by 5 or more, it is instead afflicted with a random form of long-term madness. If a creature rolls a 1 on the d20 roll, it is instead afflicted with a random form of indefinite madness. The Short-Term Madness, Long-Term Madness, and Indefinite Madness tables can be found in chapter 8 of the *Dungeon Master's Guide*.

CHILD OF ZORETHA (FEMALE)

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Con +7, Wis +5
Skills Insight +5, Perception +5
Damage Resistances acid, cold, lightning, fire
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, unconscious
Senses truesight 60 ft., passive Perception 15
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 7 (2900 XP)

Anathematic Secrecy. The hulk can't be targeted by any divination magic or perceived through magical scrying sensors.

Aura of Mind Erosion. Any hostile creature that starts its turn within 30 feet of the hulk must make a DC 15 Intelligence saving throw. On a failed save, a creature suffers disadvantage on all Wisdom and Charisma saving throws until the start of the hulk's next turn.

Innate Spellcasting. The hulk's innate spellcasting ability is Constitution (spell save DC 15). She can innately cast the following spells, requiring no components:

At will: *conjure elemental, enemies abound*

3/day each: *dispel magic, fear, levitate*

2/day each: *phantasmal force, phantasmal killer*

1/day each: *dominate monster, mental prison*

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

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

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

Unyielding Essence. The hulk is immune to any spell or effect that would alter her form, as well as those that would read her thoughts, determine if she is lying, or magically influence her thoughts or behavior.

Actions

Multiattack. The hulk makes two melee attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) psychic damage.

Breath Weapon (Recharge 5-6). The hulk exhales elemental energy in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) damage on a failed save, or half as much damage on a successful one. The breath deals acid, cold, fire, or lightning damage (hulk's choice).

RUNNING THE HULKS OF ZORETHA

When compared to the other eight Elder Evils here, the Hulks of Zoretha could be considered the most underwhelming. One reason for this is that each individual Hulk is much weaker than many of the monsters out there. Even Soelma and Janwulf are higher in CR than an individual Hulk. Rather, the global threat posed by the Hulks' Blood Moon sign makes them a world-ending threat; additionally, the five Hulks are designed to be a challenge even for high level characters when fought all at once.

The second reason for this is that there is so much missed potential for their story. The original Elder Evils book describes that the Hulks are part of an alien race that sent them to colonize the campaign setting; once they awaken and eradicate all sapient life on the planet, they will give birth to the "Children of Zoretha". Such children were not given statistics nor descriptions in the original book, as it is assumed that the players will defeat the Hulks before they have a chance to give birth to them.

However, what if a DM wanted to change up the story? Perhaps the Children of Zoretha have begun to bring chaos and destruction to the setting, in an effort to awaken their dormant parents. Perhaps the Hulks and their now matured Children have already colonized a different world and have now begun to invade the campaign setting. It is unfortunate that the original book did not provide the tools necessary in order to facilitate such stories.

Thus, I bring to you my take on the Children of Zoretha. They are simply my imagining of the concept, which I do not claim to have a definitive monopoly over or understanding of. For a description of these Children, see the sidebar to the right.

CHILD OF ZORETHA (MALE)

Large aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Con +7
Skills Perception +5, Stealth +6
Damage Immunities poison
Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, unconscious
Senses truesight 60 ft., passive Perception 15
Languages understands all languages but can't speak, telepathy 120 ft.
Challenge 7 (2900 XP)

Ambusher. The hulk has advantage on attack rolls against any creature he has surprised.

Anathematic Secrecy. The hulk can't be targeted by any divination magic or perceived through magical scrying sensors.

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

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

At will: *enemies abound, pass without trace*

3/day each: *dispel magic, fear, invisibility*

2/day each: *phantasmal force, phantasmal killer*

1/day each: *control weather, feblemind*

Legendary Resistance (1/Day). If the hulk fails a saving throw, he can choose to succeed instead.

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

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

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

Unyielding Essence. The hulk is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. The hulk uses his Hypnotic Gaze if it is available, and then it makes two weapon attacks.

Poisoned Spike. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 100/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 10 (3d6) poison damage.

Hypnotic Gaze (Recharge 6). The hulk attempts to hypnotize up to two creatures it can see. Each target must succeed on a DC 15 Wisdom saving throw or be stunned until the start of the hulk's next turn. Each time a target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

THE CHILDREN OF ZORETHA

My take on the Children of Zoretha is that they are similar to their parents. They are Large instead of Huge, and they have reduced stats and damage as you might expect. However, the Children are well on their way towards surpassing their parents. Their innate spellcasting is drastically stronger, with powerful spells ranging from *dominate person* to *phantasmal killer* to *conjure elemental*.

The Female Children have no elemental affinity, and instead can breath and summon any element of their choosing. They also emanate a powerful aura that makes enemies more susceptible to mind-influencing effects. The Male Children are more adept at ambushing enemies and avoiding damage, and are able to use an unlimited number of poisoned spikes in melee and at range. They are also capable of targeting an additional creature with their weaker version of Hypnotic Gaze.

Other than the lack of an Elemental Affinity, the Children of Zoretha look like smaller versions of their parents. After enough centuries, it is possible that the original Hulks' descendents will be powerful enough to take on any mortal foe... and even a few divine ones.

TITAN OF ZORETHA

Gargantuan aberration, chaotic evil

Armor Class 25 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	30 (+10)	26 (+8)	28 (+9)	24 (+7)

Saving Throws Str +19, Dex +16, Con +19, Wis +18

Skills Arcana +17, Athletics +19, Insight +18, Intimidation +16, Perception +18

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

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

Senses truesight 120 ft., blindsight 500 ft., passive Perception 28

Languages all, telepathy 1,000 ft.

Challenge 29 (135,000 XP)

Anathematic Secrecy. The titan can't be targeted by any divination magic or perceived through magical scrying sensors.

Aura of Mind Erosion. Any hostile creature that starts its turn within 30 feet of the titan must make a DC 24 Intelligence saving throw. On a failed save, a creature suffers disadvantage on all Wisdom and Charisma saving throws until the start of the titan's next turn.

Avoidance. If the titan is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The titan's innate spellcasting ability is Constitution (spell save DC 27). It can innately cast the following spells, requiring no components:

At will: *conjure elemental*, *enemies abound*, *telekinesis*

3/day each: *bones of the earth*, *hypnotic pattern*, *slow*

2/day each: *earthquake*, *mental prison*, *reverse gravity*

1/day each: *dominate monster*, *feeblemind*, *gate*

Legendary Resistance (5/Day). If the titan fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The titan can't be affected or detected by spells of 4th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Lord of Zoretha. The titan has advantage on attacks made against frightened creatures. Additionally, the titan can maintain concentration on two different spells at the same time, and it has advantage on saving throws to maintain concentration on spells.

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

Multiple Heads. The titan can take one reaction per turn, rather than only one per round. It also has advantage on saving throws against being knocked unconscious. If it fails a saving throw against an effect that would stun a creature, one of its unspent legendary actions is spent.

Siege Monster. The titan deals double damage to objects and structures.

Unyielding Essence. The titan is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The titan can use its Maddening Presence. It then makes three melee attacks or two ranged attacks.

Slam. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage plus 14 (4d6) psychic damage.

Poisoned Spike. *Melee or Ranged Weapon Attack:* +19 to hit, reach 15 ft. or range 100/320 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage plus 21 (6d6) poison damage.

Maddening Presence. Each creature of the titan's choice that is within 240 feet of the titan and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. While frightened, a creature suffers from a random form of Short-Term Madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*. 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 titan's Maddening Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). One of the titan's heads exhales elemental energy in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 66 (12d10) damage on a failed save, or half as much damage on a successful one. The breath deals acid, cold, fire, or lightning damage (titan's choice).

Legendary Actions

The titan can take 5 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 titan regains spent legendary actions at the start of its turn.

Quick Step. The titan moves up to its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The titan makes a weapon attack.

Cast a Spell (Costs 2 Actions). The titan casts an innate spell.

Breath Weapon (Costs 3 Actions). The titan recharges its Breath Weapon and uses it.

REGIONAL EFFECTS

Dark Visiting. Any living creature that sleeps within 100 miles of the titan must succeed on a DC 18 Wisdom saving throw or be afflicted with a random form of short-term madness. If a creature fails this saving throw by 5 or more, it is instead afflicted with a random form of long-term madness. If a creature rolls a 1 on the d20 roll, it is instead afflicted with a random form of indefinite madness. The Short-Term Madness, Long-Term Madness, and Indefinite Madness tables can be found in chapter 8 of the *Dungeon Master's Guide*.

VARIANT: TITAN OF ZORETHA

As discussed on the previous page, the Hulks of Zoretha are underwhelming because they are required to individually be weak in order to be a group encounter for high level players. Thus, I made the above stat block to counteract this: DMs that feel the Hulks are boring as a group may run it as one colossal Elder Evil that I dubbed the "Titan of Zoretha".

A five-headed monolith big enough to tackle a tarrasque, the Titan of Zoretha can be used as a replacement of the five Hulks in a standard campaign. However, if a DM makes the Hulks and Children of Zoretha non-unique (i.e. a reoccurring monster type throughout the campaign), the Titan of Zoretha would instead be used as their leader. This way, the aliens of Zoretha can be used as an entire faction of enemies, rather than relying on cultists and the Hulks' Blood Moon sign to create conflict throughout the campaign.

You could also decide to have the five Hulks fuse together into the Titan of Zoretha (like the Power Rangers) during their boss battle, but that might go against the otherwise serious tone of the campaign.



Waking Hulks

JANWULF THE SOULBITER

Huge giant, neutral evil

Armor Class 16 (glamoured studded leather)

Hit Points 242 (21d12 + 105)

Speed 40 ft.

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

Saving Throws Con +10, Wis +7, Cha +10

Skills Deception +10, Intimidation +10, Perception +7, Performance +10, Persuasion +10

Damage Immunities cold

Senses passive Perception 17

Languages Common, Dwarven, Elven, Giant, Orc

Challenge 13 (10,000 XP)

Special Equipment. Janwulf wears *glamoured studded leather* disguised to look like fine clothing.

Spellcasting. Janwulf is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Janwulf has the following spells prepared:

Cantrips (at will): *friends*, *ray of frost*, *vicious mockery*

1st level (4 slots): *charm person*, *cure wounds*, *shield*, *sleep*

2nd level (3 slots): *heat metal*, *invisibility*, *mirror image*, *suggestion*

3rd level (3 slots): *enemies abound*, *hypnotic pattern*, *lightning bolt*

4th level (3 slots): *dimension door*, *greater invisibility*, *ice storm*

5th level (2 slots): *cone of cold*, *hold monster*

6th level (1 slot): *mass suggestion*

Taunt (2/Day). Janwulf can use a bonus action on his turn to target one creature within 60 feet of him. If the target can hear Janwulf, the target must succeed on a DC 18 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Janwulf's next turn.

Actions

Multiattack. Janwulf makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage.

Leadership (Recharges After A Short Or Long Rest). For 1 minute, Janwulf can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Janwulf. A creature can benefit from only one Leadership die at a time. This effect ends if Janwulf is incapacitated.

SOELMA NILAENISH

Medium humanoid (elf), neutral evil

Armor Class 16 (Staff of Power)

Hit Points 153 (23d8 + 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	15 (+2)	23 (+6)	16 (+3)	17 (+3)

Saving Throws Str +1, Dex +6, Con +4, Int +14, Wis +11, Cha +5

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

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Infernal, Orc, Sylvan, Undercommon

Challenge 18 (20,000 XP)

Special Equipment. Soelma wields a *staff of power* (accounted for in her statistics). The staff has 15 (3d4 + 8) charges remaining.

Dark Knowledge. After Soelma makes an attack roll, ability check, or saving throw, but before the outcome is determined, an additional d20 can be rolled. Soelma chooses which of the d20s rolled is used to determine the outcome. When she does so, she takes 12 (5d4) necrotic damage, which can't be reduced or prevented in any way.

Fey Ancestry. Magic can't put Soelma to sleep.

Madness of Zoretha. Soelma is immune to any spell or effect that would read her thoughts, determine if she is lying, or magically influence her thoughts or behavior, unless the spell or effect comes from the Hulks of Zoretha.

Spellcasting. Soelma is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +14 to hit with spell attacks). She can cast *detect magic* at will, without expending a spell slot. Soelma has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *minor illusion*, *prestidigitation*, *ray of frost*

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

2nd level (3 slots): *darkness*, *detect thoughts*, *hold person*, *misty step*

3rd level (3 slots): *blink*, *counterspell*, *sending*

4th level (3 slots): *banishment*, *greater invisibility*, *death ward**

5th level (3 slots): *Bigby's hand*, *cloudkill*, *far step*

6th level (1 slot): *circle of death*, *mental prison*, *scatter*

7th level (1 slot): *regenerate*, *reverse gravity*

8th level (1 slot): *glibness*, *maze*

9th level (1 slot): *foresight**

*Soelma casts these spells on herself before combat.

Actions

Multiattack. Soelma makes two attacks with her staff of power.

Staff of Power. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 6 (1d8 + 1) bludgeoning damage when used with two hands. Soelma can expend 1 of the staff's charges to deal an extra 3 (1d6) force damage on a hit.

Reactions

Insane Defiance. In response to being targeted by an effect that would magically influence her mind, Soelma can retarget the effect to another creature of her choice, other than the caster or source of the ability, within the effect's range.

Legendary Actions

Soelma 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. Soelma regains spent legendary actions at the start of her turn.

Detect. Soelma makes a Wisdom (Perception) check.

Cast a Spell (Costs 2 Actions). Soelma casts a cantrip, or she casts a spell using a spell slot of 3rd level or lower.

Staff of Power (Costs 3 Actions). Soelma casts a spell from her *staff of power*.



Soelma Nilaenish

WAR TROLL

Large giant, chaotic evil

Armor Class 17 (splint)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	10 (+0)	9 (-1)	7 (-2)

Saving Throws Str +7, Con +8
Skills Athletics +7, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 8 (3,900 XP)

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

Martial Advantage (1/Turn). The troll can deal an extra 7 (2d6) damage to a creature it hits with a melee attack if that creature is within 5 feet of an ally of the troll that isn't incapacitated.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes four attacks: one with its claw, one with its greataxe, and two with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the start of the troll's next turn.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

OGRE TEMPEST

Large giant, chaotic evil

Armor Class 16 (chain mail)
Hit Points 76 (8d10 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	8 (-1)	7 (-2)	7 (-2)

Saving Throws Str +7, Con +7
Skills Athletics +7
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the ogre can move up to its speed toward a hostile creature that it can see.

Martial Advantage (1/Turn). The ogre can deal an extra 5 (2d4) damage to a creature it hits with a melee attack if that creature is within 5 feet of an ally of the troll that isn't incapacitated.

Actions

Multiattack. The ogre makes three weapon attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage or 15 (2d10 + 4) slashing damage if used with two hands. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Parry. The ogre adds 4 to its AC against one melee attack that would hit it. To do so, the ogre must see the attacker and be wielding a melee weapon.

WHITESPAWN BERSERKER

Medium humanoid (dragonspawn), chaotic evil

Armor Class 15 (scale mail)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +6, Survival +4
Damage Immunities cold
Condition Immunities paralyzed, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Common, Draconic
Challenge 3 (700 XP)

Aggressive. As a bonus action, the berserker can move up to its speed toward a hostile creature that it can see.

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

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

Actions

Multiattack. The berserker makes two weapon attacks.

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

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

CAVE TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +7, Con +6
Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 7 (2,900 XP)

Charge. If the troll moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Actions

Multiattack. The troll makes three melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 4) piercing damage. If the target has already been hit by a claw attack but not by a bite attack during this round, it must make a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much on a successful one.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 14 (3d6 + 4) bludgeoning damage.

GREATHORN MINOTAUR

Large monstrosity, chaotic evil

Armor Class 16 (chain mail)
Hit Points 76 (9d10 + 27)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	18 (+4)	9 (-1)

Skills Athletics +6, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Giant
Challenge 4 (1,100 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Earth Glide. The minotaur ignores difficult terrain caused by churned or displaced earth, such as that of its Earth Warp trait. Additionally, the minotaur can burrow through nonmagical, unworked earth and stone. While doing so, the minotaur doesn't disturb the material it moves through.

Earth Warp. As a bonus action, the minotaur can cause all rock, natural stone, finished stone, and dirt within 15 feet of it to become difficult terrain for 1 minute.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

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

Actions

Multiattack. The minotaur makes two attacks: one with its gore and one with its glaive.

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

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

SKINDANCER

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	21 (+5)	7 (-2)	16 (+3)	7 (-2)

Saving Throws Str +7, Con +9
Skills Perception +7, Stealth +7
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 10 (5,900 XP)

Adaptive Skin. As a bonus action, the skindancer can gain resistance to one damage type of its choice until the start of its next turn.

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

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

Relentless. If the skindancer takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The skindancer makes five attacks: one with its bite, one with its slam, and three with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the skindancer can't bite another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 4) slashing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Reactive Skin. The skindancer halves the damage that it takes from an attack that hits it. The skindancer must be able to see the attacker.

THE LEVIATHAN

ASPECT OF THE LEVIATHAN

Huge aberration (titan), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	15 (+2)	19 (+4)	21 (+5)

Saving Throws Str +11, Con +9, Wis +8
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhausted, frightened, petrified, unconscious
Senses truesight 120 ft., blindsight 500 ft., passive Perception 14
Languages understands all languages but can't speak, telepathy 1,000 ft.
Challenge 10 (5,900 XP)

Amphibious. The aspect can breathe air and water.

Anathematic Secrecy. The aspect can't be targeted by any divination magic or perceived through magical scrying sensors.

Freedom of Movement. The aspect ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Legendary Resistance (1/Day). If the aspect fails a saving throw, it can choose to succeed instead.

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

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

Siege Monster. The aspect deals double damage to objects and structures.

Unyielding Essence. The aspect is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The aspect makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the aspect can't bite another target.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a creature and is Huge or smaller, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Legendary Actions

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

Move. The aspect moves up to half its speed.

Tail Attack (Costs 2 Actions). The aspect makes one tail attack.

Chaotic Surge (Costs 2 Actions). Each creature within 60 feet of the aspect must succeed on a DC 17 Charisma saving throw or suffer a random chaotic effect, determined by rolling on the Chaotic Surge table.

CHAOTIC SURGE TABLE

d100 Effect

01-25	The target is stunned until the start of their next turn.
26-50	The target suffers the effects of the <i>confusion</i> spell for one round, as if they failed the initial saving throw to resist the spell.
51-75	The target takes 10 (3d6) damage of a random type.
76-98	The target has a random ability score reduced by 1d4 for 1 hour. The target dies if this reduces an ability score to 0.
99-00	The target suffers one level of exhaustion.

REGIONAL EFFECTS

Dark Visiting. Any living creature that sleeps within 10 miles of The Leviathan must succeed on a DC 18 Wisdom saving throw or be afflicted with a random form of short-term madness. If a creature fails this saving throw by 5 or more, it is instead afflicted with a random form of long-term madness. If a creature rolls a 1 on the d20 roll, it is instead afflicted with a random form of indefinite madness. The Short-Term Madness, Long-Term Madness, and Indefinite Madness tables can be found in chapter 8 of the *Dungeon Master's Guide*.

This range increases to 100 miles when The Leviathan truly wakes (when its overwhelming Eerie Weather sign manifests).

ADVANCED ASPECT OF THE LEVIATHAN

Gargantuan aberration (titan), chaotic neutral

Armor Class 18 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	23 (+6)	19 (+4)	21 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11
Damage Resistances cold, fire
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhausted, frightened, petrified, unconscious
Senses truesight 120 ft., blindsight 500 ft., passive Perception 14
Languages understands all languages but can't speak, telepathy 1,000 ft.
Challenge 24 (62,000 XP)

Amphibious. The aspect can breathe air and water.

Anathematic Secrecy. The aspect can't be targeted by any divination magic or perceived through magical scrying sensors.

Freedom of Movement. The aspect ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

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

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

Siege Monster. The aspect deals double damage to objects and structures.

Unyielding Essence. The aspect is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The aspect can use its Frightful Presence. It then makes three attacks: one with its bite, one with its claw, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the aspect can't bite another target.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the aspect's choice within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the aspect is within line of sight, 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 aspect's Frightful Presence for the next 24 hours.

Swallow. The aspect makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the aspect, and it takes 42 (12d6) acid damage at the start of each of the aspect's turns.

If the aspect takes 50 damage or more on a single turn from a creature inside it, the aspect must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the aspect. If the aspect dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

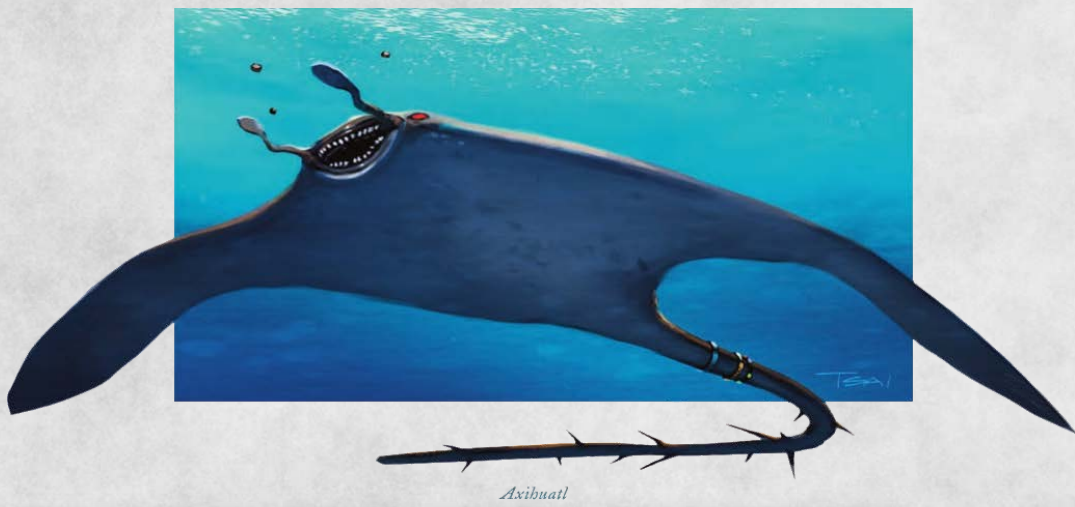
Legendary Actions

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

Move. The aspect moves up to its speed.

Tail Attack (Costs 2 Actions). The aspect makes one tail attack.

Chaotic Surge (Costs 2 Actions). Each creature within 120 feet of the aspect must succeed on a DC 20 Charisma saving throw or suffer a random chaotic effect, determined by rolling on the Chaotic Surge table.



Axihuatl

AXIHUATL

Large aberration (shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	22 (+6)	20 (+5)	22 (+6)	18 (+4)

Saving Throws Dex +11, Wis +12
Skills Arcana +11, History +11, Insight +12, Perception +12, Religion +11
Senses darkvision 60 ft., passive Perception 22
Languages Abyssal, Aquan, Common, Ixitxachitl
Challenge 17 (18,000 XP)

Special Equipment. Axihuatl wears an *ioun stone of insight* (accounted for in his statistics) and an *abyssal shard*. While the *abyssal shard* orbits his head, Axihuatl has advantage on all saving throws.

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

Conduit of Chaos. When Axihuatl casts a spell that deals damage, he can change the spell's damage type to cold, fire, force, lightning, necrotic, or thunder.

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

Spellcasting. Axihuatl is a 16th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). Axihuatl has the following cleric spells prepared:

Cantrips (at will): *guidance, spare the dying, thaumaturgy, toll the dead*
 1st level (4 slots): *bane, charm person, command, inflict wounds*
 2nd level (3 slots): *blindness/deafness, hold person, silence*
 3rd level (3 slots): *counterspell, vampiric touch, lightning bolt*
 4th level (3 slots): *conjure minor elementals, control water*
 5th level (2 slots): *contagion, enervation, hold monster*
 6th level (1 slot): *harm, planar ally**
 7th level (1 slot): *crown of stars, prismatic spray*
 8th level (1 slot): *control weather, tsunami*

*Axihuatl casts this spell before combat to summon a wastrilith. This wastrilith aids Axihuatl in combat in exchange for Axihuatl's service as a cleric of Demogorgon.

Two Minds of Madness. Axihuatl has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Actions

Vampiric Bite (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. The target must succeed on a DC 20 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and Axihuatl regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Reactions

Barbed Tail (True Form Only). When a creature provokes an opportunity attack from Axihuatl, he can make the following attack instead of using his bite.

Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Legendary Actions

Axihuatl 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. Axihuatl regains spent legendary actions at the start of his turn.

Detect. Axihuatl makes a Wisdom (Perception) check.

Teleport (Costs 2 Actions). Axihuatl magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Tsunami (Costs 2 Actions). Axihuatl casts *tsunami* using an 8th level spell slot.



Marcus Hape

MARCUS HAPE

Medium humanoid (human), chaotic evil

Armor Class 19 (leather armor, Suave Defense)
Hit Points 120 (16d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	18 (+4)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +9, Wis +5, Cha +7
Skills Acrobatics +9, Athletics +5, Persuasion +7, Stealth +9
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages Abyssal, Aquan, Common
Challenge 11 (7,200 XP)

Assassinate. During his first turn, Marcus has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Marcus scores against a surprised creature is a critical hit.

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

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

Sneak Attack (1/Turn). Marcus deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Marcus that isn't incapacitated and Marcus doesn't have disadvantage on the attack roll. He also deals this extra damage when Marcus is within 5 feet of the target, no other creatures are within 5 feet of him, and he doesn't have disadvantage on the attack roll.

Suave Defense. While Marcus is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier (accounted for in his statistics).

Two Minds of Madness. Marcus has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Actions

Multiattack. Marcus makes four attacks with his rapier. Marcus can increase the reach of two of these attacks by 5 feet.

+1 Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. A creature targeted by this attack can't make opportunity attacks against Marcus for the rest of his turn, even if the attack misses.

Reactions

Insane Defiance. In response to being targeted by an effect that would magically influence his mind, Marcus can retarget the effect to another creature of his choice, other than the caster or source of the ability, within the effect's range.

Uncanny Dodge. Marcus halves the damage that he takes from an attack that hits him. Marcus must be able to see the attacker.



Aspect of Leviathan

MYTUS

Medium humanoid (human), neutral good

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6, Religion +6
Senses passive Perception 11
Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Infernal, Primordial
Challenge 6 (2300 XP)

Spellcasting. Mytus is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Mytus has the following wizard spells prepared:

Cantrip (at will): *fire bolt*, *mage hand*, *shape water*
 1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
 2nd level (3 slots): *darkvision*, *misty step*
 3rd level (3 slots): *dispel magic*, *sleet storm*, *water breathing*
 4th level (3 slots): *control water*, *watery sphere*
 5th level (1 slot): *cone of cold*

Actions

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

LEVIATHAN - MORDENKAINEN'S TOME OF FOES MONSTER

Although there is a monster in MToF called "Leviathan" that is a giant sea serpent that destroys things easily, the Leviathan that is found in MToF is an Elder Elemental and has no connection to The Leviathan that is an Elder Evil. The base difference between their names is the "The" found only in front of the Elder Evil's name, but you may want to come up with an alternative naming scheme to avoid confusion.

BRINE CULTIST

Medium humanoid (any race), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 40 ft.

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

Saving Throws Wis +3, Cha +3
Skills Arcana +3, Deception +3, Religion +3
Senses passive Perception 11
Languages Abyssal, Aquan, Common
Challenge 2 (450 XP)

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

Hold Breath. The cultist can hold its breath for 15 minutes.

Actions

Multiattack. The cultist makes three attacks with its trident or dagger.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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.

WATERVEILED ASSASSIN

Large elemental, neutral evil

Armor Class 15
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft.

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

Saving Throws Dex +9, Int +4
Damage Resistances acid; 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 12
Languages Aquan, Common
Challenge 9 (5,000 XP)

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

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

Freeze. If the assassin takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Water Form. The assassin can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Furthermore, the assassin is invisible while fully immersed in water.

Actions

Multiattack. The assassin makes three melee attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Water Jet (Recharge 5-6). The assassin unleashes a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a DC 17 Strength saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Whelm (Recharge 4-6). Each creature in the assassin's space must make a DC 17 Strength saving throw. On a failed save, a target takes 14 (2d8 + 5) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the assassin's space.

The assassin can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the assassin's turns, each target grappled by it takes 14 (2d8 + 5) bludgeoning damage. A creature within 5 feet of the assassin can pull a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

DEEP LURKER

Large aberration, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 20 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	7 (-2)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +5
Senses darkvision 120 ft., passive Perception 14
Languages Deep Speech
Challenge 3 (700 XP)

Amphibious. The deep lurker can breathe air and water.

Grasping Tendrils. The deep lurker can have up to six tendrils at a time. Each tendril can be attacked (AC 16; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the deep lurker, 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 13 Strength check against it.

Nimble Escape. The deep lurker can take the Disengage or Hide action as a bonus action on each of its turns.

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

Actions

Multiattack. The deep lurker makes two attacks with its tendrils and uses Reel.

Tendril. Melee Weapon Attack: +5 to hit, reach 40 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the deep lurker can't use the same tendril on another target.

Reel. The deep lurker pulls each creature grappled by it up to 20 feet straight toward it.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Maelstrom (Recharge 5-6). The deep lurker can only use this action underwater. The deep lurker exudes a blast of pressure from its body that ripples through the surrounding water. Each creature and object within 30 feet of the deep lurker must make a DC 13 Strength saving throw. On a failed save, a target takes 14 (4d6) bludgeoning damage and is pushed up to 30 feet away from the deep lurker. On a successful save, a target takes half as much damage and is pushed up to 15 feet away from the deep lurker.

FIENDISH ACROBAT

Medium humanoid (any race), chaotic evil

Armor Class 16 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 30 ft. (Aerial Artistry trait)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +7, Int +4
Skills Acrobatics +10, Performance +9, Sleight of Hand +10, Stealth +10
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages Abyssal, Common
Challenge 6 (2300 XP)

Aerial Artistry. The acrobat doesn't take damage from falling. Additionally, when the acrobat moves, it can instead take multiple short movements by flying. Each movement can be up to 15 feet, and it must end each one on a solid object or the ground. If it does not, it falls and its movement ends.

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

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

Sneak Attack (1/Turn). The acrobat deals an extra 17 (5d6) 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 acrobat that isn't incapacitated and the acrobat doesn't have disadvantage on the attack roll.

Two Minds of Madness. The acrobat has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Actions

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

Reactions

Uncanny Dodge. The acrobat halves the damage that it takes from an attack that hits it. The acrobat must be able to see the attacker.

CHAOS SPAWN

Large aberration, chaotic neutral

Armor Class 13
Hit Points 102 (12d10 + 36)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +7, Cha +7
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses truesight 120 ft., passive Perception 12
Languages telepathy 120 ft.
Challenge 9 (5,000 XP)

Conduit of Chaos. When the chaos spawn deals damage, it can change the damage type to cold, fire, force, lightning, necrotic, or thunder.

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

Incorporeal Movement. The chaos spawn 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.

Innate Spellcasting. The chaos spawn'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:

At will: *chaos bolt*, *tidal wave*

2/day each: *thunder step*, *whirlwind**

*When cast underwater, this spell creates a raging area of turbulent water. This turbulence takes the form of a 30-foot-radius sphere that pulls restrained creatures towards the center of the sphere, rather than towards the top of the original spell's cylinder.

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

Actions

Multiattack. The chaos spawn makes two attacks.

Touch. Melee Spell Attack: +7 to hit, reach 10 ft., one target. **Hit:** 14 (2d10 + 3) force damage.

Chaos Orb. Ranged Spell Attack: +7 to hit, range 120 ft., one target. **Hit:** 16 (2d12 + 3) force damage.

Chaotic Surge (Recharge 5-6). Each creature within 60 feet of the chaos spawn must succeed on a DC 15 Charisma saving throw or suffer a random chaotic effect, determined by rolling on the Chaotic Surge table.

PANDORYM

MIND SHARD OF PANDORYM

Gargantuan aberration, lawful evil

Armor Class 17

Hit Points 615 (30d20 + 300)

Speed 10 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	24 (+7)	30 (+10)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Dex +16, Int +19, Wis +19, Cha +19

Skills Arcana +19, History +19, Insight +19, Nature +19, Religion +19

Damage Resistances acid, cold, fire, lightning, thunder

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

Condition Immunities all

Senses truesight 120 ft., blindsight 500 ft., passive Perception 20

Languages understands all languages but can't speak, telepathy 10 miles

Challenge 30 (155,000 XP)

Anathematic Secrecy. The mind shard can't be targeted by any divination magic or perceived through magical scrying sensors.

Creature Sense. The mind shard is aware of the presence of creatures within 10 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell can't be perceived in this manner.

God Slayer. The mind shard deals double damage to gods and celestials, bypassing their resistances and immunities. If the mind shard reduces a god or celestial to 0 hit points, it kills them instantly.

Incorporeal Movement. The mind shard 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.

Innate Spellcasting (Psionics). The mind shard's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *Bigby's hand*, *far step*, *soul cage*, *telekinesis*

3/day each: *dimension door*, *disintegrate*, *dispel magic*, *synaptic static*

2/day each: *power word pain*, *reverse gravity*, *scatter*, *wall of force*

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

Limited Magic Immunity. Unless it wishes to be affected, the mind shard is immune to spells of 6th level or lower. It has advantage on saving throws against all other spells and magical effects.

Psychic Absorption. Whenever the mind shard is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Psychic Focus (3/Day). The mind shard can maintain concentration on two different spells at the same time. In addition, it has advantage on saving throws to maintain concentration on spells.

Unyielding Essence. The mind shard is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The mind shard casts a non-damaging spell or uses an action granted by a *telekinesis* spell it is concentrating on. It then makes two tendril attacks.

Tendril. Melee Spell Attack: +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) psychic damage.

Mind Blast (Recharge 5–6). The mind shard emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 27 Intelligence saving throw, taking 54 (8d10 + 10) psychic damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also stunned until the end of the mind shard's next turn.

Legendary Actions

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

Move. The mind shard moves up to half its speed.

Tendril. The mind shard makes one tendril attack.

Psionics (Costs 2 Actions). The mind shard casts one of its innate spells.

REGIONAL EFFECTS

Despite the seals that hold its mind within the crystalline prison, Pandorym remains conscious and aware of its surroundings. The mind of Pandorym has the following abilities:

- **Creature Sense.** Pandorym's mind is aware of the presence of creatures within 20 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell can't be perceived in this manner.
- **Sense Thoughts.** Pandorym's mind can use an action to target a creature within 5 miles of it. Pandorym gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates). Pandorym can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight) check. If Pandorym succeeds, the creature believes the deception for 1 hour or until evidence of the lie is presented to the target.
- **Telepathic Hub.** Pandorym's mind can telepathically communicate with creatures within 20 miles of it. Pandorym can use this telepathy to initiate and maintain telepathic conversations with an unlimited creatures at a time. Pandorym can let those creatures telepathically hear each other while connected in this way.
- **Telepathic Receiver.** Pandorym's mind can overhear and participate in any telepathic conversation happening within 20 miles of it. The nature of the eavesdropper isn't revealed, even if Pandorym chooses to participate.
- **Enslave.** Pandorym's mind can target one creature within 60 feet of its prison. If the target remains within 60 feet of the prison for 10 minutes, it must succeed on a DC 27 Wisdom saving throw or be charmed by Pandorym until the target is on a different plane of existence than Pandorym. The charmed target is under Pandorym's control and can't take reactions, and Pandorym and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends.

No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from Pandorym's mind.

To its eternal frustration, the crushing power of Pandorym's mind breaks its servants long before they can perform any helpful action. Such creatures are typically those with Intelligence scores of 20 or less, who go insane and can no longer be controlled by Pandorym soon after failing the initial saving throw.



Even a fragment of Pandorym's consciousness can fell the mightiest creature



Lucather Majii now serves the will of Pandorym

His encounter with the mind of Pandorym held unforeseen consequences for Lucather. In addition to stripping away his free will and instilling a hatred of divinity, constant contact with the crystalline prison also ripped his soul from his body.

Lucather exists as a quell, his incorporeal presence only an echo of his formerly handsome self. What remains of Lucather resembles wispy gray-white smoke collected in a vaguely humanoid form. His body appears cloaked, and his eyes glow with a malevolent green fire.

QUELL

Medium undead, lawful evil

Armor Class 12
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 3 (700 XP)

Godhate. The quell has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Incorporeal Movement. The quell 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.

Sense Divinity. The quell knows if a visible creature is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate).

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

Actions

Multiattack. The quell uses its Intercession if it is available, and then it uses its Life Drain.

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Intercession (Recharge 5-6). Each creature within 45 feet of the quell that is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate) must make a DC 13 Wisdom saving throw. On a failed save, a target cannot cast spells via divine magic until the start of the quell's next turn. If the saving throw fails by 5 or more, this effect instead lasts until the target finishes a long rest.

LUCATHER MAJII

Medium undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 170 (20d8 + 80)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	18 (+4)	22 (+6)	16 (+3)	17 (+3)

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +12, Deception +15, History +12, Persuasion +15, Religion +12
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Deep Speech, Draconic, Dwarven, Elven
Challenge 17 (18,000 XP)

Godhate. Lucather has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

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

Sense Divinity. Lucather knows if a visible creature is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate).

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

Cantrips (at will): *fire bolt, prestidigitation, minor illusion*
1st level (4 slots): *charm person, fog cloud, magic missile, shield*
2nd level (3 slots): *darkness, hold person, misty step*
3rd level (3 slots): *counterspell, fireball, hypnotic pattern*
4th level (3 slots): *blight, Evard's black tentacles, wall of fire*
5th level (3 slots): *enervation, hold monster, negative energy flood*
6th level (1 slot): *circle of death, scatter*
7th level (1 slot): *finger of death, whirlwind*
8th level (1 slot): *Abi-Dalzim's horrid wilting, maddening darkness*
9th level (1 slot): *mass polymorph, power word kill*

Stained Psyche. Lucather is immune to any spell or effect that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior, unless the spell or effect comes from Pandorym.

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

Actions

Multiattack. Lucather uses his Intercession or Dark Whispers if available. He then casts a spell with a casting time of 1 action, or he uses his Life Drain twice.

Life Drain. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 3) 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 target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dark Whispers (Recharge 5-6). Lucather whispers word of incredible wickedness to form grotesque visions in the minds of those who hear him. Lucather takes 13 (2d12) psychic damage, and each creature within 30 feet of Lucather that can hear him must succeed on a DC 15 Wisdom saving throw or be blinded for 1 minute. While blinded, a creature is also incapacitated. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After using this action, Lucather takes 13 (2d12) psychic damage, which can't be reduced or prevented in any way.

Intercession (Recharge 4-6). Each creature within 45 feet of Lucather that is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate) must make a DC 17 Wisdom saving throw. On a failed save, a target cannot cast spells via divine magic until the start of Lucather's next turn. If the saving throw fails by 5 or more, this effect instead lasts until the target finishes a long rest.

Dark Speech. Lucather takes 13 (2d12) psychic damage, and each creature within 60 feet of Lucather that can hear him must succeed on a DC 17 Wisdom saving throw or be charmed or frightened (Lucather's choice) for 1 minute. A charmed or frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Obligatum VII will fulfill its purpose at all costs

Obligatum VII looks like any other kolyarut, a human-shaped being of gleaming metal in ornate mail. However, its weapons, armor, and other equipment are obviously superior in craftsmanship and materials to those of ordinary kolyaruts.

KOLYARUT

Medium construct (inevitable), lawful neutral

Armor Class 18 (plate)
Hit Points 147 (14d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7
Skills Insight +11, Investigation +5, Perception +7, Persuasion +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities psychic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 17
Languages all
Challenge 12 (8,400 XP)

Discern Lies. The kolyarut knows if it hears a lie.

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

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

At will: *disguise self*, *hold person*, *invisibility*, *locate creature*, *suggestion*
1/day each: *hex* (5th level), *hold monster*
1/week: *geas*

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

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

Actions

Multiattack. The kolyarut makes four attacks with its greatsword. It can replace one of these attacks with a Vampiric Touch attack.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Vampiric Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the kolyarut regains hit points equal to half the amount of necrotic damage dealt.

Enervation Ray (Recharge 5-6). *Ranged Spell Attack:* +7 to hit, range 200 ft., one creature. *Hit:* 19 (3d10 + 3) necrotic damage, and the target must succeed on a DC 15 Constitution saving throw. On a failed save, the target suffers one level of exhaustion.

OBLIGATUM VII

Medium construct (inevitable), lawful neutral

Armor Class 20 (adamantine plate armor +2)
Hit Points 184 (16d8 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	24 (+7)	15 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +6, Con +12, Wis +9

Skills Insight +14, Investigation +7, Perception +9, Persuasion +9

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

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

Senses darkvision 60 ft., passive Perception 19

Languages all

Challenge 16 (15,000 XP)

Special Equipment. Obligatum wears *adamantine plate armor +2* (accounted for in its statistics) and a *cloak of nondetection*. While Obligatum wears its armor, any critical hit against it becomes a normal hit. Furthermore, while Obligatum wears its cloak, it can't be targeted by any divination magic or perceived through magical scrying sensors.

Brute. A melee weapon deals one extra die of its damage when Obligatum hits with it (included in the attack).

Discern Lies. Obligatum knows if it hears a lie.

Mark of Ineluctability (1/Day). As a bonus action, Obligatum marks one creature within 60 feet of it for 1 minute or until the target dies. Until the mark ends, Obligatum deals 5 extra damage on weapon attacks against the marked target. Furthermore, Obligatum's weapon attacks against the marked target score a critical hit on a roll of 19 or 20 on the d20, and Obligatum regains 25 hit points if the marked target dies.

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

Innate Spellcasting. Obligatum's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Obligatum can innately cast the following spells, requiring no material components:

At will: *disguise self*, *hold person*, *invisibility*, *locate creature*, *suggestion*
1/day each: *hex* (5th level), *hold monster*
1/week: *geas*

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

Magic Weapons. Obligatum's weapon attacks are magical.

Sense Magic. Obligatum sees a faint aura around any visible creature or object within 60 feet of it that bears magic, and it learns its school of magic, if any.

Weapon Bond. Obligatum can't be disarmed of its adamantine longsword unless it is incapacitated. Obligatum can summon its longsword as a bonus action on its turn, causing it to teleport instantly to its hand.

Actions

Multiattack. Obligatum makes four attacks with its longsword. It can replace one of these attacks with a Vampiric Touch attack, and it can choose to make one of its longsword attacks with advantage.

Adamantine Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands. If the target is an object, the hit is a critical hit. On a critical hit against a creature, the target is pushed up to 10 feet away from Obligatum.

Vampiric Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and Obligatum regains hit points equal to half the amount of necrotic damage dealt.

Enervation Ray (Recharge 5-6). *Ranged Spell Attack:* +9 to hit, range 200 ft., one creature. *Hit:* 20 (3d10 + 4) necrotic damage, and the target must succeed on a DC 17 Constitution saving throw or suffer one level of exhaustion.

Reactions

Mind over Magic. If Obligatum makes a successful saving throw against a spell whose only target is Obligatum, or a spell attack misses it, Obligatum can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell or spell attack targets the chosen creature instead of Obligatum. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

GRISGOL

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30 ft.

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

Damage Resistances damage from spells

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

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

Senses darkvision 60 ft., passive Perception 10

Languages the languages known by the lich whose phylactery animates it
Challenge 15 (13,000 XP)

Choking Dust. Attempting to deal nonmagical bludgeoning or slashing damage to the grisgol causes a disease-carrying, choking cloud of dust and mold to explode from the point of contact. Each creature within 10 feet of the grisgol must make a DC 18 Constitution saving throw. On a failed save, a target contracts the sewer plague disease (DMG 257) and suffers one level of exhaustion. Any levels of exhaustion caused by this effect go away after 1 hour.

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

Incite Madness. Anyone examining the strips of parchment and pages that comprise the wrappings of a slain grisgol must make a DC 18 Wisdom saving throw. On a failed save, the parchments invokes a curse that renders the reader insane. The victim of this insanity becomes convinced that the scraps contain great and lost arcane secrets that can be rediscovered only by painstakingly fitting every piece together in the right order. The affected creature dedicates every waking hour to this massive undertaking, barely pausing to eat or rest, and always believes a revelation is close.

The affected creature has its Intelligence score reduced by 1 when the curse is first activated, and its Intelligence score decreases by 1 again for every week the curse continues. The victim dies if this reduces its Intelligence to 0. Only *greater restoration* or a more powerful equivalent can break this curse.

Innate Spellcasting. The grisgol's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The grisgol can innately cast the following spells, requiring no material components:

1/day each: *chain lightning*, *hold person*, *ice storm*, *power word pain*, *ray of sickness*, *scorching ray*, *shield*

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

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

Actions

Multiattack. The grisgol makes two melee attacks.

Paralyzing Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 10 (3d6) necrotic damage, and the target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Grisgol

DEATHSHRIEKER

Medium undead, chaotic evil

Armor Class 15
Hit Points 104 (16d8 + 32)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Int +5, Wis +6, Cha +7

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 9 (5,000 XP)

Aversion to Silence. The deathshrieker cannot willingly enter an area of magical silence, and takes 16 (3d10) psychic damage if it starts its turn in one.

Death Rattle. When the deathshrieker is reduced to 0 hit points, any non-undead creature within 120 feet of the deathshrieker that can hear its scream must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

Despair. At the start of each of the deathshrieker's turns, each non-undead creature within 120 feet of it that can see or hear it must make a DC 15 Charisma saving throw. On a failed save, a creature is incapacitated and can't move until the start of the deathshrieker's next turn. On a successful save, a creature is immune to this effect for the next 24 hours. A creature is immune to this effect if it is immune to being frightened.

Incorporeal Movement. The deathshrieker 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.

Share Agony. If the deathshrieker takes psychic damage, each non-undead creature within 120 feet of the deathshrieker that can hear it takes the same amount of damage. In addition, the deathshrieker's thoughts and location can't be discerned by magic.

Actions

Multiattack. The deathshrieker makes two touch attacks.

Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 23 (4d8 + 5) necrotic damage plus 7 (2d6) psychic damage, and the target has disadvantage on all saving throws until the end of the deathshrieker's next turn.

Scream of the Dying (Recharge 5–6). The deathshrieker emits a terrible scream. Each non-undead creature within 120 feet of the deathshrieker that can hear its scream must succeed on a DC 15 Charisma saving throw or be frightened until the end of the deathshrieker's next turn. While frightened, a creature is also paralyzed.

CARYATID COLUMN

Medium construct, unaligned

Armor Class 17 (natural armor)
Hit Points 95 (10d8 + 40)
Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 5 (1800 XP)

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

Break Weapon. Any nonmagical weapon made of metal or wood that hits the column cracks. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the column is destroyed immediately.

Constructed Fury. The column's weapon attacks are magical. When the column hits with any weapon, the weapon deals an additional 2d8 damage (included in the attack).

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

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

Actions

Multiattack. The column makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage, or 18 (1d10 + 4 plus 2d8) slashing damage if used with two hands.



Deathsbricker

DREAD WRAITH

Large undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 9 (5,000 XP)

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

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

Actions

Multiattack. The wraith uses its Life Drain twice.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Wraith. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the wraith's control. The dread wraith can have no more than seven wraiths under its control at one time.

RAGNORRA

RAGNORRA

Gargantuan aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	27 (+8)	16 (+3)	23 (+6)	18 (+4)

Saving Throws Con +16, Wis +14
Skills Nature +11, Perception +14
Damage Resistances acid, cold, lightning
Damage Immunities fire, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, unconscious
Senses truesight 120 ft., blindsight 500 ft., tremorsense 1,000 ft., passive Perception 24
Languages all, telepathy 1,000 ft.
Challenge 27 (105,000 XP)

Anathematic Secrecy. Ragnorra can't be targeted by any divination magic or perceived through magical scrying sensors.

Corrupt Positive Energy Aura. Any creature that starts its turn within 30 feet of Ragnorra takes 14 (4d6) radiant damage. An undead creature instead takes 28 (8d6) damage and suffers disadvantage on all saving throws until the end of its next turn.

Death Burst. When Ragnorra dies, she explodes in a burst of corrupt positive energy. Each creature within 60 feet of her must make a DC 22 Constitution saving throw, taking 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one.

Impervious to the Divine. Ragnorra is unaffected by divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

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

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

Magic Weapons. Ragnorra's weapon attacks are magical.

Positive Energy Corruption. When Ragnorra deals damage to a creature, the creature suffers one level of positive energy corruption.

Regeneration. Ragnorra regains 30 hit points at the start of her turn if she has at least 1 hit point.

True Mother Transformation (Mythic Trait). If Ragnorra is reduced to 0 hit points while in her lair, she doesn't die or fall unconscious. Instead, she sheds her current form and permanently merges with the neurotangle as the True Mother, causing her to regain 444 hit points. In this form, Ragnorra is impossible to attack directly, and is impossible to damage or target with any ability, with the exception of the weak spots detailed below.

In this form, Ragnorra's speed is reduced to 0 feet, and she becomes immune to all conditions. Additionally, her slam attacks are replaced with pseudopods that have a reach of 100 feet. Any melee or ranged attack made while in this form emerge from a location of Ragnorra's choice along the surface of the neurotangle, rather than from the True Mother chord itself. Lastly, Ragnorra's hit point maximum increases by 30 at the start of each of her turns. Otherwise, Ragnorra retains all of her normal statistics and features.

The True Mother form only has one weakness: to fully mature, Ragnorra must draw corrupt energy from the worldskin. The True Mother chord can barely contain this flow, leaving Ragnorra vulnerable. Three weak spots are visible on the chord, from which project the brightest beams of light. One is at ground level, one is 30 feet up, and one is 80 feet up, at the junction with the neurotangle. A successful DC 22 Intelligence (Arcana) check reveals these beams of light and what they can be used for: attacks, spells, and other effects that specifically target a weak spot are able to target and harm Ragnorra. An effect that targets an area and includes a weak spot does not suffice.

Unyielding Essence. Ragnorra is immune to any spell or effect that would alter her form, as well as those that would read her thoughts, determine if she is lying, or magically influence her thoughts or behavior.

Actions

Multiattack. Ragnorra makes three attacks.

Slam (Pseudopod in True Mother Form). *Melee Weapon Attack:* +16 to hit, reach 10 ft. (100 ft. in True Mother form), one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 7 (2d6) radiant damage, and the target must succeed on a DC 24 Constitution saving throw or be poisoned until the end of its next turn.

Radiant Blast. *Ranged Spell Attack:* +14 to hit, range 120/240 ft., one target. *Hit:* 19 (3d8 + 6) radiant damage, and the target must make a DC 22 Constitution saving throw. On a failed save, a target has disadvantage on saving throws against poison until the end of its next turn.

Legendary Actions

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

Move. Ragnorra moves up to her speed.

Regenerate Worldskin. Ragnorra regenerates a worldskin feature.

Beam of Corruption (Costs 2 Actions). A line of corrupt positive energy forming a line 100 feet long and 5 feet wide blasts out from any point in Ragnorra's lair in a direction she chooses. Each creature in the line must make a DC 23 Constitution saving throw, taking 19 (3d8 + 6) radiant damage on a failed save, or half as much damage on a successful one. Furthermore, an overwhelming surge of positive energy causes a creature that fails this saving throw to suffer one level of positive energy corruption.

Skincasting (Costs 2 Actions). On initiative count 10 (losing initiative ties), Ragnorra activates a worldskin feature.

Mythic Actions

Once Ragnorra has transformed into the True Mother, she can use the options below as legendary actions.

Reel. Ragnorra makes one pseudopod attack. On a hit, Ragnorra can also pull the target up to 20 feet in a direction of her choice.

Pillar of Skin. Ragnorra causes a 5-foot-diameter pillar of hardened spores and abscesses to span the space between points on two different surfaces of Ragnorra's choice within the lair. The pillar has AC 10 and 50 hit points, and is immune to radiant, psychic, and poison damage. If the pillar cuts through a creature's space when it appears, the creature is pushed to one side of the wall (Ragnorra's choice). The pillar can't cut through any space occupied by a worldskin feature.

Cleanse Sickness (Costs 2 Actions). Ragnorra innately casts *divine word* (spell save DC 22), requiring no components. The spell doesn't expend a spell slot, and it targets each creature of Ragnorra's choice within her lair.

LAIR ACTIONS

Ragnorra can take lair actions using the worldskin. On initiative count 20 (losing initiative ties), Ragnorra takes a lair action to activate one of the worldskin's features, as described later in this chapter.

POSITIVE ENERGY CORRUPTION

The influence of Ragnorra corrupts the soul of a creature. Positive energy corruption is measured in levels. If a creature already suffering from one or more levels of positive energy corruption suffers another effect that increases the level of positive energy corruption, its level of positive energy corruption increases by the amount specified in the effect's description.

Levels of positive energy corruption can be removed by *remove curse* or similar magic, or by a *negative energy flood* spell. Doing so sets the target's positive energy corruption level to 0.

If a creature suffers from at least two levels of positive energy corruption, it rolls Charisma checks and saving throws with disadvantage due to the twisted growth and blistering this corruption causes.

If a target's level of positive energy corruption is greater than or equal to its challenge rating (or level, if the target lacks a challenge rating), it permanently transforms into a progeny of Ragnorra, as per the Progeny of Ragnorra template. This transformation cannot be undone by any mortal means, even by the *wish* spell.



Ragnorra has arrived to remake the world in her image

THE WORLDSKIN

After slamming into the world, Ragnorra corrupts the essence of the life that inhabits it. All living things eventually become connected to her through a massive network known as the worldskin. Pulsing veins run through the earth, branching neural fibers lace the skies, and gelatinous tendrils arc through the oceans. Cysts, abscesses, spores and tumors, identical to those created by her Twisted Life sign, dot this foul growth, extensions of the elder evil's power that create a variety of magical effects.

Because Ragnorra smashed into the world only recently, the skin has not spread very far yet. The membrane stretches across the crater floor, and the elder evil can activate any feature on its surface if she feels threatened. The party must contend with its many hazards in addition to Ragnorra, who lurks at its heart. She is unlikely to take notice of them unless they enter the neurotangle. However, her guardian progeny can also activate the skin's features and regenerate them for repeated use.

The features of the worldskin cover its surface thickly; specific growths and their locations are marked on the battle maps from the original *Elder Evils*; one of these maps is included on the right as an example, while the rest of them can be found in the original book. In an encounter, you can mark the various worldskin features with coins: heads indicates a growth ready for use, and tails marks one that must be regenerated. Remove coins from features that are destroyed. Progeny of Ragnorra and blistered souls can use their actions to activate or regenerate worldskin features, and aboleth sarcomata and Ragnorra use legendary actions to do the same.

All worldskin features are immune to poison, psychic, and radiant damage. They each have a Constitution score equal to their AC, they automatically fail Strength and Dexterity saving throws, and they are immune to effects that require Intelligence, Wisdom, or Charisma saves.

Bioenergy Cyst. Hard, mineral-laced mounds jut from the surface, thrumming with energy. On activation, a cyst generates a 5 foot wide line of lightning between itself and another cyst within 100 feet of it. Each creature in the line must make a DC 16 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. Alternatively, the cyst explodes with fire on activation. Each creature within 20 feet of the cyst must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

A bioenergy cyst is Medium, has 40 hit points, and has an AC of 13. Once activated, a bioenergy cyst cannot be activated again until it is regenerated and is not missing any hit points. Regenerating a bioenergy cyst causes it to regain 10 hit points.

Healing Spore. This fleshy lump heals injuries to creatures in contact with the worldskin. On activation, a random creature within 5 feet of the spore regains 30 hit points and suffers one level of positive energy corruption. Any healing that is in excess of the creature's maximum hit points is granted as temporary hit points instead. For example, a creature that is missing 10 hit points that is healed by a healing spore is healed to its maximum hit points and also gains 20 temporary hit points.

An unwilling creature must succeed on a DC 16 Wisdom saving throw to avoid this healing and corruption. A creature that gains temporary hit points from a healing spore equal to or exceeding its maximum hit points is instantly corrupted and becomes a progeny of Ragnorra.

A healing spore is Large, has 50 hit points, and has an AC of 10. Once activated, a healing spore cannot be activated again until it is regenerated. Regenerating a healing spore causes it to regain 15 hit points. If the spore takes cold or lightning damage, it cannot be regenerated until the start of the next round.

Spawning Spore. This mass of tissue, when activated, spontaneously births aberrations to serve Ragnorra or her minions. The creature spawned depends on the Constitution modifier of the creature activating the source, as set out in the following table.

Modifier	Creature(s) Spawned
-1 or less	1 star spawn grue (progeny of Ragnorra)
+0 or +1	1 ankheg (progeny of Ragnorra)
+2 or +3	1 hook horror (progeny of Ragnorra)
+4 or +5	1 star spawn mangler (progeny of Ragnorra)
+6 or greater	1d4 blistered souls

A spawning spore is Large, has 75 hit points, and has an AC of 10. Once activated, a spawning spore cannot be activated again until it is regenerated. Regenerating a spawning spore causes it to regain 25 hit points, and temporarily links it to the life force of the one who regenerated it to the spore. When the spawning spore takes damage within 3 rounds of being regenerated, the one who regenerated it must make a DC 16 Constitution saving throw. On a failed save, the spawning spore takes half the damage (rounded down), and the target takes the remaining damage.

Tentacular Boil. Dark, swollen pustules bubble from the worldskin, and squirming growths wriggle within. On activation, a tentacular boil produces an *Evard's black tentacles* effect (save DC 16), as the spell, for one minute.

A tentacular boil is Large, has 75 hit points, and has an AC of 8. Once activated, a tentacular boil automatically regenerates after 1 minute. Manually regenerating a tentacular boil causes it to regain 30 hit points. If the boil takes acid or fire damage, it cannot be regenerated until the start of the next round.

Vaporous Abscess. This pus-filled lesion releases a fog of acid when activated, which dissipates at the end of the round. This fog of acid fills a 10-foot-radius sphere centered on the abscess, heavily obscuring the area. A creature that enters the fog's area for the first time on a turn or starts its turn there must make a DC 16 Constitution saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

A vaporous abscess is Medium, has 30 hit points, has an AC of 13, and is difficult terrain when walked on (no cover provided). Once activated, a vaporous abscess automatically regenerates after 2 rounds, unless it is regenerated by a creature before then. Regenerating a vaporous abscess causes it to regain 10 hit points. If the abscess takes fire or lightning damage, it cannot be regenerated until the start of the next round.

PROGENY OF RAGNORRA TEMPLATE

Sentient beings corrupted or raised by Ragnorra's overpowering sign become aberrations known as progeny of Ragnorra. This template can be applied to any living, corporeal creature.

Note that this template is small enough where example monsters (as the brood spawn section) aren't needed - other than the new actions and hit dice increase found below, the progeny is almost identical to the base creature in terms of statistics.

When a living creature (referred to as the base creature) is transformed into a progeny of Ragnorra, it retains its statistics except as described below. A progeny of Ragnorra might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The progeny's type changes from its original type to aberration.

Hit Points. The progeny gains 5 more hit dice, which increases its maximum hit points.

Ability Score Adjustment. The progeny's Charisma decreases by 2.

Senses. The progeny has darkvision out to 60 feet.

Twisted Servant. Ragnorra establishes a permanent telepathic link with the mind of her children, which can be broken only by defeating Ragnorra. Whenever the progeny takes an action that goes against her wishes, the elder evil can attempt to override it with a command of her own using her reaction. The progeny must make a DC 22 Wisdom saving throw. On a failed save, the progeny follows Ragnorra's command to the best of its ability. On a successful save, the progeny is unaffected.

Regenerate Worldskin. The progeny can use an action to regenerate a worldskin feature within its reach.

Skincasting. The progeny can use an action to activate a worldskin feature within 30 feet of it.



When Ragnorra is ready to complete her work, she assumes the form of the True Mother

IRTHICAX VANE

Medium humanoid (zenythri), lawful evil

Armor Class 24 (Gutterang, Unarmored Defense)

Hit Points 137 (25d8 + 25)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	24 (+7)	13 (+1)	14 (+2)	21 (+5)	14 (+2)

Saving Throws Str +8, Dex +15, Con +9, Int +4, Wis +7, Cha +4

Skills Acrobatics +13, Athletics +6, Insight +11, Intimidation +14, Religion +8

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages all spoken languages

Challenge 17 (18,000 XP)

Special Equipment. Vane wields the magical artifact *Gutterang* (accounted for in his statistics). Roll 1d6 + 3 to determine how many charges it has remaining.

Disgusting Visage. Creatures that can see Vane have disadvantage on saving throws against being frightened.

Evasion. If Vane is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

Magic Attacks. Vane's unarmed strikes are magical.

Unarmored Defense. While Vane is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Warped Flesh. Vane is immune to poison and disease, and any creature that touches Vane or hits him with a melee attack must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage. Additionally, any critical hit against Vane becomes a normal hit.

Actions

Multiattack. Vane makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage. If the target is a creature, Vane can choose one of the following additional effects:

The target must succeed on a DC 19 Strength saving throw or drop one item it is holding (Vane's choice).

The target must succeed on a DC 19 Dexterity saving throw or be knocked prone.

The target must succeed on a DC 19 Constitution saving throw or be stunned until the end of Vane's next turn.

The target must succeed on a DC 19 Wisdom saving throw or be frightened of Vane until the end of Vane's next turn.

Quivering Palm (Recharge 6). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* The target must make a DC 19 Constitution saving throw. On a failed save, the target is reduced to 0 hit points. On a successful save, the target takes 55 (10d10) necrotic damage.

Sculpt Flesh (Recharge 5-6). Vane touches one creature within 5 feet of him. The target must succeed on a DC 15 Constitution saving throw or have its flesh warped by unnatural growth, covering it in blisters and tumors. While its flesh is warped in this way, the target is poisoned, its speed is reduced by 10 feet, and it can't use reactions. This effect lasts for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wholeness of Body (Recharges after a Long Rest). Vane regains 60 hit points.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Vane deflects the missile. The damage he takes from the attack is reduced by 1d10 + 27. If the damage is reduced to 0, Vane catches the missile if it's small enough to hold in one hand and he has a hand free.

Slow Fall. Vane reduces the bludgeoning damage he takes from a fall by 100.

Legendary Actions

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

Quick Step. Vane moves up to his speed without provoking opportunity attacks.

Sculpt Flesh (Costs 2 Actions). Vane recharges his Sculpt Flesh and uses it.

Gutterang (Costs 3 Actions). Vane casts a spell from Gutterang.



*Irthicax Vane could not save his own world;
now he leads Ragnorra to others*

GUTTERANG

Ring, artifact (requires attunement)

This glittering crystal band is much wider than a typical ring. Its substance seems unearthly.

Gutterang was once an elemental weird that resided on Irthicax Vane's lost homeworld. Through intricate ritual and arcane craft, it was bound in a crystalline ring to be Vane's constant guide, freed from the limitation of its elemental pool. However, it was greatly weakened by the process and is no longer able to survive outside its glittering prison.

Now *Gutterang* attempts to keep Irthicax Vane alive and uncorrupted by the touch of Ragnorra. It tries to preserve a link to his lost world by reminding the monk of his honorable past. The artifact believes that reclaiming their world from Ragnorra's corruption is still possible, with Vane as the catalyst. Though such a hope seems impossible, the former weird's powers of healing and guidance offer at least a chance.

You gain a +2 bonus to AC and saving throws while wearing *Gutterang*.

Sentience. *Gutterang* is a sentient, lawful good item with an Intelligence of 12, a Wisdom of 17, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

Gutterang communicates telepathically with its wielder and can speak, read, and understand Aquan and Common.

Spells. *Gutterang* has 9 charges. While it is on your person, you can expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *death ward* (2 charges), *fly* (3 charges), *mass cure wounds* (5 charges), or *far step* (2 charges). Once you use the ring to cast a spell, you can't cast that spell again from it until the next dawn.

MALSHAPER SKINWEAVER

Medium humanoid (any race), any non-good alignment

Armor Class 16 (studded leather, shield)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Skills Arcana +3, Deception +3, Religion +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP)

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

Warped Flesh. The malshaper has advantage on saving throws against poison, and it is immune to disease. Additionally, any critical hit against the malshaper becomes a normal hit.

Actions

Multiattack. The malshaper makes two weapon attacks.

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

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.

Sculpt Flesh (Recharge 6). The malshaper touches one creature within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or have its flesh warped by unnatural growth, covering it in blisters and tumors. While its flesh is warped in this way, the target is poisoned, its speed is reduced by 10 feet, and it can't use reactions. This effect lasts for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MALSHAPER FLESHWARPER

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Skills Arcana +5, Deception +4, Insight +6, Religion +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages any two languages
Challenge 7 (2,900 XP)

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

Innate Spellcasting. The malshaper's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 14), requiring no material components:

At will: *alter self**, *cure wounds*, *polymorph*
1/day: *enhance ability** (5th level)

*No concentration is required to maintain these spells, and the malshaper casts them on itself and/or its allies before combat.

Spellcasting. The malshaper is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *guidance*, *mending*, *poison spray*, *sacred flame*
1st level (4 slots): *cure wounds*, *fog cloud*, *guiding bolt*, *shield*
2nd level (3 slots): *barkskin*, *hold person*, *spike growth*
3rd level (3 slots): *aura of vitality*, *lightning bolt*, *spirit guardians*
4th level (3 slots): *aura of life*, *death ward*
5th level (1 slot): *antilife shell*, *destructive wave*

Warped Flesh. The malshaper is immune to poison and disease. Additionally, any critical hit against the malshaper becomes a normal hit.

Actions

Multiattack. The malshaper cast a spell, and then uses Sculpt Flesh if it is available.

Sculpt Flesh (Recharge 6). The malshaper touches one creature within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or have its flesh warped by unnatural growth, covering it in blisters and tumors. While its flesh is warped in this way, the target is poisoned, its speed is reduced by 10 feet, and it can't use reactions. This effect lasts for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

MALSHAPER PLANESWALKER

Medium humanoid (any race), any non-good alignment

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	16 (+3)	21 (+5)	12 (+1)

Skills Arcana +8, Deception +6, Insight +10, Religion +8
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 15
Languages any four languages
Challenge 13 (10,000 XP)

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

Innate Spellcasting. The malshaper's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *alter self**, *cure wounds*, *plant growth*
1/day each: *contact other plane*, *enhance ability** (8th level), *plane shift*, *polymorph* (3 targets)

*No concentration is required to maintain these spells, and the malshaper casts them on itself and/or its allies before combat.

Regeneration. The malshaper regains 10 hit points at the start of its turn if it has at least 1 hit point. If the malshaper takes necrotic damage, this trait doesn't function at the start of its next turn.

Spellcasting. The malshaper is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *guidance*, *mending*, *poison spray*, *sacred flame*
1st level (4 slots): *cure wounds*, *fog cloud*, *guiding bolt*, *shield*
2nd level (3 slots): *barkskin*, *hold person*, *spike growth*
3rd level (3 slots): *aura of vitality*, *lightning bolt*, *spirit guardians*
4th level (3 slots): *aura of life*, *circle of power*, *death ward*
5th level (2 slots): *antilife shell*, *destructive wave*, *scrying*
6th level (1 slot): *flesh to stone*, *heal*
7th level (1 slot): *divine word*, *regenerate*
8th level (1 slot): *glibness*, *maze*

Warped Flesh. The malshaper is immune to poison and disease, and any creature that touches the malshaper or hits it with a melee attack must succeed on a DC 17 Constitution saving throw or take 16 (3d10) poison damage. Additionally, any critical hit against the malshaper becomes a normal hit.

Actions

Multiattack. The malshaper casts a spell, and then uses Sculpt Flesh if it is available.

Sculpt Flesh (Recharge 4-6). The malshaper touches one creature within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw or have its flesh warped by unnatural growth, covering it in blisters and tumors. While its flesh is warped in this way, the target is poisoned, its speed is reduced by 10 feet, and it can't use reactions. This effect lasts for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MALSHAPER BRUTE

Large aberration (any humanoid race), any non-good alignment

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Str +9, Con +9

Skills Athletics +9, Intimidation +5, Perception +5, Religion +4

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

Damage Immunities poison, radiant

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 15

Languages any three languages

Challenge 10 (5900 XP)

Death Burst. When the malshaper brute dies, it explodes in a burst of positive energy. Each creature within 15 feet of the malshaper brute takes 22 (4d10) radiant damage.

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

Positive Energy Corruption. When the malshaper deals radiant damage to a creature, the creature must succeed on a DC 17 Constitution saving throw or suffer one level of positive energy corruption.

Regeneration. The malshaper regains 10 hit points at the start of its turn if it has at least 1 hit point. If the malshaper takes necrotic damage, this trait doesn't function at the start of the malshaper's next turn.

Warped Flesh. The malshaper is immune to poison and disease, and any creature that touches the malshaper or hits it with a melee attack must succeed on a DC 17 Constitution saving throw or take 11 (2d10) poison damage. Additionally, any critical hit against the malshaper becomes a normal hit.

Actions

Multiattack. The malshaper makes two melee attacks, and uses Sculpt Flesh if it is available.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) radiant damage.

Sculpt Flesh (Recharge 5-6). The malshaper touches one creature within 10 feet of it. The target must succeed on a DC 17 Constitution saving throw or have its flesh warped by unnatural growth, covering it in blisters and tumors. While its flesh is warped in this way, the target is poisoned, its speed is reduced by 10 feet, and it can't use reactions. This effect lasts for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Shrug it Off. The malshaper halves the damage that it takes from an attack that hits it. The malshaper must be able to see the attacker.

BLISTERED SOUL

Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	18 (+4)	5 (-3)	15 (+2)	9 (-1)

Damage Immunities poison, radiant

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

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 5 (1800 XP)

Corrupt Positive Energy Aura. Any creature that starts its turn within 30 feet of the blistered soul takes 7 (2d6) radiant damage. An undead creature instead takes 14 (4d6) damage and suffers disadvantage on all saving throws until the end of its next turn.

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

Positive Energy Corruption. When the blistered soul deals damage to a creature, the creature must succeed on a DC 14 Constitution saving throw or suffer one level of positive energy corruption.

Revert to Spore. As a last-ditch defense, the blistered soul can use its bonus action to rejoin the worldskin by forming a spawning spore. The new spore appears in the blistered soul's former position. It is considered expended and must be fully regenerated before it can be activated. Casting *dispel magic* on the spore within 3 rounds of transformation destroys it and returns the blistered soul to the surface. The blistered soul retains any damage and ongoing conditions from before it attempted to revert.

Unyielding Essence. The blistered soul is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The blistered soul makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) radiant damage.

Tumor. *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* 12 (5d4) poison damage plus 4 (1d8) radiant damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Regenerate Worldskin. The blistered soul regenerates a worldskin feature within 100 feet of it.

Skincasting. The blistered soul activates a worldskin feature within 100 feet of it.

ABOLETH SARCOMA

Huge aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	24 (+7)	18 (+4)	18 (+4)	19 (+4)

Saving Throws Con +12, Int +9, Wis +9
Skills Athletics +11, History +9, Perception +9
Damage Immunities acid, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 19
Languages Deep Speech, telepathy 120 ft.
Challenge 16 (15,000 XP)

Amphibious. The aboleth can breathe air and water.

Corrupt Positive Energy Aura. Any creature that starts its turn within 30 feet of the aboleth takes 7 (2d6) radiant damage. An undead creature instead takes 14 (4d6) damage and suffers disadvantage on all saving throws until the end of its next turn.

Freedom of Movement. The aboleth ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

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

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 20 Constitution saving throw. On a failed save, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Positive Energy Corruption. When the aboleth deals damage to a creature, the creature must succeed on a DC 20 Constitution saving throw or suffer one level of positive energy corruption.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Regeneration. The aboleth regains 10 hit points at the start of its turn if it has at least 1 hit point. If the aboleth takes necrotic damage, this trait doesn't function at the start of the aboleth's next turn.

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

Warped Flesh. The aboleth is immune to poison and disease, and any creature that touches the aboleth or hits it with a melee attack must succeed on a DC 20 Constitution saving throw or take 11 (2d10) poison damage. Additionally, any critical hit against the aboleth becomes a normal hit.

Actions

Multiattack. The aboleth makes three melee attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 4 (1d8) radiant damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) radiant damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

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

Move. The aboleth moves up to its speed.

Regenerate Worldskin. The aboleth regenerates a worldskin feature within 100 feet of it.

Grab (Costs 2 Actions). The aboleth attempts to grapple each creature within 10 feet of it. As the aboleth's "legs" are made up of numerous humanoid bodies, it can have up to 5 creatures grappled at a time.

Skincasting (Costs 2 Actions). The aboleth activates a worldskin feature within 100 feet of it.

Reaping Legs (Costs 3 Actions). The aboleth makes a separate slam attack against each creature within 10 feet of it.

MAGMA PARAELEMENTAL

Huge elemental, neutral

Armor Class 17 (natural armor)
Hit Points 210 (20d12 + 80)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Str +10, Con +9
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Ignan, Terran
Challenge 13 (10,000 XP)

Heated Body. A creature that touches the magma paraelemental or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Illumination. The magma paraelemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Siege Monster. The magma paraelemental deals double damage to objects and structures.

Water Susceptibility. For every 5 feet the magma paraelemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The magma paraelemental makes three melee attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 11 (2d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

SERTROUS

ASPECT OF SERTROUS

Gargantuan fiend (demon), chaotic evil

Armor Class 22 (natural armor)
Hit Points 425 (23d20 + 184)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+5)	27 (+8)	20 (+5)	17 (+3)	25 (+7)

Saving Throws Str +17, Con +16, Wis +11, Cha +15
Skills Insight +11, Perception +11, Religion +13
Damage Resistances acid, cold, fire, lightning, psychic
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, deafened, exhaustion, frightened, petrified, poisoned, unconscious
Senses truesight 120 ft., blindsight 500 ft., passive Perception 21
Languages all, telepathy 1,000 ft.
Challenge 27 (105,000 XP)

Anathematic Secrecy. The aspect can't be targeted by any divination magic or perceived through magical scrying sensors.

Impervious to the Divine. The aspect is unaffected by divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Innate Spellcasting. The aspect's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *detect magic*, *dispel magic*, *fly*
3/day each: *counterspell*, *fear*, *telekinesis*
1/day each: *divine word*, *harm*

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

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

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

Tunneler. The aspect can burrow through solid rock and leaves a 20-foot-diameter tunnel in its wake.

Unyielding Essence. The aspect is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The aspect makes five attacks: one with its bite, two with its claws, and two with its tail. It can use *Souldrink* instead of its bite.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 7 (2d6) poison damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the aspect can't bite another target.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage. If the target is a creature and is Huge or smaller, it must succeed on a DC 25 Strength saving throw or be knocked prone.

Souldrink. *Melee Spell Attack:* +15 to hit, reach 5 ft., one grappled creature. *Hit:* The target suffers 1d2 levels of exhaustion, and the aspect regains 28 (8d6) hit points. If this exhaustion were to kill the target, the target instead loses all levels of exhaustion and becomes dominated by the aspect, as the *dominate monster* spell (no concentration required by the aspect). This domination ends only when the aspect is killed.

Poison Breath (Recharge 5–6). The aspect exhales poisonous gas in a 120-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The aspect magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

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

Move. The aspect moves up to its speed.

Suppress Vitality. The aspect targets one creature that it can see within 60 feet of it. Any resistance or immunity to poison that the target gains from a spell or magic item is suppressed until the end of the aspect's next turn.

Poison Breath (Costs 2 Actions). The aspect recharges its Poison Breath and uses it.

Swat Away (Costs 2 Actions). The aspect makes a claw attack. If the attack hits, the target must succeed on a DC 25 Strength saving throw or be pushed 15 feet in a straight line away from the aspect. If the saving throw fails by 5 or more, the target also falls prone.

IMPERVIOUS TO THE DIVINE

Both the Aspect of Sertrous and Ragnorra are immune to divine spells. While I'm keeping this in as it's a Malefic Property outlined in the original book, some DMs might find it to be a bit unfair towards divine spellcasters in the party. If you wish to get around this, consider informing your players of this trait ahead of time so that they can come up with a plan to get around it. You may want to roll with what they come up with, or you can devise your own method for the party to get around it, such as an artifact that converts divine spells into regular arcane magic when held by a divine spellcaster. Or perhaps you want to just remove the trait, perhaps replacing it with a different malefic property, or just excluding it altogether. This is completely fine, and won't affect encounter difficulty too much, as these stat blocks are not specifically balanced around it. If you do keep it in, make it another obstacle to overcome, rather than an unfair roadblock that the players weren't expecting.

LAIR ACTIONS

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

- The aspect casts the *command* spell on every creature of its choice in the lair. It needn't see each one, but it must be aware that an individual is in the lair to target that creature. It issues the same command to all the targets.
- The aspect exhales a large cloud of toxic gas that expands to fill a 120-foot-radius sphere centered on the aspect, lightly obscuring the area. Any creature that starts its turn within this area must succeed on a DC 24 Constitution saving throw or be poisoned until the start of the creature's next turn. The cloud dissipates on initiative count 20 of the next round.

REGIONAL EFFECTS

Any region containing Sertrous's skull and/or aspect is warped by his magic, creating one or more of the following effects:

- The area within 5 miles of Sertrous's skull or aspect becomes overpopulated with poisonous snakes and other serpentine beasts.
- Creatures within 5 miles of Sertrous's skull or aspect feel as if there are snakes slithering along their skin, even when this is not the case.
- If a humanoid spends at least 1 hour within 1 mile of Sertrous's skull or aspect, that creature must succeed on a DC 23 Wisdom saving throw or descend into a madness determined by the Madness of Sertrous table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

If Sertrous's skull or aspect is destroyed, these effects fade from an affected region over the course of 1d10 days.

MADNESS OF SERTROUS

If a creature goes mad within a region influenced by Sertrous or within line of sight of his skull or aspect, roll on the Madness of Sertrous table to determine the nature of the madness, which is a character flaw that lasts until cured. See the Dungeon Master's Guide for more on madness.

MADNESS OF SERTROUS d100 Flaw (lasts until cured)

01-20 "I am terrified of snakes and other serpentine creatures."

21-40 "I must use my power to make those in charge kneel before me."

41-60 "Those who stand in my way must suffer the ultimate consequence."

61-80 "A voice in my head lures me towards the Abyss."

81-00 "I despise anything related to the gods."



Aspect of Sertrous

AVAMERIN

Large celestial (shapechanger), chaotic evil

Armor Class 21 (plate +3)
Hit Points 250 (20d10 + 140)
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	28 (+8)	28 (+8)	28 (+8)

Saving Throws Con +13, Wis +14, Cha +14
Skills Deception +14, Perception +14, Persuasion +14, Religion +20
Damage Resistances cold, fire, necrotic, radiant
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 20 (25,000 XP)

Special Equipment. Avamerin wears *adamantine plate armor +3* (accounted for in his statistics). While Avamerin wears this armor, any critical hit against him becomes a normal hit.

Shapechanger. Avamerin can use his action to polymorph into a planetar, or back into his true form. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Aura of False Divinity. Avamerin has advantage on Charisma checks directed towards creatures within 30 feet of him. A creature can identify this effect by using an action to make an Intelligence (Arcana) or Intelligence (Religion) check contested by Avamerin's Charisma (Deception) check. A creature is unaffected by this aura if it is immune to being charmed or if it identifies the effect for what it is.

Disciple of Sertrous. Avamerin has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Divine Awareness. Avamerin knows if he hears a lie. Additionally, Wisdom (Insight) checks are unable to discern Avamerin's true intentions, and no matter what he says, magic that would determine if Avamerin is telling the truth indicates that he is being truthful.

Innate Spellcasting. Avamerin's innate spellcasting ability is Charisma (spell save DC 22). Avamerin can innately cast the following spells, requiring no material components:

At will: *alter self, detect evil and good, invisibility* (self only)
3/day each: *blade barrier, dispel evil and good, flame strike, raise dead*
1/day each: *commune, control weather, insect plague*

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

Spellcasting. Avamerin is a 20th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Avamerin has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, cure wounds, inflict wounds*
2nd level (3 slots): *hold person, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, spirit guardians, summon lesser demons*
4th level (3 slots): *death ward*, guardian of faith, summon greater demon*
5th level (3 slots): *contagion, flame strike, geas, mass cure wounds*
6th level (2 slots): *harm, soul cage*
7th level (2 slots): *divine word, reverse gravity*
8th level (1 slot): *dominate monster, maddening darkness*
9th level (1 slot): *gate*
*Avamerin casts this spell on himself before combat.

Unholy Weapons. Avamerin's weapon attacks are magical. When Avamerin hits with any weapon, the weapon deals an extra 5d8 necrotic damage (included in the attack).

Actions

Multiattack. Avamerin makes two attacks with his greatsword. He can substitute Horrid Touch for one of these attacks.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) necrotic damage.

Horrid Touch (Recharge 5–6). *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 44 (8d10) necrotic damage, and the target must succeed on a DC 22 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dark Speech. Avamerin takes 13 (2d12) psychic damage, and each creature within 60 feet of Avamerin that can hear him must succeed on a DC 22 Wisdom saving throw or be charmed or frightened (Avamerin's choice) for 1 minute. A charmed or frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Healing Touch (4/Day). Avamerin touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

SEGHULERAK

Large monstrosity (shapechanger, yuan-ti), chaotic evil

Armor Class 19 (natural armor, shield)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 60 ft. (Wings of Flying)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Str +13, Wis +11
Skills Deception +16, Insight +11, Perception +11, Persuasion +16, Religion +9, Stealth +9
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 21
Languages Abyssal, Common, Draconic
Challenge 17 (18,000 XP)

Special Equipment. Seghulerak wears *wings of flying, a belt of fire giant strength, and an animated shield* (accounted for in her statistics).

Shapechanger. Seghulerak can use her action to polymorph into a Large snake, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She doesn't change form if she dies.

Commander of Evil. Seghulerak can utter a special command or warning whenever a nonhostile creature that she can see within 30 feet of her makes an attack roll or a saving throw (no reaction required). The creature can add a d4 to its roll provided it can hear and understand Seghulerak. This trait doesn't function while Seghulerak is incapacitated.

Disciple of Sertrous. Seghulerak has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Innate Spellcasting (Abomination Form Only). Seghulerak's innate spellcasting ability is Charisma (spell save DC 18). Seghulerak can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *suggestion*
1/day: *fear*

Legendary Resistance (2/Day). If Seghulerak fails a saving throw, she can choose to succeed instead.

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

Spellcasting. Seghulerak is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Seghulerak has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, cure wounds, guiding bolt*
2nd level (3 slots): *hold person, spike growth, spiritual weapon**
3rd level (3 slots): *erupting earth, spirit guardians, summon lesser demons*
4th level (3 slots): *death ward*, summon greater demon*
5th level (3 slots): *antilife shell, contagion, mislead*
6th level (2 slots): *disintegrate, flesh to stone*
7th level (2 slots): *divine word, finger of death*
8th level (1 slot): *holy aura*
*Seghulerak casts these spells on herself before combat.

Actions

Multiattack. Seghulerak makes three melee attacks, but can use her bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 10 (1d6 + 7) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Seghulerak can't constrict another target.

Spiked Chain (Abomination Form Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Dark Speech. Seghulerak takes 13 (2d12) psychic damage, and each creature within 60 feet of Seghulerak that can hear her must succeed on a DC 18 Wisdom saving throw or be charmed or frightened (Seghulerak's choice) for 1 minute. A charmed or frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Unholy Protection. Seghulerak halves the damage that she takes from an attack, spell, or other effect.



Golothoma

ZUVEXUS

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., fly 60 ft. (Wings of Flying)

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

Saving Throws Str +10, Con +11, Wis +9, Cha +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 17 (18,000 XP)

Special Equipment. Zuvexus wears *wings of flying* (accounted for in her statistics).

Disciple of Sertrous. Zuvexus has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Innate Spellcasting. Zuvexus's innate spellcasting ability is Charisma (spell save DC 19). Zuvexus can innately cast the following spells, requiring no material components:

At will: *detect magic*, *sacred flame*, *spiritual weapon* 2/day each: *blade barrier*, *major image*, *telekinesis*

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

Magic Weapons. Zuvexus's weapon attacks are magical.

Reactive. Zuvexus can take one reaction on every turn in combat.

Actions

Multiattack. Zuvexus makes seven attacks: six with her longswords and one with her tail.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Zuvexus can automatically hit the target with her tail, and Zuvexus can't make tail attacks against other targets.

Teleport. Zuvexus magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Summon Demon (1/Day). Zuvexus chooses what to summon and attempts a magical summoning. Zuvexus has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith. A summoned demon appears in an unoccupied space within 60 feet of Zuvexus, acts as an ally of Zuvexus, and can't summon other demons. It remains for 1 minute, until it or Zuvexus dies, or until Zuvexus dismisses it as an action.

Reactions

Parry. Zuvexus adds 5 to her AC against one melee attack that would hit her. To do so, Zuvexus must see the attacker and be wielding a melee weapon.

GOLOTHOMA

Huge fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., burrow 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	21 (+5)	6 (-3)	12 (+2)	18 (+4)

Saving Throws Str +10, Con +10

Damage Resistances cold, fire, lightning, psychic

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

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Amphibious. The golothoma can breathe air and water.

Dimensional Reach. The golothoma can reach between dimensions to strike at distant targets with its claws. This increases the reach of the golothoma's claws to 45 feet (included in the attack).

Foment Madness. Any hostile creature that starts its turn within 30 feet of the golothoma must succeed on a DC 18 Wisdom saving throw. On a failed save, it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check. If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the *confusion* spell for 1 minute (no concentration required by the golothoma). While under the effect of that confusion, the creature is immune to Foment Madness.

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

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

Ravenous Shadow. The golothoma darkens the area around its body in a 15-foot radius. Nonmagical light can't illuminate this area of dim light. Any creature that moves into this shadowy area for the first time on a turn or starts or ends its turn there must make a DC 17 Constitution saving throw. On a failed save, the creature suffers one level of exhaustion, and the golothoma regains 5 hit points. Any levels of exhaustion caused by this effect go away after 1 hour.

Siege Monster. The golothoma deals double damage to objects and structures.

Actions

Multiattack. The golothoma makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +10 to hit, reach 45 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 21 (3d10 + 5) bludgeoning damage plus 10 (3d6) acid damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Teleport. The golothoma magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

MAGIC ITEMS AND MONSTERS

In general, I find that 3.5 gives NPCs a lot of magic items. For example, this is Seghulerak's list of possessions from the original book:

+1 full plate, +1 speed anarchic spiked chain, +3 composite longbow (+8 Str bonus) with 20 arrows, belt of giant strength +6, periapt of Wisdom +6, greater bracers of archery, ring of minor fire resistance, ring of freedom of movement

As a player, would you want to fight a monster with all of those items in 5th edition? As a DM, would you want your players to obtain all of those magic items after looting the owner's body?

A lot of the high level NPCs in this book so far have 3.5 possession lists similar to this one. However, 5th edition has made it so that magic items are not necessary for players to function, and that monsters can typically be designed without them. So for most of them, I excluded their magic items unless it made sense for them to have them, or in the case of Obligatum, the lore demanded they have them. This meant that most of the monsters so far have no magic items.

You may have noticed that in this chapter, a few of these monsters *did* have magic items. The reason for is to spice up the existing stat blocks these were based on - Avamerin is a corrupted planetar, Seghulerak is a yuan-ti abomination, and Zuvexus is a marilith. Stat bonuses, spellcasting, and innate spellcasting can only take a stat block so far, so I gave them some minor magic items to spice things up. Not to mention, it *is* fun for players to loot magic items... in moderation. And against these monsters, players are most likely going to need magic items to even the playing field.

VANGUARD ASSASSIN

Medium humanoid (shapechanger, yuan-ti), chaotic evil

Armor Class 16 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Saving Throws Dex +6
Skills Acrobatics +6, Deception +4, Perception +3, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Draconic
Challenge 4 (1,100 XP)

Shapechanger. The assassin can use its action to polymorph into a flying snake, or back into its true form. Its statistics are the same in each form, except that it is can take advantage of the flying snake's flying speed and Tiny size. The assassin's gear melds into the new form. The assassin can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its true form if it dies.

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Disciple of Sertrous. The assassin has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

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

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

At will: *animal friendship* (snakes only)
3/day each: *poison spray*, *suggestion*

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

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

Actions

Multiattack. The assassin makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

FIENDISH ANACONDA

Huge fiend (demon), chaotic evil

Armor Class 12
Hit Points 75 (10d12 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13
Languages understands Abyssal but cannot speak
Challenge 3 (700 XP)

Aggressive. As a bonus action, the anaconda can move up to its speed toward a hostile creature it can see.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the anaconda can't constrict another target.

VANGUARD CLERIC TEMPLATE

Although most of the elder evils are anathema to all things divine, Sertrous encourages priests to draw upon faith—provided they do not keep faith in the gods they know. Better to draw faith from the lust for murder or the desire for domination, or best of all, to draw upon the demon lord himself. Clerics of Sertrous can choose their domains freely as if they were clerics devoted to an ideal, although most choose Destruction and Trickery.

When a creature, typically a yuan-ti, becomes a vanguard cleric, it retains its statistics except as described below.

Ability Score Adjustment. A vanguard cleric's Wisdom score is higher than the rest of its kind. The cleric's Wisdom score rises to match its Strength score; if it was already equal to or higher than its Strength score, the cleric's Wisdom score instead increases by 2.

Challenge Rating. The vanguard cleric's challenge rating, and thus its proficiency bonus and so on, must be recalculated after the following features are applied. Most notably, the average damage per round calculation must take into account the vanguard cleric's spells and the damage they can deal.

Class Features. At your discretion, you can give the vanguard cleric some or all of the features that a cleric of its level would have. For example, you can choose to exclude abilities like Turn Undead that aren't relevant in most combat situations. As not all worship-worthy ideals are represented by existing divine domains, you may come up with your own thematically appropriate features for the vanguard cleric to have, or you can simply not give it class features at all.

Disciple of Sertrous. The vanguard cleric has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Spellcasting. The vanguard cleric is a spellcaster with a level of your choice. Its spellcasting ability is Wisdom. The vanguard cleric has spell slots and a certain number of spells it can prepare as determined by its cleric level and Wisdom modifier.

Spells. Vanguard clerics can choose their divine domain freely. As such, each vanguard cleric will typically have spells from its chosen domain prepared automatically, as described by each divine domain's subclass description. However, as vanguard clerics can choose any ideal they want to be associated with their divine domain, it is acceptable to choose spells from any class's spell list as long as these spells are thematically appropriate for a given ideal. Below is a list of recommended cantrips and spells from 1st to 9th level that any vanguard cleric may wish to prepare spells from.

SUGGESTED VANGUARD CLERIC SPELLS

Spell Level	Spells
Cantrip	<i>guidance, mending, resistance, sacred flame, thaumaturgy</i>
1	<i>bane, charm person, command, cure wounds, guiding bolt, shield of faith*</i>
2	<i>alter self*, hold person, invisibility*, mirror image*, silence, spiritual weapon*</i>
3	<i>bestow curse, clairvoyance, conjure animals*, erupting earth, spirit guardians*, summon lesser demons*</i>
4	<i>confusion, death ward*, dominate beast, guardian of faith*, summon greater demon*, wall of fire</i>
5	<i>antilife shell*, contagion, dominate person, flame strike, geas, mass cure wounds</i>
6	<i>disintegrate, harm, mass suggestion, mental prison, planar ally*, word of recall</i>
7	<i>crown of stars*, divine word, finger of death, power word pain, reverse gravity, whirlwind</i>
8	<i>Abi-Dalzim's horrid wilting, control weather*, dominate monster, earthquake, holy aura*, maddening darkness</i>
9	<i>foresight*, gate, power word kill, storm of vengeance, time stop, weird</i>

*You may wish for the vanguard cleric to cast one or more of these spells (on itself, if relevant) before combat.



Sebhulerak

VANGUARD CLERIC OF DESTRUCTION

Medium humanoid (any race), chaotic evil

Armor Class 16 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Str +6, Wis +6
Skills Athletics +6, Deception +4, Religion +4
Senses passive Perception 13
Languages Abyssal, Common
Challenge 6 (2300 XP)

Disciple of Sertrous. The cleric has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Hand of Devastation. Whenever the cleric rolls damage for a spell, it can reroll the spell's damage dice and use either total.

Rampage. When the cleric reduces a creature to 0 hit points with a melee attack on its turn, the cleric can take a bonus action to move up to half its speed and make another attack.

Spellcasting. The cleric is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrip (at will): *blade ward, produce flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, inflict wounds, shield of faith, wrathful smite*
2nd level (3 slots): *enhance ability, enlarge/reduce, shatter*
3rd level (3 slots): *Melf's minute meteors, thunder step*
4th level (1 slot): *guardian of faith, staggering smite*

Actions

Multiattack. The cleric makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) thunder damage.

VANGUARD CLERIC OF BEAUTY

Medium humanoid (any race), chaotic evil

Armor Class 16 (Beauty's Refuge)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Wis +8, Cha +7
Skills Deception +9, Performance +7, Persuasion +9, Religion +4
Condition Immunities charmed, frightened
Senses passive Perception 15
Languages Abyssal, Common
Challenge 8 (3900 XP)

Beauty's Refuge. The AC of the cleric includes its Charisma bonus.

Disciple of Sertrous. The cleric has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Inquisition Defier. The cleric is immune to effects that allows other creatures to read its thoughts, determine whether it is lying, or know its alignment. Additionally, the cleric can't be targeted by any divination magic or perceived through magical scrying sensors.

Spellcasting. The cleric is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *dancing lights, friends, guidance, sacred flame*
1st level (4 slots): *bless, charm person, heroism*
2nd level (3 slots): *enthrall, levitate, suggestion*
3rd level (3 slots): *beacon of hope, hypnotic pattern, spirit guardians*
4th level (3 slots): *charm monster, compulsion, phantasmal killer*
5th level (2 slots): *destructive wave, dominate person, hold monster*
6th level (1 slot): *magic jar, mass suggestion*

Actions

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

Beauty's Truce (1/Day). Each creature within 100 feet of the cleric must make a DC 16 Charisma saving throw. Each creature that fails this save is charmed by every other creature that also failed the saving throw. This benefit lasts for one hour. While charmed by this ability, creatures consider all other creatures charmed by it to be their allies. They fight to defend them from attackers.

Reactions

Rebuke the Defiler. When a creature within 30 feet of the cleric that it can see hits the cleric with an attack, that creature must make a DC 15 Wisdom saving throw. On a failed save, the creature takes psychic damage equal to the damage dealt by its attack. On a successful save, it takes half that damage.

VANGUARD CLERIC OF DARKNESS

Medium humanoid (any race), chaotic evil

Armor Class 13 (leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Con +7, Wis +9
Skills Arcana +6, Deception +7, Perception +9, Religion +6
Damage Resistances necrotic
Condition Immunities frightened
Senses truesight 60 ft., passive Perception 19
Languages Abyssal, Common
Challenge 10 (5900 XP)

Disciple of Sertrous. The cleric has advantage on saving throws against divine spells, which are spells cast by clerics, paladins, druids, rangers, celestials, and other sources the DM deems appropriate.

Hungry Darkness. The cleric regains 10 hit points if it starts its turn in dim light or darkness and has at least 1 hit point.

Shadow Stealth. While in dim light or darkness, the cleric can take the Hide action as a bonus action.

Spellcasting. The cleric is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrip (at will): *chill touch, frostbite, thaumaturgy, toll the dead*
1st level (4 slots): *arms of Hadar, bane, hex, inflict wounds*
2nd level (3 slots): *blindness/deafness, darkness, invisibility*
3rd level (3 slots): *fear, fly, vampiric touch*
4th level (3 slots): *blight, Evard's black tentacles, shadow of moil*
5th level (2 slots): *cone of cold, contagion, enervation*
6th level (1 slot): *circle of death, soul cage*

Testament of Faith. When the cleric is reduced to 0 hit points, it explodes in a burst of divine energy. Each creature within 10 feet of the cleric must make a DC 17 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The cleric and everything it is wearing and carrying, except magic items, fade into the shadows and disappear. The cleric's soul then passes into Sertrous's realm in the Abyss; the cleric can't become undead or be brought back to life by any means short of a *wish* spell.

Actions

Withering Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6 + 5) necrotic damage.

THE WORM THAT WALKS

KYUSS

Gargantuan aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 50 ft., burrow 10 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	25 (+7)	15 (+2)	24 (+7)

Saving Throws Str +16, Con +15, Wis +10, Cha +17
Skills Arcana +15, Perception +10, Stealth +8
Damage Resistances fire, lightning
Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious
Senses truesight 120 ft., blindsight 500 ft. (blind beyond this radius), tremorsense 1 mile, passive Perception 21
Languages all, telepathy 1,000 ft.
Challenge 25 (75,000 XP)

Anathematic Secrecy. Kyuss can't be targeted by any divination magic or perceived through magical scrying sensors.

Create Spawn. A Medium or smaller creature that is slain by Kyuss is raised as a spawn of Kyuss under his control after 1d4 rounds. Constructs are not affected by this feature. Additionally, when Kyuss casts a spell that raises undead, he can choose for any number of the undead to be spawn of Kyuss.

Divine Scourge (1/Day). As a bonus action, each creature within 100 miles of Kyuss that is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate) must make a DC 23 Constitution saving throw. A target takes 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers one level of exhaustion.

Innate Spellcasting. Kyuss's innate spellcasting ability is Charisma (spell save DC 23). He can innately cast the following spells, requiring no components:

3/day each: *create undead, divine word, soul cage*

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

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

Magic Weapons. Kyuss's weapon attacks are magical.

Quicken Spell (Recharge 5-6). As a bonus action, Kyuss can cast a spell using a spell slot of 6th level or lower. Kyuss cannot cast two spells of 1st level or higher on the same turn.

Return to Worms. When Kyuss is reduced to 0 hit points, he breaks apart into 16 swarms of insects in the same space. Unless the swarms are destroyed, Kyuss reforms from them 24 hours later.

Spellcasting. Kyuss is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Kyuss knows the following spells:

Cantrips (at will): *chill touch, mold earth, thaumaturgy, toll the dead*
1st level (4 slots): *bane, bless, hex, shield, thunderwave*
2nd level (3 slots): *darkness, hold person, misty step, spiritual weapon*
3rd level (3 slots): *animate dead, bestow curse, counterspell, spirit guardians*
4th level (3 slots): *blight, ice storm, Evard's black tentacles*
5th level (3 slots): *danse macabre, negative energy flood, hold monster*
6th level (2 slots): *circle of death, planar ally, scatter*
7th level (2 slots): *finger of death, reverse gravity*
8th level (1 slot): *Abi-Dalzim's horrid wilting, dominate monster*
9th level (1 slot): *power word kill, time stop*

Unyielding Essence. Kyuss is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. Kyuss can use his Frightful Presence. He then makes two slam attacks.

Slam. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage plus 7 (2d6) poison damage.

Frightful Presence. Each creature of Kyuss's choice that is within 120 feet of Kyuss and aware of him must succeed on a DC 23 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 Kyuss's Frightful Presence for the next 24 hours.

Plague of Worms (Recharge 5-6). Each creature of Kyuss's choice within 20 feet of him must make a DC 23 Dexterity saving throw. On a failed save, a target takes 27 (5d10) necrotic damage and is blinded and restrained by masses of swarming worms. An affected creature takes 27 (5d10) necrotic damage at the start of each of Kyuss's turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Worm Smite (Recharge 5-6). Kyuss makes a slam attack against a creature within 15 feet of him. If the attack hits, it deals 32 (5d12) extra necrotic damage in addition to its normal damage. This extra damage increases to 45 (7d12) if the target is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate). If this attack hits a target affected by Kyuss's Plague of Worms, the target must also succeed on a DC 23 Constitution saving throw or suffer one level of exhaustion.

Legendary Actions

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

Move. Kyuss moves up to half his speed.

Cantrip. Kyuss casts a cantrip.

Bless Spawn (Costs 2 Actions). Kyuss targets one spawn of Kyuss within 60 feet of him. The target magically transforms into a blessed spawn of Kyuss. The target's hit points are raised to meet its new hit point maximum, even if it had taken damage before its transformation.

Summon Spawn (Costs 2 Actions). A spawn of Kyuss emerges from a point on the ground within 30 feet of Kyuss. The spawn acts on its own initiative count and follow Kyuss's orders to the best of its ability.



The Herald of Kyuss

AVOLAKIA

Large aberration (shapechanger), neutral evil

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Con +6, Wis +7
Skills Arcana +5, Deception +8, Intimidation +8, Persuasion +8
Damage Resistances fire
Damage Immunities cold, poison
Condition Immunities paralyzed, poisoned
Senses darkvision 60 ft., passive perception 14
Languages Common, Avolakia, Deep Speech, Undercommon (can only speak Avolakia in its true form)
Challenge 7 (2,900 XP)

Shapechanger. The avolakia can use its action to polymorph into a Small or Medium humanoid, or back into its true form. While in humanoid form, the avolakia can use its vocal cords to speak any language it knows, rather than just its native language. 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 avolakia's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The avolakia can innately cast the following spells, requiring no material components:

At will: *cause fear*, *chill touch*, *mage hand*, *vampiric touch*
1/day each: *animate dead*, *blight*, *danse macabre*, *suggestion*

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

Poisonous Slime (Avolakia Form Only). A creature that touches the avolakia or hits it with a melee attack while within 5 feet of it takes 9 (2d8) poison damage.

Regeneration. The avolakia regains 10 hit points at the start of its turn. If the avolakia takes acid or lightning damage, this trait doesn't function at the start of the avolakia's next turn. The avolakia dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack (Avolakia Form Only). The avolakia makes three attacks: one with its bite and two with its claws.

Bite (Avolakia Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw (Avolakia Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

HERALD OF KYUSS

Large aberration (shapechanger), neutral evil

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	19 (+4)	22 (+6)	20 (+5)

Saving Throws Con +8, Wis +11, Cha +10
Skills Arcana +9, Deception +10, Intimidation +10, Insight +11, Persuasion +10, Religion +9

Damage Resistances fire, necrotic

Damage Immunities cold, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Avolakia, Deep Speech, Undercommon (can only speak Avolakia in his true form)

Challenge 15 (13,000 XP)

Shapechanger. The herald can use his action to polymorph into a Small or Medium humanoid, or back into his true form. While in humanoid form, the herald can use his vocal cords to speak any language he knows, rather than just his native language. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Innate Spellcasting. The herald's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *cause fear*, *chill touch*, *mage hand*, *vampiric touch*
2/day each: *blight*, *create undead*, *danse macabre*, *mass suggestion*

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

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

Poisonous Slime (Avolakia Form Only). A creature that touches the herald or hits him with a melee attack while within 5 feet of him takes 9 (2d8) poison damage.

Reaper. When the herald casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. Additionally, the herald's spells and Touch of Death both ignore resistance to necrotic damage.

Regeneration. The herald regains 10 hit points at the start of his turn. If the herald takes acid or lightning damage, this trait doesn't function at the start of his next turn. The herald dies only if he starts his turn with 0 hit points and doesn't regenerate.

Spellcasting. The herald is a 8th-level spellcaster. The herald's spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The herald has the following cleric spells prepared:

Cantrip (at will): *friends*, *minor illusion*, *sacred flame*, *toll the dead*
1st level (4 slots): *false life*, *inflict wounds*, *ray of sickness*, *shield of faith*
2nd level (3 slots): *calm emotions*, *hold person*, *ray of enfeeblement*
3rd level (3 slots): *animate dead*, *dispel magic*, *vampiric touch*
4th level (2 slots): *blight*, *death ward*, *greater invisibility*

Touch of Death (Recharge 5-6). When the herald hits a creature with a melee attack, he can cause the attack to deal an additional 25 (1d8 + 21) necrotic damage to the target.

Worm Necromancer. When the herald casts a spell that animates or creates undead, up to two of the undead can be turned into spawn of Kyuss.

Actions

Multiattack (Avolakia Form Only). The herald makes three attacks: one with his bite and two with his claws.

Bite (Avolakia Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 18 Wisdom saving throw or be frightened of the herald until the start of the herald's next turn.

Claw (Avolakia Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Legendary Actions

The herald of Kyuss 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 herald of Kyuss regains spent legendary actions at the start of his turn.

Move. The herald moves up to his speed.

Chill Touch (Costs 2 Actions). The herald innately casts *chill touch*.

Backup Plan (Costs 3 Actions). If he can, the herald casts *greater invisibility* using a spell slot. He then moves up to half his speed.

EDWIN TOLSTOFF

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	20 (+5)	16 (+3)

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

Skills Perception +11, Religion +10

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

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 60 ft., passive Perception 20

Languages Abyssal, Common, Deep Speech

Challenge 17 (18,000 XP)

Commander of Evil. Edwin can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw (no reaction required). The creature can add a d4 to its roll provided it can hear and understand Edwin. This trait doesn't function while Edwin is incapacitated.

Innate Spellcasting. Edwin's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *disguise self*, *eldritch blast**, *minor illusion*

3/day: *dominate monster*

1/day: *dance macabre*

*4 beams, +3 bonus to each damage roll

Return to Worms. When Edwin is reduced to 0 hit points, he breaks apart into a *swarm of insects* in the same space. Unless the swarm is destroyed, Edwin reforms from it 24 hours later.

Spellcasting. Edwin is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Edwin has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *infestation*, *toll the dead*

1st level (4 slots): *command*, *cure wounds*, *shield*

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

3rd level (3 slots): *animate dead*, *bestow curse*, *fly*

4th level (1 slot): *blight*, *greater invisibility*

Worm Necromancer. When Edwin casts a spell that animates or creates undead, up to two of the undead can be turned into spawn of Kyuss.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 20 Constitution saving throw or be poisoned until the end of its next turn.

Plague of Worms (Recharge 6). Each creature of Edwin's choice within 10 feet of Edwin must make a DC 20 Dexterity saving throw. On a failed save, a target takes 22 (5d8) necrotic damage and is blinded and restrained by masses of swarming worms. An affected creature takes 22 (5d8) necrotic damage at the start of each of Edwin's turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss.

Reactions

Feed on Weakness. When a creature within 20 feet of Edwin fails a saving throw, Edwin gains 10 temporary hit points.

Unholy Protection. Edwin halves the damage that he takes from an attack, spell, or other effect.

Legendary Actions

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

Exude Parasites. Edwin summons a *swarm of insects* or a *swarm of rot grubs* (Edwin's choice), which exits his body and occupies his space. The swarm acts on its own initiative, and follows Edwin's verbal commands to the best of its ability.

Cantrip (Costs 2 Actions). Edwin casts one cantrip.

Slam (Costs 2 Actions). Edwin makes one slam attack.

Feed (Costs 3 Actions). Each creature restrained by Edwin's Plague of Worms takes 13 (3d8) necrotic damage, and Edwin gains 6 temporary hit points.



Edwin Tolstoff

BLESSED SPAWN OF KYUSS

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	23 (+6)	3 (-4)	8 (-1)	14 (+2)

Saving Throws Str +9, Wis +3

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 9 (5,000 XP)

Innate Spellcasting. The spawn's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *contagion*, *vampiric touch*

Regeneration. The spawn of Kyuss regains 15 hit points at the start of its turn. If the spawn takes radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn of Kyuss is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

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

Actions

Multiattack. The spawn of Kyuss makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) necrotic damage, and if the target is a creature, it must succeed on a DC 18 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.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 12 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Plague of Worms (Recharge 6). Each creature of the spawn's choice within 10 feet of the spawn of Kyuss must make a DC 18 Dexterity saving throw. On a failed save, a target takes 18 (4d8) necrotic damage and is restrained by masses of swarming worms. An affected creature takes 18 (4d8) necrotic damage at the start of each of the spawn of Kyuss's turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CENTURY WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 50 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Wriggling Progeny. Whenever the worm scores a critical hit against a creature with its bite attack, or when a creature takes acid damage from the worm, the target must make a DC 19 Constitution saving throw. On a failed save, 1d4 century worm larva burrow through the target's skin and make their way toward its heart, dealing 1 piercing damage per larva to the target. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per larva infesting it (maximum of 10d6). A larva-infested target can repeat the saving throw for each larva infesting it at the end of each of its turns; on a success, a single larvae withers away. A larva-infested target dies if it drops to 0 hit points, and then each larva takes 100 years to grow into a new century worm. If a larva-infested creature is targeted by an effect that cures disease, all the larva infesting it wither away.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 19 (3d6 + 9) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the worm can't use its tail on another target.

LEECHWALKER

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., burrow 20 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	17 (+3)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +6, Wis +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone
Senses blindsight 30 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP)

Amphibious. The leechwalker can breathe air and water.

Body of Leeches. The leechwalker can enter a hostile creature's space and stop there. It can move through a space as narrow as 5 feet wide without squeezing.

Freedom of Movement. The leechwalker ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Actions

Multiattack. The leechwalker makes two melee attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and must make a DC 14 Constitution saving throw at the start of each of its turns. On a failed save, a target takes 9 (2d8) piercing damage. The leechwalker has two tentacles, each of which can grapple one target. While a tentacle grapples a target, the tentacle can attack only that target.

HIDEOUS LEECHWALKER

Huge monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 30 ft., burrow 20 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	24 (+7)	2 (-4)	8 (-1)	4 (-3)

Saving Throws Str +9, Con +11, Wis +3
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone
Senses blindsight 30 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 9
Languages —
Challenge 12 (8,400 XP)

Amphibious. The leechwalker can breathe air and water.

Body of Leeches. The leechwalker can enter a hostile creature's space and stop there. It can move through a space as narrow as 5 feet wide without squeezing.

Freedom of Movement. The leechwalker ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Actions

Multiattack. The leechwalker makes two melee attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The leechwalker has four tentacles, each of which can grapple one target. While a tentacle grapples a target, the tentacle can attack only that target.

Furthermore, the target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Whelm (Recharge 5–6). Each creature in the leechwalker's space must make a DC 17 Strength saving throw. On a failed save, a target takes 21 (3d10 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 17). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the leechwalker's space.

The leechwalker can grapple one Huge creature or up to two Large or smaller creatures at one time. At the start of each of the leechwalker's turns, each target grappled by it takes 21 (3d10 + 5) bludgeoning damage. A creature within 5 feet of the leechwalker can pull a creature or object out of it by taking an action to make a DC 17 Strength check and succeeding.

GRAVECRAWLER

Small undead, neutral

Armor Class 17 (natural armor)
Hit Points 90 (20d6 + 20)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	12 (+1)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +10, Wis +8, Cha +10
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 13
Languages any five languages
Challenge 13 (10,000 XP)

Avoidance. If the gravecrawler is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Calcifying Aura. The gravecrawler can activate or deactivate this feature as a bonus action. When this feature is active, any creature that isn't a gravecrawler that starts its turn within 30 feet of the gravecrawler must succeed on a DC 18 Constitution saving throw or be subjected to the effects of the *flesh to stone* spell (no concentration required by the gravecrawler). Targets that fail this saving throw cannot be affected by this aura again for 1 minute, and targets that succeed cannot be affected by this aura again for 24 hours.

Eternal Rest. Any creature that dies within 30 feet of the gravecrawler turns to stone and can't be resurrected or raised as undead. Corpses harden into stone in a similar fashion after being exposed to the gravecrawler's Calcifying Aura for 24 hours.

Innate Spellcasting. The gravecrawler's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The gravecrawler can innately cast the following spells, requiring no material components:

At will: *chill touch*, *magic circle*, *mold earth*, *spare the dying*
2/day each: *dispel magic*, *sickening radiance*, *speak with dead*, *stone shape*
1/day each: *death ward**, *flesh to stone*, *gentle repose*, *transmute rock*
*The gravecrawler casts this spell before combat.

Turn Immunity. The gravecrawler is immune to effects that turn undead.

Actions

Multiattack. The gravecrawler makes two melee attacks or casts an innate spell. It then uses its Life Drain.

Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) necrotic damage.

Life Drain. The gravecrawler targets one creature it can see within 120 feet of it. The target must make a DC 18 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. The gravecrawler regains a number of hit points equal to half the amount of damage dealt.

GIANT SKELETONS

The following forest giant skeleton is an adaptation of the Giant Skeleton stat block from the *Tomb of Horrors* module. If you just want a generic stat block for any skeletal giant, you may want to use that instead. If you want to differentiate Giant Skeletons by their original races, however, the Skeleton Race from the *Dungeon Master's Guide* can be used, and then Evasion, Turn Immunity, Magic Resistance, and other traits can be added as you see fit.

FOREST GIANT

Huge giant, neutral

Armor Class 15 (16 with barkskin)
Hit Points 126 (11d12 + 55)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	9 (-1)

Saving Throws Dex +8, Con +8, Wis +7
Skills Acrobatics +11, Nature +6, Perception +7, Stealth +8, Survival +7
Senses darkvision 60 ft., passive Perception 17
Languages Druidic, Giant
Challenge 7 (2,900 XP)

Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in forest-like terrain.

Innate Spellcasting. The giant's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *hunter's mark*, *produce flame*, *shillelagh*
1/day each: *entangle*, *longstrider*, *pass without trace*, *speak with animals*

Keen Hearing and Sight. The giant has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The giant makes two attacks with its longbow.

Club. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage with shillelagh.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

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

FOREST GIANT SKELETON

Huge undead, lawful evil

Armor Class 16
Hit Points 115 (10d12 + 50)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	6 (-2)	18 (+4)	5 (-3)

Saving Throws Dex +9, Con +8, Wis +7
Skills Acrobatics +12, Nature +6, Perception +7, Stealth +9, Survival +7
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages understands Druidic and Giant but can't speak
Challenge 7 (2,900 XP)

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

Innate Spellcasting. The skeleton's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*, *infestation*
1/day each: *hex*, *longstrider*, *ray of sickness*

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

Turn Immunity. The skeleton is immune to effects that turn undead.

Actions

Multiattack. The skeleton makes three attacks with its club.

Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

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

ULGURSTASTA

Gargantuan undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	21 (+5)	10 (+0)	9 (-1)	10 (+0)

Saving Throws Str +13, Con +10

Damage Immunities acid, cold, necrotic, poison

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

Senses tremorsense 60 ft., darkvision 120 ft., passive Perception 9

Languages understands Common but can't speak

Challenge 13 (10,000 XP)

Necromantic Acid. A creature that touches the ulgurstasta or hits it with a melee attack while within 10 feet of it takes 3 (1d6) acid damage plus 3 (1d6) necrotic damage.

Spawn Skeletons. A Large or smaller creature slain by the ulgurstasta is raised as a skeleton under the ulgurstasta's control. These skeletons are immune to acid and necrotic damage. Constructs and undead are not affected by this feature.

As a bonus action, the ulgurstasta can regurgitate 1d4 skeletons from its stomach. A typical ulgurstasta has 12 (2d6 + 5) dormant skeletons in its stomach before combat. Creatures that are raised as skeletons while swallowed by the ulgurstasta can be regurgitated by this feature. If the ulgurstasta dies while it still has skeletons within its stomach, these skeletons erupt from its corpse at the start of its next turn. These skeletons act on their own initiative count.

Tunneler. The ulgurstasta can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 8) piercing damage plus 3 (1d6) acid damage plus 3 (1d6) necrotic damage. If the target is a Large or smaller creature, it must succeed on a DC 21 Strength saving throw or be swallowed by the ulgurstasta. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the ulgurstasta, and takes 14 (4d6) acid damage plus 14 (4d6) necrotic damage at the start of each of the ulgurstasta's turns.

If the ulgurstasta takes 30 damage or more on a single turn from a creature inside it, the ulgurstasta must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the ulgurstasta. If the ulgurstasta dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tendrils. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target is grappled (save DC 18). Until this grapple ends, the target is restrained, and the ulgurstasta can't use its tendrils on another target.

Acid Breath (Recharge 6). The ulgurstasta exhales necromantic acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 17 (5d6) acid damage plus 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

SCION OF KYUSS

Gargantuan undead, chaotic evil

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 50 ft., burrow 50 ft., climb 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Str +14, Con +13

Skills Perception +7

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

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

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

Languages understands Common but can't speak

Challenge 20 (25,000 XP)

Necromantic Acid. A creature that touches the scion or hits it with a melee attack while within 10 feet of it takes 4 (1d8) acid damage plus 4 (1d8) necrotic damage.

Siege Monster. The scion deals double damage to objects and structures.

Spawn Skeletons. A Large or smaller creature slain by the scion is raised as a skeleton under the scion's control. These skeletons are immune to acid and necrotic damage. Constructs and undead are not affected by this feature.

As a bonus action, the scion can regurgitate a forest giant skeleton from its stomach. A typical scion has 6 forest giant skeletons in its stomach before combat. Creatures that are raised as skeletons while swallowed by the scion can also be regurgitated by this feature; the scion can regurgitate up to 7 skeletons from its stomach as a bonus action. If the scion dies while it still has any skeletons within its stomach, these skeletons erupt from its corpse at the start of its next turn. These skeletons act on their own initiative count.

Tunneler. The scion can burrow through solid rock and leaves a 20-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 4 (1d8) acid damage plus 4 (1d8) necrotic damage. If the target is a Huge or smaller creature, it must succeed on a DC 22 Strength saving throw or be swallowed by the scion. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the scion, and takes 18 (4d8) acid damage plus 18 (4d8) necrotic damage at the start of each of the scion's turns.

If the scion takes 40 damage or more on a single turn from a creature inside it, the scion must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the scion. If the scion dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Fling. One Large or smaller object held or creature grappled by the scion is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Acid Breath (Recharge 6). The scion exhales necromantic acid in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 17 (5d6) acid damage plus 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Destroy. The scion uses its Bite or Fling on an object or structure.

Charge (Costs 2 Actions). The scion moves up to its speed in a straight line and can move through the space of any creature or object. The first time it enters a creature or object's space during this move, the target must succeed on a DC 22 Strength saving throw or take 24 (3d10 + 8) bludgeoning damage and be pushed ahead of the scion for the rest of this move.

Tendrils (Costs 2 Actions). Each creature of the scion's choice within 20 feet of it must make a DC 22 Dexterity saving throw. On a failed save, a target takes 18 (3d6 + 8) bludgeoning damage plus 4 (1d8) acid damage plus 4 (1d8) necrotic damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained. On a successful save, a target takes half as much damage and isn't grappled.



The Worm that Walks

ZARGON

ZARGON

Gargantuan fiend (devil), lawful evil

Armor Class 22 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 40 ft., climb 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	18 (+4)	22 (+6)	26 (+8)

Saving Throws Str +19, Dex +14, Con +19, Wis +15
Skills Athletics +19, Intimidation +17, Perception +15
Damage Resistances cold, fire
Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, poisoned
Senses truesight 120 ft., blindsight 500 ft., passive Perception 25
Languages all, telepathy 1000 ft.
Challenge 30 (155,000 XP)

Bodily Features. Zargon's horn "regrows" Zargon after 1d4 days. The horn is destroyed if it is dropped into the Eye of Zargon, far below in the lost city, within one day of Zargon's death.

Additionally, Zargon has 18 tentacles: 6 barbed tentacles attached to each of his shoulders, and 6 muscled tentacles stemming from the base of his trunk. Each tentacle can grapple one target.

Amphibious. Zargon can breathe air and water.

Anathematic Secrecy. Zargon can't be targeted by any divination magic or perceived through magical scrying sensors.

Charge. If Zargon moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 26 (4d12) piercing damage. If the target is a creature, it must succeed on a DC 27 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Corrosive Form. A creature that touches Zargon or hits him with a melee attack while within 5 feet of him takes 14 (4d6) acid damage. Any nonmagical weapon or ammunition made of metal or wood that hits Zargon corrodes and is destroyed instantly.

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of Zargon must succeed on a DC 27 Constitution saving throw or be poisoned until the start of the creature's next turn.

Freedom of Movement. Zargon ignores difficult terrain, and magical effects can't reduce his speed or cause him to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

God Slayer. Zargon deals double damage to gods and celestials, bypassing their resistances and immunities. If Zargon reduces a god or celestial to 0 hit points, he kills them instantly.

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

Limited Magic Immunity. Unless he wishes to be affected, Zargon is immune to spells of 4th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Zargon's weapon attacks are magical.

Regeneration. Zargon regains 25 hit points at the start of his turn. If he takes cold or fire damage, this trait doesn't function at the start of his next turn. Zargon dies only if he starts his turn with 0 hit points and doesn't regenerate.

Slime Trail. Zargon leaves a 5-foot wide trail of slime behind him whenever he swims, climbs, or drags himself forward on the ground. A creature that moves into the slime's space for the first time on a turn or ends its turn there must succeed on a DC 27 Constitution saving throw or take 14 (4d6) acid damage. This slime dissipates 1 minute after being excreted.

Unyielding Essence. Zargon is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. Zargon makes three attacks: one with his gore and two with his barbed tentacles. Alternatively, Zargon makes three attacks with his muscled tendrils. He can replace any melee attack with one use of Fling.

Barbed Tentacle. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage plus 14 (4d6) acid damage, and the target is grappled (escape DC 19).

Muscled Tendril. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 14 (4d6) acid damage, and the target must succeed on a DC 27 Strength saving throw or be knocked prone.

Fling. One Large or smaller object held or creature grappled by Zargon is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Gore. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 23 (2d12 + 10) piercing damage.

Spew Slime (Recharge 5-6). Zargon spews out corrosive slime in a 60-foot cone. Each creature in the cone must make a DC 27 Constitution saving throw. On a failed save, a creature takes 67 (15d8) acid damage and is poisoned until the start of its next turn. On a successful save, a creature takes half as much damage and is not poisoned.

Legendary Actions

Zargon 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. Zargon regains spent legendary actions at the start of his turn.

Move. Zargon moves up to half his speed.

Corrupting Touch (Costs 2 Actions). *Melee Weapon Attack:* +19 to hit, reach 15 ft., one creature. *Hit:* 24 (4d6 + 10) poison damage, and the target is slimed. Until the slime is scraped off with an action, the target is poisoned, and any creature, other than an ooze, is poisoned while within 10 feet of the target.

Tentacle Swarm (Costs 3 Actions). Zargon unleashes the barbed tentacles on one of his arms in a 30-foot cone in front of him. Each creature in the cone must make a DC 27 Strength saving throw, taking 19 (2d8 + 10) piercing damage plus 14 (4d6) acid damage on a failed save, or half as much damage on a successful one. Additionally, up to 6 creatures of Zargon's choice that fail this saving throw are grappled (escape DC 19) by one tentacle each.

REGIONAL EFFECTS

The region containing Zargon's lair is warped by his magic, creating one or more of the following effects:

- Small bodies of water, such as ponds or wells, within 1 mile of the lair turn highly acidic, corroding any object that touches them. Surfaces within 6 miles of the lair are frequently covered by a thin film of slime, which is slick and sticks to anything that touches it.
- Wildlife within 6 miles of the lair is corrupted by slime. Slime and ooze-like versions of local wildlife are commonly seen in the area. This wildlife is abnormally violent and crazed compared to its non-slime counterparts.
- The area within 1 miles of the lair is overrun with assorted jellies, puddings, and other types of ooze monsters.

If Zargon dies, these effects fade over the course of 1d10 days.



Zargon the Returner

DORN

Medium humanoid (human), chaotic evil

Armor Class 17 (studded leather)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	18 (+4)	16 (+3)	13 (+1)	10 (+0)

Saving Throws Dex +9, Con +9, Wis +6

Skills Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Undercommon

Challenge 14 (11500 XP)

Brute. A melee weapon deals one extra die of its damage when Dorn hits with it (included in the attack).

Commander of Evil. Dorn can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw (no reaction required). The creature can add a d4 to its roll provided it can hear and understand Dorn. This trait doesn't function while Dorn is incapacitated.

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

Foul. Any creature, other than an ooze or another creature that has this trait, that starts its turn within 10 feet of Dorn must succeed on a DC 17 Constitution saving throw or be poisoned until the start of the creature's next turn.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Dorn can regain 20 hit points.

Slimy Organs. Whenever Dorn suffers a critical hit or is reduced to 0 hit points, all creatures within 5 feet of him take 20 acid damage.

Sneak Attack (1/Turn). Dorn deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Dorn that isn't incapacitated and Dorn doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. Dorn makes three attacks with his shortsword. He then uses his Liquid Movement.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) acid damage.

Liquid Movement. Dorn moves up to 20 feet through spaces no more than an inch in diameter. He must end this movement in a space that can accommodate his full size. Otherwise, he takes 5 force damage and returns to the space where he began this movement.

Corrosive Spew (Recharge 6). Dorn exhales corrosive slime forming a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Summon Demon (1/Day). Dorn magically summons an alkilith in an unoccupied space within 60 feet of him. The alkilith acts as an ally of Dorn, and can't summon other demons. It remains for 10 minutes, until it or Dorn dies, or until Dorn dismisses it as an action. Dorn is immune to the alkilith's Foment Madness trait.

Reactions

Unholy Protection. Dorn halves the damage that he takes from an attack, spell, or other effect.

VANESSA MACKELROY

Medium humanoid (tiefling), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Int +9, Wis +7

Skills Arcana +14, History +14, Medicine +7, Intimidation +13, Religion +12

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Elven, Gnomish, Goblin, Infernal, Undercommon

Challenge 14 (11500 XP)

Dark Knowledge. After Vanessa makes an attack roll, ability check, or saving throw, but before the outcome is determined, an additional d20 can be rolled. Vanessa chooses which of the d20s rolled is used to determine the outcome. When she does so, she takes 12 (5d4) necrotic damage, which can't be reduced or prevented in any way.

Disgusting Visage. Creatures that can see Vanessa have disadvantage on saving throws against being frightened.

Dual Concentration. Vanessa can maintain concentration on two different spells at the same time.

Entropic Field. Whenever a hostile creature within 30 feet of Vanessa makes an attack roll or a saving throw before the spell ends, the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw.

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

Innate Spellcasting. Vanessa's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Spellcasting. Vanessa is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). She can cast *misty step* at will, without expending a spell slot. Vanessa has the following spells prepared:

Cantrip (at will): *fire bolt*, *friends*, *prestidigitation*, *primal savagery*

1st level (4 slots): *absorb elements*, *detect magic*, *mage armor*, *shield*

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

3rd level (3 slots): *counterspell*, *fear*, *lightning bolt*

4th level (3 slots): *dimension door*, *giant insect*

5th level (2 slots): *destructive wave*, *transmute rock*

Spell Secrets. When Vanessa casts a spell that deals damage, she can change the spell's damage type to acid, cold, fire, force, lightning, necrotic, radiant, or thunder.

Actions

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) damage of one of the following types (Vanessa's choice): acid, cold, fire, force, lightning, necrotic, radiant, or thunder.

Reactions

Insane Defiance. In response to being targeted by an effect that would magically influence her mind, Vanessa can retarget the effect to another creature of her choice, other than the caster or source of the ability, within the effect's range.

Legendary Actions

Vanessa 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. Vanessa regains spent legendary actions at the start of her turn.

Misty Step. Vanessa casts *misty step* without expending a spell slot.

Use an Object. Vanessa takes the Use an Object action.

Help. Vanessa takes the Help action. If she uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of her, rather than within 5 feet of her, if the target can see or hear her.

Cast a Spell (Costs 2 Actions). Vanessa casts a cantrip, or she casts a spell using a spell slot of 2nd level or lower.

WHELP OF ZARGON TEMPLATE

When Zargon is freed from his prison, he destroys all of his cultists, transforming them into his whelps. A whelp of Zargon's body displays horrific hints of the person it was before its hideous transformation. A whelp of Zargon is purely an ooze, and no mortal can ever hope to reverse the transformation, even via the mighty *wish* spell.

When a living creature (referred to as the base creature) is transformed into a whelp of Zargon, it retains its statistics except as described below. A whelp of Zargon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The whelp of Zargon is an ooze, and it no longer requires sleep.

Alignment. The whelp of Zargon's alignment is neutral evil.

Armor Class. The whelp of Zargon gains natural armor if the base creature lacked it, and loses any other sources of Armor Class. The whelp's Armor Class is equal to the base creature's Armor Class (including any manufactured armor) plus 2.

Hit Dice. The whelp of Zargon gains 5 more hit dice, which increases its maximum hit points.

Speed. The whelp of Zargon gains a climbing speed equal to its base walking speed.

Ability Score Adjustment. The whelp of Zargon's Strength, Dexterity, and Constitution each increase by 2, to a maximum of 28. As this increases the whelp's Constitution modifier by 1, increase its hit points accordingly. Additionally, the whelp of Zargon's Intelligence, Wisdom, and Charisma each decrease by 5, to a minimum of 1.

Damage Vulnerabilities, Resistances, and Immunities. The whelp of Zargon is immune to acid and poison damage. If the base creature already has vulnerability, resistance, or immunity to one of these damage types, they are replaced by these modifications. Otherwise, the whelp of Zargon retains the vulnerabilities, resistances, and immunities of the base creature.

Condition Immunities. The whelp of Zargon can't be blinded, charmed, deafened, frightened, petrified, or poisoned. It also doesn't suffer from exhaustion.

Senses. The whelp of Zargon has blindsight out to 60 feet, and is blind beyond this radius. It loses all other senses.

Languages. The whelp of Zargon cannot speak and does not understand any languages.

Traits, Actions, and Proficiencies. The whelp of Zargon loses all of its weapon proficiencies and loses any actions or traits that depend on the use of a manufactured weapon. It also loses the Spellcasting trait, but retains any other base proficiencies and traits.

If the base creature has Innate Spellcasting, it may or may not lose this trait, as the DM sees fit. This decision can be made with the source of the base Innate Spellcasting trait in mind (e.g. psionics, or a biological feature), and/or it could be made with encounter difficulty and planning in mind. Otherwise, the whelp of Zargon retains the base creature's proficiencies, actions, and traits, and it gains certain actions and traits described in the template's statistics block.

WHELP OF ZARGON TEMPLATE

[Base size] ooze, neutral evil

Armor Class base + 2 (natural armor)

Hit Points base + 5 more hit dice

Speed base + climb [base walking speed] ft.

STR	DEX	CON	INT	WIS	CHA
Base + 2	Base + 2	Base + 2	Base - 5	Base - 5	Base - 5

Saving Throws base

Skills base

Damage Vulnerabilities base

Damage Resistances base

Damage Immunities base + acid, poison

Condition Immunities base + blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception [recalculate]

Languages —

Challenge [recalculate]

Additional Traits

Amorphous. The whelp of Zargon can move through a space as narrow as 1 inch wide without squeezing. It can also enter a hostile creature's space and stop there.

Corrosive Form. A creature that touches the whelp of Zargon or hits it with a melee attack while within 5 feet of it takes acid damage, with its damage dice determined by the *corrosive form* column of the table below. Any nonmagical weapon made of metal or wood that hits the whelp of Zargon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the whelp of Zargon is destroyed after dealing damage. The whelp of Zargon can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of the whelp of Zargon must succeed on a Constitution saving throw (DC 8 + the whelp of Zargon's proficiency bonus + its Constitution modifier) or be poisoned until the start of the creature's next turn.

Magic Resistance. The whelp of Zargon has advantage on saving throws against spells and other magical effects.

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

Unyielding Essence. The whelp of Zargon is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Additional Actions

Multiattack. The whelp of Zargon makes two attacks with its pseudopods. If the base creature already has the Multiattack action, you can choose not to replace it. These attacks do extra acid damage determined by the *acid* column of the table below.

Pseudopod. Melee Weapon Attack: If the base creature already has a Pseudopod action, the whelp of Zargon can keep it. Otherwise, this attack uses the whelp of Zargon's Dexterity modifier to determine its attack bonus and damage. This attack deals bludgeoning damage to one target, with its damage dice determined by the *pseudopod* column of the table below. The reach of this attack is 5 feet if the whelp of Zargon is Large or smaller, 10 feet if it is Huge, or 15 feet if it is Gargantuan. 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.

Whelm (Recharge 5–6). Each creature in the whelp of Zargon's space must make a Strength saving throw (DC 8 + the whelp of Zargon's proficiency bonus + its Strength modifier). On a failed save, a target takes acid damage as determined by the *acid* column of the table below. If it is the same size as or smaller than the whelp of Zargon, and if the whelp of Zargon is Small or larger, a target is also grappled (escape DC 10 + the whelp of Zargon's Strength modifier). Until this grapple ends, a target is restrained and unable to breathe.

The whelp of Zargon can grapple a number of creatures at a time as determined by the *whelm* column of the table below. Small and Tiny targets count as one creature, Medium targets count as two creatures, Large targets count as four creatures, and Huge targets count as eight creatures. At the start of each of the whelp of Zargon's turns, each target grappled by it takes acid damage as determined by the *acid* column of the table below. A creature within 5 feet of the whelp of Zargon can pull a creature or object out of it by taking an action to make a Strength check (DC 10 + the whelp of Zargon's Strength modifier) and succeeding.

Creature Size	Corrosive Form	Acid	Pseudopod	Whelm
Tiny	1	1d4	1	-
Small	1d4	1d6	1d4	1
Medium	1d6	2d6	1d6	2
Large	2d6	2d8	1d8	4
Huge	3d6	2d10	1d10	8
Gargantuan	4d6	3d10	1d12	16

HUMANOID WHELP OF ZARGON

Medium ooze, neutral evil

Armor Class 15 (natural armor)
Hit Points 59 (7d8 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	6 (-2)	5 (-3)

Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (700 XP)

Aggressive. As a bonus action, the whelp of Zargon can move up to its speed toward a hostile creature that it can see.

Amorphous. The whelp of Zargon can move through a space as narrow as 1 inch wide without squeezing. It can also enter a hostile creature's space and stop there.

Corrosive Form. A creature that touches the whelp of Zargon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the whelp of Zargon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the whelp of Zargon is destroyed after dealing damage. The whelp of Zargon can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of the whelp of Zargon must succeed on a DC 14 Constitution saving or be poisoned until the start of the creature's next turn.

Magic Resistance. The whelp of Zargon has advantage on saving throws against spells and other magical effects.

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

Unyielding Essence. The whelp of Zargon is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The whelp of Zargon makes two attacks with its pseudopods.

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

Whelm (Recharge 5-6). Each creature in the whelp of Zargon's space must make a DC 14 Strength saving throw. On a failed save, a target takes 7 (2d6) acid damage. If a target is Medium or smaller, it is also grappled (escape DC 14). Until this grapple ends, a target is restrained and unable to breathe. The whelp of Zargon can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the whelp of Zargon's turns, each target grappled by it takes 7 (2d6) acid damage. A creature within 5 feet of the whelp of Zargon can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

ROPER WHELP OF ZARGON

Large ooze, neutral evil

Armor Class 22 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	11 (+0)	1 (-5)

Skills Perception +5, Stealth +10
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15
Languages —
Challenge 13 (10,000 XP)

Amorphous. The whelp of Zargon can move through a space as narrow as 1 inch wide without squeezing. It can also enter a hostile creature's space and stop there.

Corrosive Form. A creature that touches the whelp of Zargon, starts its turn while grappled by it, or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the whelp of Zargon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the whelp of Zargon is destroyed after dealing damage. The whelp of Zargon can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of the whelp of Zargon must succeed on a DC 17 Constitution saving throw or be poisoned until the start of the creature's next turn.

Grasping Tendrils. The whelp of Zargon can have up to six tendrils at a time. Each tendril can be attacked (AC 22; 10 hit points; immunity to acid, poison, and psychic damage). Destroying a tendril deals no damage to the whelp of Zargon, 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 18 Strength check against it.

Magic Resistance. The whelp of Zargon has advantage on saving throws against spells and other magical effects.

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

Unyielding Essence. The whelp of Zargon is immune to any spell or effect that would alter its form, as well as those that would read its thoughts, determine if it is lying, or magically influence its thoughts or behavior.

Actions

Multiattack. The whelp of Zargon makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 50 ft., one creature. *Hit:* 9 (2d8) acid damage, and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the whelp of Zargon can't use the same tendril on another target. 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.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage plus 9 (2d8) acid damage.

Reel. The whelp of Zargon pulls each creature grappled by it up to 25 feet straight toward it.

Whelm (Recharge 5-6). Each creature in the whelp of Zargon's space must make a DC 18 Strength saving throw. On a failed save, a target takes 9 (2d8) acid damage. If a target is Large or smaller, it is also grappled (escape DC 18). Until this grapple ends, a target is restrained and unable to breathe. The whelp of Zargon can grapple one Large creature, two Medium creatures, or four Small or smaller creatures at one time. At the start of each of the whelp of Zargon's turns, each target grappled by it takes 9 (2d8) acid damage. At the start of each of the whelp of Zargon's turns, each target grappled by it takes 9 (2d8) acid damage. A creature within 5 feet of the whelp of Zargon can pull a creature or object out of it by taking an action to make a DC 18 Strength check and succeeding.

THRALL OF JUIBLEX

Medium humanoid (any race), chaotic evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

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

Saving Throws Str +6, Con +7
Skills Athletics +6, Intimidation +5
Damage Resistances acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common
Challenge 5 (1800 XP)

Brute. A melee weapon deals one extra die of its damage when the thrall hits with it (included in the attack).

Foul. Any creature, other than an ooze, that starts its turn within 10 feet of the thrall must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn.

Slimy Organs. Whenever the thrall suffers a critical hit or is reduced to 0 hit points, all creatures within 5 feet of it take 10 acid damage.

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

Actions

Multiattack. The thrall makes two melee attacks. It then uses its Liquid Movement.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) acid damage.

Liquid Movement. The thrall moves up to 20 feet through spaces no more than an inch in diameter. It must end this movement in a space that can accommodate its full size. Otherwise, it takes 5 force damage and returns to the space where it began this movement.



Dorn

OOZEBLADE

Medium humanoid (any race), lawful evil

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Con +5, Cha +5
Damage Resistances acid
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal, Undercommon
Challenge 4 (1100 XP)

Foul. Any creature, other than an ooze or another creature that has this trait, that starts its turn within 10 feet of the oozeblade must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn.

Innate Spellcasting. The oozeblade's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid splash*, *false life*
1/day each: *shield*, *wrathful smite*

Slimy Curse (1/Day). As a bonus action, the oozeblade curses one creature within 60 feet of it for 1 minute or until the target dies. Until the curse ends, the oozeblade's weapon attacks against the cursed target score a critical hit on a roll of 19 or 20 on the d20, and the target suffers disadvantage on ability checks made with one ability of the oozeblade's choice.

Spellcasting. The oozeblade is a 5th-level spellcaster. The oozeblade's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrip (at will): *eldritch blast*, *friends*, *mage hand*
1st-3rd level (2 3rd-level slots): *blur*, *darkness*, *hold person*, *invisibility*

Actions

Multiattack. The oozeblade makes two melee attacks.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) acid damage, and if the target is a Huge or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



Vanessa

SLIME SHAMAN

Medium humanoid (any race), lawful evil

Armor Class 14 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

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

Saving Throws Con +8, Wis +6
Skills Arcana +6, Nature +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 10 (5900 XP)

Corrosive Form. A creature that touches the shaman or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage.

Foul. Any creature, other than an ooze or another creature that has this trait, that starts its turn within 10 feet of the shaman must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn.

Ooze Magic. When the shaman casts a spell that deals damage, it can change the spell's damage type to acid.

Spellcasting. The shaman is a 9th-level spellcaster. The shaman's spellcasting ability is Constitution (spell save DC 16, +8 to hit with spell attacks). The shaman has the following spells prepared:

Cantrip (at will): *acid splash, druidcraft, primal savagery*
1st level (4 slots): *blindness/deafness, fog cloud, ray of sickness*
2nd level (3 slots): *hold person, Melf's acid arrow, misty step*
3rd level (3 slots): *gaseous form, lightning bolt*
4th level (3 slots): *confusion, vitriolic sphere*
5th level (1 slot): *contagion, far step*

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

Actions

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

THANK YOU

If you've made it this far by reading or at least skimming this document, thank you! I started this conversion way back in September of 2018, and since then have put in a lot of effort into making this the best it could possibly be, which included a lot of book flipping so that I could reference and take inspiration from monsters from a variety of sources. If you find any errors or have any feedback, message me using the information given at the beginning of this document.

If you're interested in making monsters yourself, I recommend trying [CrittterDB](#), which is the tool I used to make these monsters. It automates most of the process and then allows you to export your monsters to Homebrewery/GM Binder format.

CORRUPTURE

Huge ooze, unaligned

Armor Class 14 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 20 ft., climb 20 ft., swim 20 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, cold, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 9 (5,000 XP)

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

Amphibious. The corrupture can breathe air and water.

Corrode Armor. When the corrupture deals damage to a creature with its pseudopods or its Acid Burst, nonmagical armor worn by the creature 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.

Corrosive Form. A creature that touches the corrupture or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the corrupture corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the corrupture is destroyed after dealing damage. The corrupture can eat through 4-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Multiattack. The corrupture makes two attacks with its pseudopods.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 18 (4d8) acid damage.

Acid Burst (Recharge 5-6). Each creature within 20 feet of the corrupture must make a DC 16 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.