

MONSTER HUNTER MONSTER MANUAL

HOME BREW

A bestiary of deadly monsters from the Monster Hunter universe
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CONDITIONS, POISONS, & DISEASES

Within this Monster Manual you will find new conditions, poisons, and diseases. These have been consolidated here.

DRAGONBLIGHT

- While afflicted with dragonblight, the target can't deal cold, fire, lightning, necrotic, or thunder damage with its spells and attacks, and it can't impose any of the following conditions on other creatures: blinded, charmed, paralyzed, poisoned, and petrified.
- Dragonblight can be cured early with the *lesser restoration* spell or similar magic."

DISEASE: ICEBLIGHT

A creature who is afflicted with iceblight is chilled to the bone.

- The creature can't use reactions.
- Its speed is halved.
- It can't make more than one attack on its turn.



CONDITION: SLICK

A creature who is slick is covered in a slippery or slimy liquid. This liquid coats the body making it difficult to move or avoid attacks without slipping.

- A creature who is slick has disadvantage on Dexterity saving throws.
- A creature may only move up to half its speed while under this effect.
- A creature has disadvantage when attempting to grapple a creature, but advantage when attempting to escape a grapple when using acrobatics.
- *A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.*

CONDITION: TARRED

A creature, object, or area who is tarred, is covered in a dark brown or black viscous liquid. This liquid sticks to anything it touches and is highly flammable.

- A creature who is *tarred* is restrained, immune to being disarmed, and cannot use an object or weapon not already in hand.
- A *tarred* Object cannot be moved or used.
- An area that is *tarred* is considered difficult terrain.
- The condition ends if a creature, object, or area that has this condition takes fire damage. When the condition ends in this way the creature, object, or area ignites. Until a creature takes an action to douse the fire, the target takes 6 (1d10) fire damage at the start of each of its turns.
- When an area ignites, any object or creature in that area also ignites.
- An area that ignites in this way burns for 1 minute.

POISON: WATERBLIGHT

A creature effected by waterblight has their stamina drained.

- On the creature's turn, it can use either an Action or a Bonus Action, not both.

BIRD WYVERNS & THEROPODS

Bird Wyverns are, as their name implies, bird-like in nature, with slender delicate bodies. Despite their comparatively small stature, Bird Wyverns often use their agility to their advantage to neutralize attacks and prey alike. Flying Bird Wyverns exhibit similar characteristics to True Wyverns, with a bipedal stance along with developed and functional wings. Many of these possess a hard, sharp beak which can be used to peck at attackers, and generally behave in a bird-like manner.

Theropods are reminiscent of Brute Wyverns; flightless, bipedal creatures with long tails and powerful legs. Unlike Brute Wyverns however, these monsters are generally quite small. Furthermore, Theropods almost always live under a social hierarchy, with young individuals, females and beta males led by a strong, dominant alpha male, which can command and control his subjects during combat.

JAGGI

Jaggi are mostly pink, with purple foreclaws, back-stripe, and head-frills, and with cream-colored underbellies. Their tails are barbed along the length of the appendage, and they sport sizable frills sprouting from behind their jaws, possibly for making themselves look bigger to other monsters.

Though Jaggi and their kind display a higher functioning level of cooperation than other Raptors, Jaggi are often easily dealt with, even for novice Adventurers. This is due, in part, to their boisterous nature; Jaggi will often spend just as much time vocalizing bark-like warnings against intruders as they will attacking them.

JAGGIA

Jaggia are the females of the Jaggi species. They are noticeably larger and bulkier than the immature males, and are mostly a blue-purple in hue, the exceptions being orange areas along their limbs and the sides of their necks and cream-colored underbellies. Their tails, unlike males of the species, have no barbs, and instead have a soft feather-like hanging accent near their ends. Their frills, located behind their jaws, are also more subdued than in other Jaggi variations, and hang limply.

Jaggia and their kin display a higher functioning level of cooperation than other small Bird Wyverns, and are more of a challenge than the smaller Jaggi due to their greater resilience and larger size. It is also notable that, unlike most other bird wyverns, Jaggia are sometimes found sleeping or lying down.

GREAT JAGGI

Great Jaggi's distinctive feature is its frill and the lavender scales with the crimson and tangerine overrides on the frills and the abdomen part, but also the furs that grow on its neck and along the back down to the middle tip of the tail. Great Jaggi's muzzle are particularly thinner and much more wrinkly than the other Bird Wyverns. While the tail has some barbs on each sides, they are notably blunt and definable even used for its tail whip attacks.

Great Jaggi, along with the Great Baggi, may attack other monsters instead of focusing solely on the Adventurer, indicating a highly competitive and intelligent demeanor. It can also call its pack of Jaggi to its aid at any time with a loud, resonating roar.

JAGGI

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1/2 (100 XP)

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

Actions

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.





JAGGIA

Medium beast (theropod), unaligned

Armor Class 12 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

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

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

Actions

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

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

GREAT JAGGI

Large beast (theropod), unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +5

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

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

Pounce. If the great jaggi moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the great jaggi can make one bite attack against it as a bonus action.

Actions

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

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Alpha Call (1/day). The great jaggi calls out for help and 1d4 jaggi and 1d2 jaggia appears to assist it.



BAGGI

Baggi behave the same way as Jaggi and Jaggia. Unlike Jaggi, however, they can be either male or female. They have the ability to put other creatures to sleep due to its special liquid spit when it bites, that only lasts a few seconds. Baggi have the same attacks as the creatures they resemble, the Jaggi, but attack more without delay. They will spend much less time hissing and will rush at Adventurers without warning. Like their relatives, the Jaggi, Baggi will attack other large monster in the same area, excluding the Great Baggi.

BAGGI

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1 (200 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become Incapacitated for 1d4 turns or until they take damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

GREAT BAGGI

The Great Baggi's eyes will glow yellow in the dark. Great Baggi are matured male Baggi that have taken over a pack of their own. Great Baggi is also slightly larger than the Great Jaggi. Located on its head is a crest that is highly prized by merchants for its use in armor and weapon crafting. It has developed its own unique ability; it can spit a tranquilizing liquid that inflicts sleep on its prey or hunters. It also has developed the ability to command Baggi to surround prey or hunters and spit tranquilizing liquid at them with a roar.

GREAT BAGGI

Large beast (theropod), unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +6
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

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

Pounce. If the great baggi moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the great baggi can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become Incapacitated for 1d4 turns or until they take damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) Slashing damage.

Sleep Spit. The great baggi spits a sleepy concoction at a location within 60 feet of it. Each creature within a 5-foot radius of that location must succeed on a DC 13 Constitution saving throw or become incapacitated for 1d4 turns or until they take damage.

Alpha Call (1/day). The great baggi calls out for help and 1d4 baggi appears to assist it.

WROGGI

Wroggi are similar in body structure to Jaggi and Baggi, and are covered in a slick, water-resistant hide of an orange colouration. They have a pair of poison sacs on either side of their heads. Their movements and body structure are similar to that of Jaggia. Wroggi are poisonous, but are not as strong or as resistant to poison as their leader.

WROGGI

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become Poisoned for 1d4 turns.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.

GREAT WROGGI

The Great Wroggi has a slick salamander-like skin and, like its close relatives the Great Jaggi and Great Baggi, Great Wroggi are usually accompanied by a group of their smaller kin. Strangely enough, Wroggi seem to possess two, light blue poison sacs on either side of their heads, while the Great Wroggi possesses only a single, much larger, purple poison sac under its throat. It is believed that the poison sacs grow as the male Wroggi matures until the two poison sacs join together to become one poison sac.

GREAT WROGGI

Large beast (theropod), unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +6

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

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

Pounce. If the great wroggi moves at least 20 feet straight toward a creature and then hits it with a claw Attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the great wroggi can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 turns.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.

Poison Spit. The great wroggi spits a poisonous concoction at a location within 60 feet of it. Each creature within a 5-foot radius of that location must succeed a DC 13 Constitution saving throw or become poisoned for 1d4 turns.

Alpha Call (1/day). The great wroggi calls out for help and 1d4 wroggi appears to assist it.



VELOCIPREY

Velociprey have blue scales with black stripes, and a dull red crest on their heads. These carnivorous monsters travel in packs and inhabit many different environments.

Velociprey have highly developed brains, and can come up with a hunting plan quite quickly. The Velociprey will use a range of calls to talk to each other in order to cooperate properly. They usually surround prey, giving it little ways to escape, and attack by using their foot claws and hand claws. If there is a large pack, they can take down prey bigger than young Aptonoth. Inside of a Velociprey's beak is number of sharp, thin teeth. Though the teeth look delicate, they are surprisingly hard to break. Even bombs can't break a Velociprey's teeth. Velociprey have powerful legs for used running at high speeds after prey with claws used to injure prey.

Velociprey packs are known to raid villages for food and will sometimes raid villages if food is scarce.

VELOCIDROME

The Velocidrome has a large, bright red crest over its blue hide signifies to other Velociprey that it is fit to be their leader. It is heavily set in its pack mentality and will rarely fight alone. To try to scare away potential predators, Velocidrome have colorful scales that act as warning colors. Velocidrome give orders to the Velociprey while it constantly patrols its territory in search of intruders that have entered it. If an intruder is spotted, the Velocidrome will call for its pack before attacking the threat.

VELOCIPREY

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

VELOCIDROME

Large beast (theropod), unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	6 (-2)

Skills Athletics +5

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

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

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

Actions

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

Deadly Leap. If the velocidrome jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 6 (1d6 + 3) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the velocidrome's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the velocidrome's space.

Alpha Call (1/day). The velocidrome calls out for help and 1d4 velociprey appear to assist it.



GENPREY

Genprey bodies are covered in a colorful yellow and green hide, with a pair of yellow crests over their eyes. They are a mid-level hunter. They prey on Aptonoth and Apceros. Genprey are pack hunters, and often rely on plans formulated by their pack leader, the Gendrome.

Genprey are covered in scales used for both camouflage in the harsh deserts and repel the fangs of other creatures. If the other creatures have a type of paralyzing toxin, skin under the scales can neutralize the paralyzing venom. In their fangs, is a deadly venom that can paralyze prey ten times their own size. Its estimated that it takes near seconds for the venom to paralyze prey no matter what size.

GENDROME

adventurers can easily identify a Gendrome by their big crest and slightly larger size compared to a Genprey. The crest signifies leadership over the pack. With a pack to protect them and paralyzing fangs, they are a force to be reckoned with. Quick attacks and high speed allow them to attack with surprising power.

Gendrome are aggressive leaders that can repel some Flying Wyverns. Gendrome are well-known for occasionally living alone separate from a pack. In most cases, these are Gendrome searching for a pack to rule over, even if it means that they have to challenge that packs current leader.

GENPREY

Medium beast (theropod), unaligned

Armor Class 10 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	2 (-4)	8 (-1)	6 (-2)

Condition Immunities paralyzed
Senses passive Perception 9
Languages —
Challenge 1/4 (50 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. On hit the target must make a DC 10 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GENDROME

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	6 (-2)

Skills Athletics +5
Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

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

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

Actions

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

Deadly Leap. If the gendrome jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 6 (1d6 + 3) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the gendrome's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the gendrome's space.

Alpha Call (1/day). The gendrome calls out for help and 1d4 genprey appear to assist it.



IOPREY

Ioprey have lithe, raptor-esque bodies. They have vivid red skin, with some black markings and purplish lavender colouration by the limbs.

Living in very unlikely places, such as the volcano. Poison sacs are located in its mouth below its crest, which are used to spit poison at foes, in order to kill it faster. Unlike its fellow raptors, the Ioprey does not possess the large claw, long fangs, or sharp claws on its forelimbs and back legs. Instead, the Ioprey relies solely on its poison, strength, and poison-filled fangs. Ioprey have poison-filled scales on their body make many predators think twice before attacking them. E

IODROME

It is significantly larger than normal Ioprey and possesses a larger crest. Unlike other pack leaders, Iodrome has a more amphibian look, with salamander-like skin that seems to glisten with moisture, and a frog-like throat sac.

Iodrome have a poison sac inside their throat that allows them to spit toxic poison at prey. This has also made their small fangs poisonous when biting into prey. Even their scales and bones are filled with poison for defense against predators. The Iodrome is territorial known as a deadly trouble for miners as it loves tunnels. It will attack any threats on sight, however, they will back off if the threat is too big for them to handle.

IOPREY

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

IODROME

Large beast (theropod), unaligned

Armor Class 15 (natural armor)
Hit Points 53 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +5
Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

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

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

Actions

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

Poison Spit. The iodrome spits a poisonous concoction at a 5 foot area within 60 feet. All creatures within a 5 foot radius of the area must pass a DC 13 Constitution saving throw, taking 7 (2d6) poison damage and become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The iodrome calls out for help and 1d4 ioprey appears to assist it.



GIAPREY

have crystal blue scales with sky blue stripes. As to the other relatives of the Giaprey it is able to take high amounts of cold. This is because of the skin being warmer than its blood and is able to repel high amounts of the cold in the Snowy Mountains.

Giapreys live in packs and obey their leader the Giadrome in what it dictates to the pack. Though they are small they are very aggressive if someone enter their territory.

GIADROME

It is physically very similar to the Velocidrome, the only key difference being the pale blue colouration and the presence of a frost sac. From the scales of Giadrome being white and blue, they are able to blend into the snow. This allows it to hunt better in the cold. Unlike the other species of Velociprey, Giadrome can spit a freezing cold liquid at prey. This spit can freeze in prey in their tracks. Their fangs are very cold and sharp to the touch.

Giadrome are quite social compared to its cousins. Unlike most other Velociprey species, Giadrome and Giaprey are quite social. They are known to be made up of more than one pack. Both Giadrome will live together and even control each other's pack while together. By being together, their packs are much deadlier and larger than before.

GIAPREY

Medium beast (theropod), unaligned

Armor Class 10 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Resistances cold
Senses passive Perception 9
Languages —
Challenge 1/2 (100 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIADROME

Large beast (theropod), unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Athletics +5
Damage Resistances cold
Senses passive Perception 10
Languages —
Challenge 2 (450 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) cold damage.

Ice Spit (Recharge 5-6). Ranged Weapon Attack: +3 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by ice. As an action, the restrained target can make a DC 11 Strength check, bursting the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire and bludgeoning damage; immunity to slashing, poison, and psychic damage).

Alpha Call (1/day). The giadrome calls out for help and 1d4 giaprey appears to assist it.



MACCAO & GREAT MACCAO

The Great Maccao feathered crest sets them apart from its Maccao pack. Although superficially similar to its younger brethren, a Great Maccao is bigger and bulkier, with more brightly-colored plumage. It also has powerful legs it uses to kick threats and to move with great speed, and its spiked tail allows it to propel itself forward and jump with tremendous force.

Only male Maccaos or Great Maccaos have feathers on their head. A Maccao's tail is similar a kangaroo's tail. Its tail allows it to propel itself forward and jump with tremendous force. The Maccao has the ability to stand on its tail without any support from its legs, allowing it to balance itself on its tail with its legs in the air. While standing on its tail, its bright, red underbelly is revealed. The red underbelly acts as a warning sign, and is used to intimidate predators.

Maccao are scavengers that feed on corpses and eggs belonging to larger predators. Though primarily scavengers, Great Maccao will also feed on smaller monster species.

Great Maccao are shy monsters that prefer to stay away from most threats. Despite Great Maccao being the leader of its Maccao pack, it barely has any control over its lesser counterparts, unlike other Bird Wyverns such as the Great Jaggi. A Great Maccao's pack will rarely assist it in if it is in danger. Great Maccao would rather run than fight, much like its smaller counterparts.

MACCAO

Medium beast (theropod), unaligned

Armor Class 11 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

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

GREAT MACCAO

Large beast (theropod), unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Standing Leap. The great maccao's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The great maccao makes two kick attacks.

Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Deadly Leap. If the great maccao jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 12 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 11 (2d8 + 2) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the great maccao's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the great maccao's space.



KULU-YA-KU

Kulu-Ya-Ku has a body shape similar to other raptorial Bird Wyverns, such as Velocidrome. This monster is covered in light brown scales and has a face that greatly resembles a Dodo. Though it is mostly covered in scales, it also has feathers on its head and arms.

Kulu-Ya-Ku are exclusively ovivores, meaning they only eat eggs. They primarily feed on the eggs of Herbivores and Flying Wyverns, but have been observed eating ones from various species, including other Kulu-Ya-Ku. Daily a Kulu-Ya-Ku needs to feed on three to four eggs to survive but has to risk encountering large monsters to do so.

Despite its size, Kulu-Ya-Ku can pick up and lift 300kg boulders before bashing them against threats. It can pick up such large objects due to it having well-developed pectoral muscles. Although its ability to pick up and use objects is impressive, its greatest strength is likely its sensitive beak. With this beak, Kulu-Ya-Ku can detect slight changes in the environment and find the exact location of a hidden object. It also has two rows of spikes on its tongue to prevent egg yolk from escaping its mouth.



KULU-YA-KU

Large beast (theropod), unaligned

Armor Class 13 (natural armor)

Hit Points 119 (14d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +5, Con +6, Cha +2

Skills Perception +2, Investigation +1

Senses passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Pounce. If the kulu-ya-ku moves at least 20 feet straight toward a creature and then hits it with a peck attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the kulu-ya-ku can make one claw attack against it as a bonus action.

Sensitive Beak. The kulu-ya-ku has advantage on Intelligence (Investigation) and Wisdom (Perception) checks when attempting to locate anything buried in the ground.

Standing Leap. The kulu-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The kulu-ya-ku makes two attacks: one with its peck and one with its claw.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage or 12 (2d8 + 3) bludgeoning damage while it has a boulder.

Dig (Recharge 6). The kulu-ya-ku digs into the ground pulling out a small sized boulder that it wields in its claws. It will carry around the boulder until it takes thunder damage; becomes blinded, stunned, or paralyzed; or uses its boulder toss attack.

Boulder Toss (requires Boulder). *Range Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Reactions

Parry. The kulu-ya-ku adds 3 to its AC against one melee attack that would hit it. To do so, the kulu-ya-ku must see the attacker and be wielding a boulder.

TZITZI-YA-KU

Large beast (theropod), unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +5, Int +2, Cha +2

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Pounce. If the tzitzi-ya-ku moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tzitzi-ya-ku can make one talon attack against it as a bonus action.

Standing Leap. The tzitzi-ya-ku's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tzitzi-ya-ku makes two attacks: one bite attack and one with its tail.

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

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

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

Flash (Recharge 5-6). The tzitzi-ya-ku emits a bright flash of light from the fins on its head in a 60-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or become blinded for 1 minute. A creature that fails the roll by 5 or more is also stunned until the end of their next turn.

Legendary Actions

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

Move. The tzitzi-ya-ku moves up to its speed without provoking opportunity attacks.

Talon. The tzitzi-ya-ku makes one talon attack.

TZITZI-YA-KU

Tzitzi-Ya-Ku is a theropod of a navy blue coloration. It has long, powerful back legs, and muscular forelegs complete with three claws for grasping prey. Perhaps its most unique feature is the pair of retractable frills that line either side of its head, which are bright and vividly colorful in appearance. Its back is lined with a row of short spines, and it has wide, sturdy feet.

Tzitzi-Ya-Ku is able to emit bright flashes of light from the fins on the sides of its head. This can be used to disorient attackers and prey alike, allowing the monster to gain the upper hand in combat. Its powerful hind legs can be used to deliver potent kicks during battle.

This monster is comparatively low on the food chain, so it uses the dark coloration of its body to blend in and stalk its prey amongst the shadowy undergrowth of the Coral Highlands, far below the jurisdiction of the powerful Wyverns that rule the local ecosystem.





YIAN KUT-KU

The Yian kut-ku is characterized by its large, fan-like ears that unfurl when excited. They have a large, yellow beak with a pink stripe running down its length. The lower jaw of its beak is significantly bigger than the top jaw. Yian kut-ku's body is covered in orange-pink plating and beige scales. Its wing membranes are deep blue and its eyes are bright yellow. These wyverns are small and relatively light, making them quick and agile. They have an extremely powerful sense of hearing, thanks to their large ears.

A somewhat temperamental, skittish, and inquisitive wyvern. Yian kut-ku have a tendency to want to appear bigger than they really are by spreading their wings, flaring out their ears, and squawking loudly. They are generally insectivores, preying on konchu and other Neopterons as a main part of their diet.

Yian kut-ku are capable of flight, which is a major advantage when fleeing from large terrestrial predators. However, they aren't as adept in the air when compared to other wyverns. Due to this kut-ku spend more time on land. kut-ku have very large and sturdy beaks used to crush hard-shelled prey and fruit, as well as aid them in shoveling up ground-dwelling insects and larvae. This is particularly visible when it is feeding on konchus, as it can bypass their hard shells by simply scooping the Neopterons up when they roll into balls and swallowing them whole.

The most defining trait of yian kut-ku are their specialized large ears. These ears are very sensitive to sound and sudden loud noises can disorient them leaving them vulnerable to attack, thus causing hunters to often use Sonic Bombs when hunting these creatures.

Yian kut-ku are omnivorous creatures that eat a wide variety of different things. kut-ku will eat lots of insects, such as konchu, nuts and honey. While they are fully capable of defending themselves against smaller predators such as velocidrome and their packs kut-ku are often preyed upon by larger predators like rathian and najarala. Kut-ku are well known for getting into territorial conflicts with the extremely aggressive yian garuga.

Sometimes a garuga will take over a kut-ku's territory and even kill the smaller bird wyvern. Female yian garuga will also destroy the eggs of a kut-ku and lay their own eggs in the nest, leaving the kut-ku as a victim of brood parasitism.

YIAN KUT-KU

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Sensitive Ears. If the yian kut-ku takes thunder damage or a thunder spell is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or become stunned until the start of its next turn.

Charge. If the yian kut-ku moves at least 20 feet straight toward a target and then hits it with a body slam attack on the same turn, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The yian kut-ku makes two attacks: one with its peck and one with its tail.

Peck. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Tail. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage.

Body Slam. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 21 (3d12 + 2) bludgeoning damage.

HYPNOCATRICE

Hypnocatrice is a large-sized Bird Wyvern covered in bright, colourful feathers. It has extremely powerful legs with large feet to deliver powerful kicks, and a hard, sharp beak. It is equipped with a sleeping sac that can put adventurers and other monsters to sleep and its small size and lightweight allow it to move with speed and agility during battle. Despite its feathered appearance, Hypnocatrice flies using bat-like, membraned wings, leaving its feather arrangements strictly for display purposes. Hypnocatrice is not particularly aggressive or territorial, but will stand its ground if threatened. They are typically found in lush environments such as the forest or jungle, but have also been encountered in desolate environments such as the desert.



HYPNOCATRICE

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	7 (-2)

Skills Athletics +5

Condition Immunities incapacitated, unconscious

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack. The hypnocatrice makes three attacks: two with its talons and one with its peck.

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

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

Sleep Gas (Recharge 5-6). The hypnocatrice spits out a bubble of sleeping gas to a location within 30 feet. Upon impact, the bubble bursts releasing the gas in a 5-foot radius around it. Each creature in that area must make a DC 12 Constitution saving throw or, they fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Wing Attack (3/day). The hypnocatrice beats its wings. Each creature within 10 feet of the hypnocatrice must succeed on a DC 13 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The hypnocatrice can then fly up to half its flying speed.

PUKEI-PUKEI

Large wyvern (bird), unaligned

Armor Class 12 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	11 (+0)	10 (+0)

Saving Throws Con +4, Wis +2, Cha+2

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Diet. A creature that is poisoned by the pukei-pukei suffers from an extra condition based on what the pukei-pukei has eaten. To determine what condition, Roll 1d4: On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded.

Actions

Multiattack. The pukei-pukei makes three attacks: two with its tongue and one with its tail. It can replace any one of these with its poison spit attack.

Tongue. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Tail. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Poison Spit. *Range Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) poison damage and the target must succeed on a DC 12 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.

Poison Spray (Recharge 5-6). The pukei-pukei sprays poisonous gas from its tail in a 30-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, or take 27 (6d8) poison damage and become poisoned for 1 minute on a failed save, or half as much damage and are not poisoned on a successful one.

PUKEI-PUKEI

Pukei-Pukei slightly resembles a chameleon, and its eyes are similar to frogs. It has a pair of wings and is covered in green scales that vary in color throughout its body excluding its underbelly. Its underbelly is covered in white osteoderm-like protrusions. Despite being reptilian in nature, Pukei-Pukei has vibrant feathers around its neck and wings.

Pukei-Pukei is known to store the properties of its food within its mouth and tail before combining them with its own poison. By doing so, it can spew poison from its mouth and tail for protection. This poison varies depending on its previous meal.

Pukei-Pukei is known to bully smaller monsters, but will flee from larger ones.



CORAL PUKEI-PUKEI

Coral Pukei-Pukei retains most of its characteristics from Pukei-Pukei. However, Coral Pukei-Pukei sports bright orange coloring on its face, feet, and front wing claws. These turn red when it becomes enraged. The rest of its body has a pinkish-red tint to it while its underbelly and tail tip are violet.

While the Pukei-Pukei utilizes poison, the Coral Pukei-Pukei uses water as its main element of attack. Coral Pukei-Pukei is able to store high concentrations of water in its tail by drinking the sponge-like plants that lie in the Coral Highlands. By doing this, it is then able to shoot out jets of high pressurized water beams at hunters. It is also capable of doing this from its mouth by eating various plants. In addition to this, it can also throw out globs of water balls at hunters from its mouth.

Unlike Pukei-Pukei, Coral Pukei-Pukei is more aggressive with its attacks. It is also shown to be able to use its tail far more effectively than Pukei-Pukei when attacking hunters.



CORAL PUKEI-PUKEI

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	11 (+0)	10 (+0)

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

Senses passive Perception 10

Languages —

Challenge 10 (5,900 XP)

Actions

Multiattack. The pukei-pukei makes two attacks: one with its tongue and one with its tail. It can replace any one of these with its water glob attack.

Tongue. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Water Glob. *Range Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) cold damage and the target must succeed on a DC 15 Constitution saving throw, or become poisoned with waterblight 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.

Water Jet - Spiral (Recharge 6). The pukei-pukei flies 10 feet into the air and discharges a beam of high pressurized water from its tail that spirals out from below it out to a 45-foot radius. Each creature in that area must make a DC 15 Constitution saving throw, or take 27 (6d8) cold damage and be poisoned with waterblight for 1 minute on a failed save, or half as much damage and is not poisoned on a successful one.

Legendary Actions

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

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Water Jet - Arc (Costs 2 Actions). The pukei-pukei discharges a beam of high pressurized water from its mouth or tail in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Water Jet - Line (Costs 2 Actions). The pukei-pukei discharges a beam of high pressurized water from its mouth or tail in a 60-foot line that is 10 feet wide. Each creature in a line must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

QRUPECO

The Qurupeco resembles a large bird with Pterosaur-like features, such as a fanged beak and leathery wings. It is mainly green colored with some scales being tinted yellow, it also has a clump of iridescent purple feathers on its back between its shoulders. The Qurupeco has a short, stubby brown crest extending from the back of its head. It uses its masterful vocal mimicry abilities to call for aid from various monsters, as well as healing them and boosting their abilities. The Qurupeco's soft crest stretches over the top of its head and when calling opens out into the shape of a megaphone, amplifying its calls. Its most notable feature however is its bright red vocal sac which inflates when calling.

The Qurupeco also has a pair of thick, bulky growths on its wings which produce sparks when struck against each other, much like flints. It uses these to ignite its mucus, causing fiery explosions. Its tail is shaped like a fan and can unfold revealing brightly colored skin, most likely as a warning for any would-be attacker. The Qurupeco's feet seem to have only 3 frontal digits on each foot. It may also have a back digit, but its stubby appearance makes it look more like a heel. Its feet are also partially webbed.

CRIMSON QURUPECO

Unlike the normal variety, this subspecies is red and blue in color. The electric flints are unique to this subspecies. They also call upon aid from much stronger monsters. A Crimson Qurupeco uses the same stats as a normal Qurupeco, except for the changes listed below:

- **Flint** damage is changed to lightning damage.
- **Call for Aid (1/day)**. The qurupeco calls out for assistance, roll a d6; if 1-2, a Royal Ludroth appears; if 3-4, a Rathian appears; if 5, a Nargacuga appears; if 6, a Deviljho appears.

The threat from this variant is increased due to the allies it can summon to its aid. It is not recommended to use this variant until the players are able survive a CR 11 deadly encounter.

QRUPECO

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., fly 30 ft., swim 40 ft.

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

Saving Throws Con +4, Cha +6
Skills Performance +6
Damage Resistances: fire
Senses passive Perception 12
Languages —
Challenge 6 (2,300 XP)

Sensitive Ears. If the qurupeco takes thunder damage or a thunder spell is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or become stunned until the start of its next turn.

Innate Spellcasting. The qurupeco's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At Will: *blade ward*, *cure wounds*, *vicious mockery*

Actions

Multiattack. The qurupeco makes three attacks: one with its flint and two with its peck.

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Flint. If the qurupeco jumps at least 5 feet towards a creature as part of its movement, it can then use this action to strike its flint-like wingtips together, creating a small explosion in that creature's space. That creature must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on failed save or half as much damage on a successful one.

Call for Aid (1/day). The qurupeco calls out for assistance, roll a d6; if 1-2, 1d4 jaggi appear; if 3-4, a great jaggi appears; if 5-6 a royal ludroth appears.



YIAN GARUGA

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 21 (+5) 18 (+4) 14 (+2) 12 (+1) 8 (-1)

Saving Throws Int +5, Cha +2

Skills Acrobatics +8, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Sensitive Ears. If the yian garuga takes thunder damage or a thunder spell is used within 60 feet of it, it must succeed on a DC 15 Constitution saving throw or become stunned until the start of its next turn.

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

Actions

Multiattack. The yian garuga makes three attacks: two with its peck and one with its tail.

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

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 13 (3d8) poison damage.

Violent Roar (Recharge 5-6). The yian garuga lets out a thunderous roar, sending out shockwaves in a 10-foot radius around it. Each creature in that area must make a DC 15 Constitution saving throw, or take 31 (7d8) thunder damage and be incapacitated until the end of its next turn on a failed save. If they fail the save by 5 or more, the creature is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and is not incapacitated.

YIAN GARUGA

The Yian Garuga is highly aggressive Bird Wyvern that has a striking purple coloration, large defensive spikes and an extremely tough shell. Its beak is sharp and jagged, and it possesses a silver mane around the edge of its face.

Yian Garuga is a close relative of the Yian Kut-ku that possesses a poisonous tail club and can produce ear-splitting roars to stop foes in their tracks. It is quite crafty, and is known to rationally observe their prey, even when angered. They are not to be taken lightly.

Yian Garuga hunt almost exclusively at night, using its deadly poison or stabbing its prey with its sharp beak to finish off its victim. If hunting another predatory species such as a Velocidrome,

Very war-like in nature, Yian Garuga are a monster that is best avoided. Yian Garuga are very solitary creatures though, they have rarely been seen in groups possibly during a mating season, the groups consisting of more than two have been seen on islands. After mating, a female will sometimes seek out a Yian Kut-Ku nest, destroy the eggs, and then lay its own eggs in the nest for the oblivious Kut-Ku to raise and care for. This shows that a female Garuga can be a Brood Parasite like a real-world cuckoo bird. Yian Garuga perform this behavior due to their poor parental behavior.





SCARRED YIAN GARUGA

In terms of appearance, scarred yian garuga is virtually identical to yian garuga. The main difference between the two is that one of this monster's ears is missing and Scarred Yian Garuga received a scar across its face.

The scarred yian garuga hunt almost exclusively at night, using its deadly poison or stabbing its prey to finish off its victim. It is just as aggressive as the yian garuga, but has adapted its attacks over its many battles, including the ability to unleash a barrage of small fire balls whilst its in the air. If hunting another predatory species such as a Velocidrome, Yian Garuga will first stun the creature with its roar before launching any attacks.

Azure Rathalos, Pink Rathian, Tigrex, Nargacuga, and the rare Rajang are fierce competitors of the Bird Wyverns and are even capable of killing them if an opportunity were to arise. However, being one of if not the most feared member of the Bird Wyvern class these creatures are fully capable of defending themselves against potential threats.

SCARRED YIAN GARUGA

Large wyvern (bird), unaligned

Armor Class 21 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	20 (+5)	14 (+2)	16 (+3)	8 (-1)

Saving Throws Con +10, Int +7

Skills Acrobatics +11, Perception +8

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

Damage Immunities fire, lightning

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages —

Challenge 16 (15,000 XP)

Actions

Multiattack. The yian garuga makes three attack: two with its peck and one with its tail. Or it makes three fire ball attacks.

Fire Ball. *Range Weapon Attack.* +11 to hit, range 5 ft., one target. *Hit:* 22 (4d10) fire damage.

Peck. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 80/320 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 22 (5d8) poison damage.

Fire Barrage (Recharge 5-6). The yian garuga exhales a barrage of fireballs in a 60-foot cone in front of it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

The yian garuga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creatures turn. The yian garuga regains spent legendary actions at the start of its turn.

Flight. The yian garuga flies up to half its flying speed.

Poisoned Tail. Choose a creature within 10 feet of the yian garuga. That creature must make a DC 18 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.

Piercing Roar (Costs 3 Actions). The yian garuga lets out an ear shattering roar. Each creature that is within 20 feet of the yian garuga must succeed on a DC 18 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

GYPCEROS

Gypceros is among the largest and heaviest known Bird Wyverns. Its most notable features are the lamp-like crest on top of its head and a rubbery, shock-resistant hide. It has a long pink tail with a bulbous tip, and is a uniform blue-grey across most of its body. It possesses a poison sac which allows it to produce toxic fluids for use against attackers.

Gypceros can use its luminous crest to produce dizzying flashes and temporarily disorient foes. Its elastic tail can extend and be used as a whip, and it can spit large globules of poison to intoxicate attackers. Due to its shock-resistant hide and flashing crest, it is resistant to lightning attacks and to effects that would blind it.

Gypceros is a naturally timid wyvern. However, it is rather intelligent and crafty, as evidenced by its willingness to feign death in order to draw a foe in for a surprise attack.

Gypceros is usually found in swamps and marshlands, although it can occasionally be seen in jungles and open grasslands.



GYPCEROS

Large wyvern (bird), unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +8, Int +3, Wis +4

Skills Deception +5, Performance +8

Damage Resistances lightning

Condition Immunities blinded

Senses passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Feign Death. While the gypceros is playing dead, a creature can make a Intelligence (Investigation) check against the gypceros's Charisma (Performance) check to determine that it is alive. The gypceros is blinded and prone while under the effects of feign death, but may still use its passive perception for hearing, smell, and touch. This effect lasts up to 1 hour or until the gypceros uses thrash action.

Actions

Multiattack. The gypceros makes three attacks: one with its tail and two with its peck.

Peck. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Tail. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Flash. (Recharge 5-6). The gypceros's lamp-like crest on top of its head creates a blinding flash of white light in a 45-foot radius around it. Each creature in that area must make a DC 16 Constitution saving throw or become blinded for 1 minute. A creature may repeat the saving throw at the end of its turns, ending the effect on a success.

Thrash. If the gypceros is using feign death, it can use this action to strike each creature in a 5-foot radius around it, using all of its body parts. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) and are knocked prone. On a successful save, the target takes half damage and is not knocked prone.

Reactions

Play Dead (3/day). When the gypceros is below half of its maximum hp and takes damage, it can use its reaction to feign death by making a Charisma (Performance) check.

MALFESTIO

Malfestio superficially resembles an owl. Its body is covered in blue plumage with a grayish belly, a yellow collar, and a white face with a small beak and red eyes. On its head are long tufts that point back and are tipped with yellow. There are hints of yellow on its legs that end in scaly feet that have two talons and one small vestigial toe. Its wings have bright blue membranes. Along its wings are long blade-like claws. Its flattened tail ends in a three-pointed shape.

Malfestio is a nocturnal predator that uses its talons and wing claws to attack prey. Like Nargacuga, it sleeps in trees to avoid terrestrial predators. It can produce an ultrasound beam that can easily put prey to sleep. The claws along its wings are usually hidden but are revealed once the malfestio feels threatened.

MALFESTIO

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft., fly 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

17 (+3) 20 (+5) 16 (+3) 12 (+1) 16 (+3) 14 (+2)

Skills Perception +7, Stealth +9

Senses darkvision 120 ft., passive Perception 17

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 9 (5,000 XP)

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

Keen Hearing and Sight. The malfestio has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

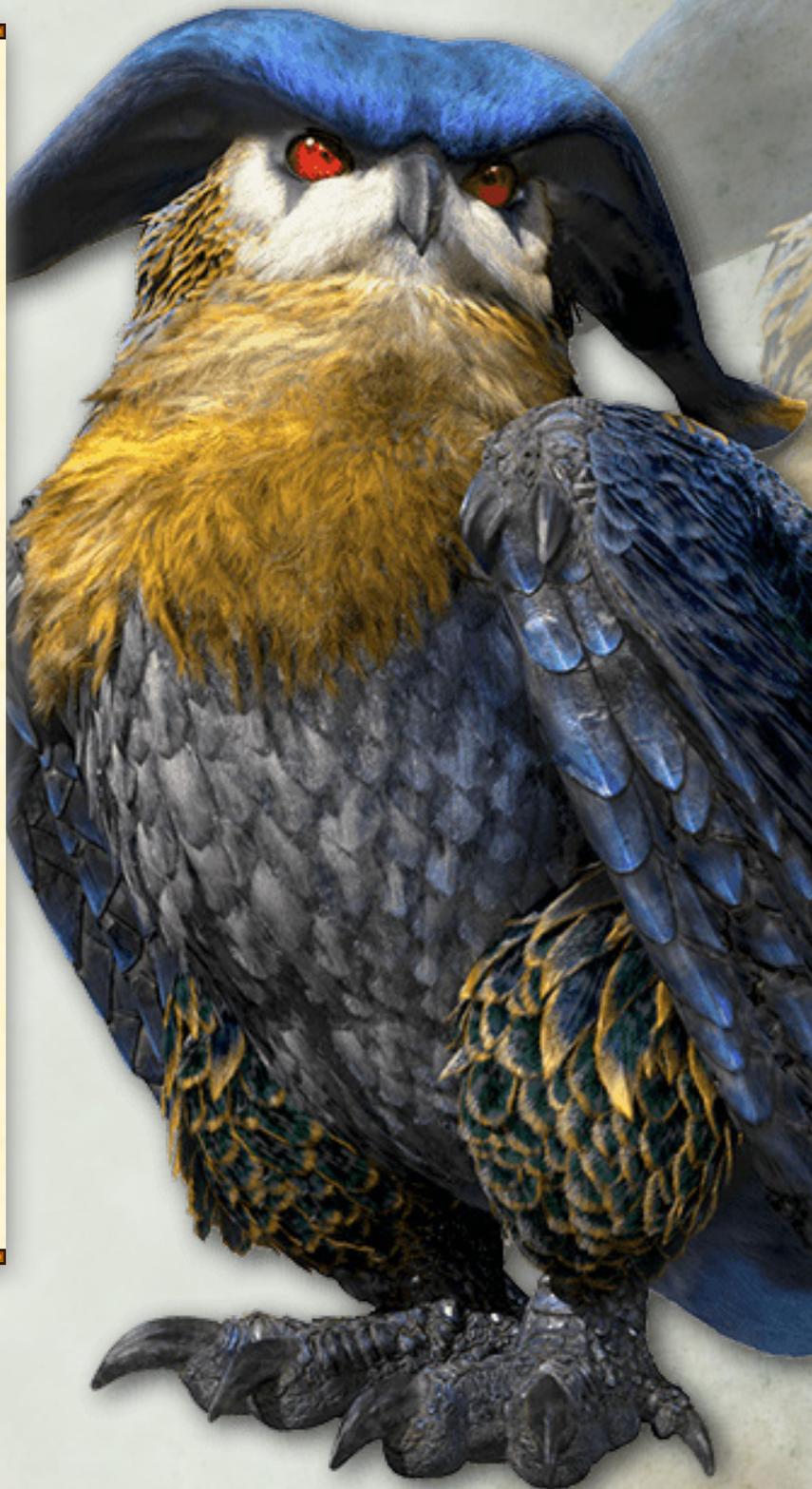
Actions

Multiattack. The malfestio makes four attacks: two with its tail and two with its talons.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

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

Sonic Wave (Recharge 5-6). The malfestio releases Sonic Wave in a 30-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw or, fall Unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.



FANGED BEASTS

Once known as Pelagus, Fanged Beasts are mammalian creatures with no wings. They are often much faster than other larger threats, but not all of them are aggressive. Many of these beasts will ignore adventurers unless they make themselves known or startle the beast. While other Fanged Beasts attack on site, using the environment and speed to their advantage.

Fanged Beasts exhibit a wide variety of dietary habits; some are strictly herbivorous or carnivorous, while others subsist on insects. Most of them have unique attribute for survival, such as powerful forelimbs or large tusks, and are well evolved for the environment they live in. Others form packs, with the strongest of them as the Alpha.

BULLFANGO

Medium beast (fanged), unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

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

Charge. If the bullfango moves at least 20 feet straight toward a target and then hits it with a tusk Attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

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

BULLDROME

Large beast (fanged), unaligned

Armor Class 12 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

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

Charge. If the bulldrome moves at least 20 feet straight toward a target and then hits it with a tusk Attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

Thrash (Recharge 5-6). The bulldrome thrashes about striking all creatures within 5-foot radius of it. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) slashing damage on a fail or half as much on a successful save.

BULLFANGO & BULLDROME

Although veteran adventurers can generally take a bullfango out easily, they can be dangerous for beginners and may even pose a threat to more experienced adventurers when several attack at once. Bulldromes on the other hand have larger tusks than Bullfango, and a layer of white fur, as opposed to Bullfango's black fur. Bulldromes are more agile when running and proficient at finding and locking onto their victims. These Fanged Beasts are sometimes found in packs and will charge at all intruders once noticed. They are very territorial, and can be a considerable nuisance.



WULG

Wulgs greatly resemble a cross between a wolf and a badger, possessing a thick black and white striped pelt, a lithe frame and a long bushy tail. Their faces are long and tapering, and covered in black fur.

Wulgs have been known to attack hunters if they come across them, but won't directly hunt them. They are capable of lunging and biting at foes, as well as performing an acrobatic grapple attack that requires hunters to move quickly lest they be stripped of their health.



WULG

Medium beast (fanged), unaligned

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 xp)

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

Lunge. If the wulg moves at least 20 ft. straight toward a Medium or larger creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or the wulg attaches itself to the target (escape DC 12). While the wulg remains attached to a target, the target is grappled, and the wulg can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 hit, Reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 hit, Reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



LAGOMBI

A large, wombat-like Fanged Beast. Its ears are long and highly sensitive, and its face features a beak-like mouth along with small red eyes. A Lagombi's belly is made of a low-friction material and is shaped so that it can slide upon the ice like a sled. It is covered in a thick fur coat to keep it warm in its sub-zero homeland.

A Lagombi has superb hearing in order to remain aware of predators. It attacks by throwing chunks of ice, swiping with its claws, and sliding around on its belly in order to ram foes. To traverse from area to area it slides on its belly much like a penguin. Lagombi is a relatively docile monster, but will respond with aggression when provoked or threatened. It is evidently an insectivore, as it enjoys feeding on Bnahabra.



LAGOMBI

Large beast (fanged), unaligned

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Skills Acrobatics +3, Perception +0

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Ice Walker. The lagombi is accustomed to moving through the frozen tundras, as such it ignores difficult terrain for snow, ice, and other cold weather effects.

Keen Hearing. The lagombi has advantage on Wisdom (Perception) checks that rely on hearing.

Slide. The lagombi's reflexes and agility allow it to move with a burst of speed. When it moves on its turn in combat, it can double its speed while traveling in a straight line. If the lagombi runs into a creature after moving at least 20 feet the creature must make a DC 13 Strength saving throw or be knocked prone. The lagombi cannot use this skill again until it moves 0 feet on one of its turns.

Actions

Multiattack. The lagombi makes two claw attacks. It can replace one of these attacks with its giant snowball attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Giant Snowball. *Range Weapon Attack:* +3 to hit, reach 60/100 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage plus 5 (1d10) cold damage.

ARZUROS

Arzuros is noted for its turquoise colored fur and ursine body structure. It has a ridge of erect hair aligned with its nose. Its back is made of a tough hide, somewhat characteristic of a carapace. Hair runs from its cheeks, connecting to its back, where it forms a trim along the sides of the back. The claws of an Arzuros have elongated, red nails. Each claw has a tough brace encasing and protecting the wrist and forearm. Arzuros has large, bulky legs connected to much smaller feet and a short, wide tail.

Arzuros is armed with two vicious claws which it uses for most of its attacks. It can use its large body and surprising agility for charge attacks and pinning down prey.

Arzuros are omnivorous creatures that enjoy feasting on fish and honey. When eating honey, Arzuros pays little to no attention to its surroundings. When threatened by other large monsters, Arzuros will try to use its size and claws to frighten the monster, or will use its agility to escape. Arzuros often hangs its tongue out of its mouth.

ARZUROS

Large beast (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 35 ft.

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

Senses passive Perception 9
Languages —
Challenge 4 (1,100 XP)

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

Actions

Multiattack. The arzuros makes three melee attacks: one with its bite, one with its claw, and one with its body slam.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Body Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

VOLVIDON

Large beast (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Senses passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Pull in. As a bonus action, the volvidon can pull a grappled target 10 feet towards them.

Actions

Multiattack. The volvidon makes three attacks: one with its tongue and two with its claw.

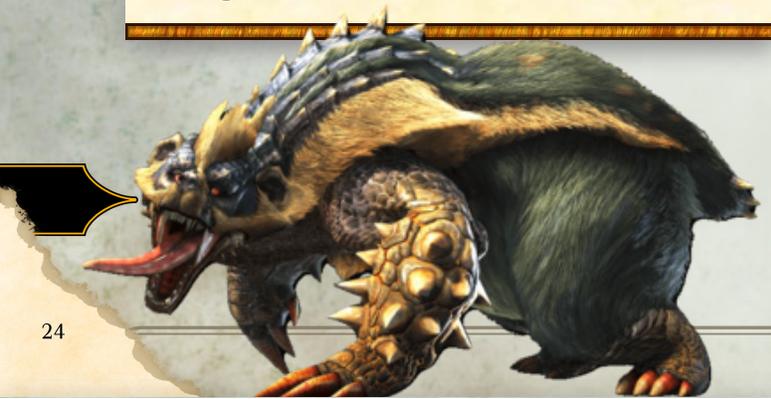
Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and a Large or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the volvidon can't use this attack on another target.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Rollout (Recharge 5-6). The volvidon curls up into a ball, releasing any grappled creature, and moves up to double its movement in a straight line. If the volvidon passes through a creature's space, that creature must make a DC 13 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and be knocked prone on a failed save. On a successful save, the target takes half as much damage and is not knocked prone.

VOLVIDON

Volvidon is covered in a series of red armor plates, which are segmented around the midsection and allow the Volvidon to curl into a ball. It possesses an extremely long, chameleon-like tongue which is covered in sticky saliva. Being a Fanged Beast, the Volvidon uses attacks similar to those of Arzuros and Lagombi. It is known to pull prey and foes toward its mouth using its long tongue. In addition to aiding transportation, its ability to roll up into a ball allows it to crush foes during combat. It will typically avoid trouble, but if cornered, Volvidon can be surprisingly aggressive.





KECHA WACHA

Kecha Wacha is a lemur-like monster with long arms and hook-like fingers and claws. It has bright yellow fur and blue skin. It can fold its spiked ears over its face, forming a "mask" that is likely used to intimidate would-be attackers. It also sports a tube-like trunk and large, forward-facing eyes.

It is capable of attacking from a distance by shooting globs of mucus from its trunk-like nose which cause Waterblight. Kecha Wacha is able to glide using a membrane between its arms, legs, and tail, in a manner similar to a flying squirrel. This makes the Kecha Wacha the only Fanged Beast able to "fly".

Kecha Wachas thrive in areas where they can climb and swing around freely. These creatures have a varied diet as they are omnivores. Kecha Wacha will feed on vegetation, fruits, seeds, along with insects such as Altaroth, Konchu, grubs, or Bnahabra.

Curious in nature Kecha Wacha will investigate anything in their environment that is new to them. As relatively peaceful monsters these creatures would rather flee than fight, yet if fleeing is not an option they can be surprisingly aggressive and will readily use their long, sharp, and hooked claws, trunk-like nose and mask-like ears to defend themselves.

KECHA WACHA

Large beast (fanged), unaligned

Armor Class 13 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., climb 30 ft., glide 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +8, Perception +4

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP)

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

Gliding. When the kecha wacha glides, it loses 5 feet of altitude for every 5 feet of movement. At the end of its glide the kecha wacha falls to the ground if it is still in the air.

Actions

Multiattack. The kecha wacha makes three claw attacks. It can replace any of these attacks with its mucus attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Mucus. *Range Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) acid damage and the target is poisoned with *waterblight* for 1 minute.

Tantrum (Recharge 5-6). The kecha wacha flails its fist around it in anger. Each creature within 10-feet of the kecha wacha must make a DC 17 Strength saving throw, taking 28 (8d6) bludgeoning damage on a failed save or half as much on a successful one.

Reactions

Earmuffs. When the kecha wacha is targeted by a spell or attack it can use its reaction to fold its ears down over its face until the start of its next turn. While its ears are covering its face, it gains +1 AC and is deafened.

POISON: WATERBLIGHT

A creature affected by waterblight has their stamina drained

- On the creature's turn, it can use either an Action or a Bonus Action, not both.

THE CONGA & CONGALALA

They resemble pink gorillas with a face of a hippopotamus, black underbellies. The Conga have a blonde patch of hair on top of their head while the Congalala spike on its head is actually hair that the Congalala has smoothed into shape to signify that they are the pack leader. Congalalas are surprisingly intelligent beasts.

Despite their apparently adorable appearance, the Conga & Congalala should never be underestimated. While they are for the most part very docile, they react well to the presence of herbivores, so long as they give a wide berth. They can quickly become aggressive to anything that disrupts feeding or startles them, for example, if they see Adventurers.

Congas are known for their ability to charge at hunters, like Bullfangos (but slower), travel in packs, and fart on enemies. While the Congas are known for their foul breath attack which varies based on their diet.

CONGA

Medium beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Acrobatics +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The conga makes two fist attacks.

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

Fart. The conga release a noxious odor from its behind at a target within 5 feet of it. The target must make a DC 13 Constitution saving throw or have disadvantage on Constitution saving throws to maintain concentration for 1 minute.



CONGALALA

Large beast (fanged), unaligned

Armor Class 13 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	7 (-2)

Skills Acrobatics +5, Perception +5
Senses passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Mushroom Eater. All congalala love to eat mushrooms, so much so that they always carry one around their tail. Roll 1d6, the number determines the element of the mushroom the congalala has with it. On a 1, fire; On a 2, poison; On a 3, lightning; On a 4, cold; On a 5, acid; On a 6, necrotic.

Actions

Multiattack. The congalala makes two fist attacks.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Belly Thrust. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Chow Down (Recharge 6). The congalala eats part of its mushroom then breathes a noxious gas at its prey in a 15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) damage of the mushroom's type on a failed save or half as much on a successful one.

Reactions

Belly Thrust. When the congalala is hit by a melee attack, it can use its reaction to make a belly thrust attack against the creature.

Fart. When the congalala is hit by a melee weapon attack, it can use its reaction to release a noxious fart at the attacker. If the attacker is concentrating on a spell or spell-like ability, they must succeed on a DC 15 Constitution saving throw, to maintain concentration on it.



THE BLANGO & BLANGONGA

White-furred, ape-like creature with a bright red face. The skin beneath its coat is a dull purple color. The Blango can burrow underneath the snow in wait for prey or stalk the rock and ice above. Blangos frequently hunt in packs. Although weak when fighting alone, Blango will fight ferociously when led by a Blangonga. As the alpha-male of the pack, the Blangonga is twice as large as the average Blango and recognized by its giant fangs, whiskers, head-crown, and with a much more aggressive temperament. Its strong, muscled limbs allow it to run and leap at a startling speed. Blangongas are incredibly aggressive creatures. They will ruthlessly attack adventurers and prey, yet shy away from anything larger than themselves. Blangonga live almost exclusively in the snowy climates. Their thick coat keeps them warm and serves as the perfect camouflage.

By calling out to its pack, the Blangonga can summon Blangos to fight beside it in battle. Its deadly speed can bewilder the novice adventurer, as they can perform a charge that can send them rolling into their foes and deal out massive damage. Blangongas can break ice at their feet and hurl it at adventurers, or spray ice shrapnel that can tear foes apart.



BLANGO

Medium beast (fanged), unaligned

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 30 ft.

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

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The blango makes two fist attacks.

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

Ice Chunk. *Range Weapon Attack:* +4 to hit, reach 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) cold damage.

BLANGONGA

Large beast (fanged), unaligned

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	13 (+1)	8 (-1)	10 (+0)

Saving Throws Str +8, Dex +7, Wis +3
Skills Athletics +8, Perception +3
Damage Resistances cold
Senses passive Perception 13
Languages —
Challenge 9 (5,000 XP)

Charge. If the blangonga moves at least 20 feet straight toward a target and then hits it with a fist attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Multiattack. The blangonga makes three fist attacks. It can use its ice boulder in place of any melee attack.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Ice Boulder. *Range Weapon Attack:* +8 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) cold damage.

Ice Spray (Recharge 5-6). The blangonga exhales a spray of ice shards in a 30 foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking, 42 (12d6) cold damage on a fail or half damage on a success.

Reactions

Retreat. When the blangonga is hit by a melee attack, it can use its reaction to leap backwards 20 feet without provoking opportunity attacks.



RAJANG

The rajang is a ultra-aggressive creature that is rarely sighted and seldom survived. Widely regarded as the pinnacle in unparalleled physical prowess The rajang is said to be a loner. This is due to the rajang's near-permanent nomadic lifestyle, it's not entirely certain where the rajang is capable of living, though it's not far-fetched to assume that it can live just about anywhere.

The Rajang strongly resembles the blangonga in its appearance and movement, even borrowing some of its attacks. However, notable differences include rajang's broader muscles, large horns, hairy tail tip and its ability to use electricity-based attacks. The rajang's most notable attack is its ability to shoot electricity from its mouth, either as a blast or a beam. They are hated by many adventurers, due to their combination of speed, aggression and power.

Rajang are at best described as being ultra aggressive. Willing to attack and kill anything that threatens them, brutally at that. In the New World it's shown to be willing to challenge monsters sometimes two or three times it's own size, and even managing to overpower or tie against such monsters in Turf Wars.



RAJANG

Huge beast (fanged), unaligned

Armor Class 17 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., climb 40 ft.

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

Saving Throws Str +11, Dex +6, Wis +8
Skills Athletics +11, Perception +8
Damage Resistances lightning
Senses passive Perception 18
Languages —
Challenge 15 (13,000 XP)

Charge. If the rajang moves at least 20 feet straight toward a target and then hits it with a fist attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

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

Actions

Multiattack. The rajang makes two fist attacks.

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

Kick. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Meteor (Recharge 6). The rajang jumps at least 15 feet as part of its movement, it can then use this action to roll into a ball and come crashing down in a space, within 40 feet of it, that contains one or more creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 6) bludgeoning damage plus 16 (4d6) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the rajang's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the rajang's space.

Lighting Breath (Recharge 5-6). The rajang exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Kick. The rajang makes one kick attack.

Quake (Costs 2 Actions). The rajang reaches for the sky and slams its body onto the ground causing the ground to shake violently. Each creature within 30 feet of the rajang must succeed on a DC 19 Strength saving throw or be knocked prone. Any creature that fails this save by 5 or more is also stunned until the end of their next turn.

GAMMOTH

"Found in the most frigid regions of the world, Gammoths are behemoths with massive tusks. Though they are herbivores, when provoked they will leverage their enormous weight and trunks to crush a threat. They can also shatter the snow covering their legs to damage nearby foes."

Gammoth resembles a woolly mammoth. It is by far the largest Fanged Beast known to date. The fur covering its huge body is mostly bluish, although it's also white and red on its trunk, legs, back and underside. It has brown plating covering most of its head and feet, as well as two tusks seemingly made of the same material. This plating is said to be extremely resistant to damage. Its trunk is strong and used for picking up objects like certain foods. However, Gammoth have been seen violently grabbing smaller monsters and slamming them down on the ground if they threatened it. Its trunk is estimated to be strong enough to lift up large Flying Wyverns. The trunk is also used to protect itself or even to coat its legs.

Gammoth are a highly territorial species. If a Gammoth finds a predator in its territory, it is known to kill the predator instantly with one powerful blow. Though adult Gammoth are giants with no major predators, young Gammoth are potential prey for many predators. From this young Gammoth are snowy white in color, allowing them to camouflage themselves in snowy environments. When Gammoth have young with them, they are known to live in harmony with herds of Popo until their young are large enough to protect themselves. While in the herd of Popo, Gammoth act as guards for not just their young but for the whole Popo herd against predators. While young, Tigrex is the most major predator for Gammoth, and the one that they most fear, but as the young Gammoth reaches adulthood, that fear is replaced with aggression and rage towards Tigrex. A Gammoth is territorial and a mother Gammoth is protective, while a starving Gammoth is extremely violent. A starving Gammoth is known to attack just about anything, even going as far as eating wood off homes to satisfy its own hunger.

YOUNG GAMMOTH

Unlike the adult gammoth, a young gammoth are snowy white in color, allowing them to camouflage themselves in snowy environments. A young gammoth uses the same stats as a normal Mammoth (CR 6), except for the changes listed below:

Snow Camouflage. The young gammoth has advantage on Dexterity (Stealth) checks made to hide in snowy or tundra terrain.



GAMMOTH

Gargantuan beast (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +11, Con +11, Wis +6, Cha +3

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks

Damage Resistances cold; bludgeoning, piercing, slashing from magical attacks

Senses passive Perception 11

Languages —

Challenge 16 (15,000 XP)

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

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

Actions

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

Tusk. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Trunk. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape 19).

Fling. One Large or smaller object held or creature grappled by the gammoth is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone.

Cold Breath (Recharge 5-6). The gammoth exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 41 (9d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Crush. The gammoth makes a stomp attack.

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



FLYING WYVERNS

Flying Wyverns are typically large, bipedal monsters capable of flight, having developed wings. Some, due to their sheer size and weight are able to hover in the air for a brief time. that have two wings. These Wyverns are known as "True Wyverns". However, there are some Wyverns that are quadrupedal, operating their wingarms as forearms instead like Tigrex and Nargacuga. These monsters have been dubbed by academics as "Pseudo Wyverns" (Pseudo meaning "False" or "Mimic"), due to these species only displaying partial Wyvern traits. Some are flightless despite their classification as Flying Wyverns, like the Akantor and Ukanlos. These wyverns show their Wyvern ancestry by the small forewings on their two front limbs. Flying wyverns have evolved over time and live in nearly every known area, encompassing many elements and types.

GIGGI

The larvae form of Gigginox, Giggi are a Flying Wyvern related to the Khezu. Spawning from large, organic globules (Giggi Sacs) in dark caves, they exhibit unique behavior. When the torch is drawn, they retreat in fear; however, when the torch is extinguished, they slowly follow adventurers and latch onto them, constantly draining "blood". and must be "shaken" off.

Giggi are very low in the food chain while their still young. Giggi feed on the blood of other large species in order to survive but are preyed upon by some smaller predators. In the Tundra, they are hunted by Baggi packs. However, when a Giggi fully matures into a Gigginox, the tables are turned, and the hunters soon become the hunted. When they make it to a certain size, they will cocoon themselves by using a thread from their mouth to make a cocoon. These cocoons can rarely be seen in caves.

Giggi aren't very aggressive though are quite gluttonous. Once they see a potential prey item, they'll chase it down and attempt to attach themselves to the creature.



GIGGI

Tiny wyvern (flying), unaligned

Armor Class 8 (natural armor)
Hit Points 51 (6d8 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	3 (+4)	6 (-2)	2 (+4)

Skills Stealth +0
Damage Vulnerabilities fire
Senses blindsight 60 Ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

Leech. If a giggi hits with a bite attack, it can then use its bonus action to attach itself to a creature (escape DC 10). At the start of the giggi's turn it deal 5 (2d4) necrotic damage and regains hit points equal to that amount.

Actions

Bite. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the giggi regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Poison Spit. *Range Weapon Attack.* +3 to hit, range 30/60 ft., one target. *Hit:* 3 (1d6) poison damage.

GIGGINOX

The Gigginox is a Flying Wyvern that is the adult form of the Giggi. Gigginox's closest relative is Khezu. They are blind, cave-dwelling Wyverns. However, they do not sense prey by smell; instead, Gigginox have a special organ that can detect the body heat of their prey. Also similar to the Khezu is the Gigginox's elastic neck and tail, which can stretch out to twice their length in an attempt to attack the hunter. Their top skin is grey-white, and their under-skin is dark red. Gigginox have a circular, leech-like maw, which contains many sharp teeth. They can spit poison or release it as a form of gas from pores under their body. Gigginox can lay gelatinous globs, called Giggi Sacs, that spawn young Giggi.

The Gigginox is highly territorial, staking out a cavern or other such area to lay its eggs. During the day, they sleep much longer than most other monsters in the area but at night they become truly active. They will spend some time awake during the day but if they instantly sense potential prey in the area, they will actively stalk the creature in the caves. Said prey items are later left behind as corpses in caves to make it easier to catch prey. Despite a Gigginox's looks, they are considered to be quite intelligent compared to some other Flying Wyverns. Gigginox even save food in their caves.



GIGGINOX

Large wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft., fly 20 ft., climb 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

19 (+4) 14 (+2) 21 (+5) 16 (+3) 13 (+1) 13 (+1)

Skills Perception +5

Damage Immunities poison

Condition Immunities blind, charmed, poisoned

Senses blindsight 60 ft., passive Perception 15

Languages —

Challenge 10 (5,900 XP)

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

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

Actions

Multiattack. The gigginox makes four attacks: two with its bite and two with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) poison damage.

Poison Gas. (Recharge 5-6). The gigginox releases a poisonous gas from its underside in a 10-foot radius around it. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage and become poisoned for 1 minute. On a success the creature takes half damage is not poisoned.

Lay Eggs (3/day). The gigginox lays a gelatinous glob that spawns 2 (1d4) giggi at the start of its turn. The giggi's initiative is right after the gigginox. The egg sac can be attacked and destroyed (AC 12; hp 20; immunity to bludgeoning, poison, and psychic damage).

Reactions

Poisonous Retreat. After being hit by a melee attack, the gigginox can use its reaction to disengage by leaping backwards 15 feet and sprays poisonous spores at the attacker. The target must make a DC 17 Constitution saving throw or become poisoned until the end of their next turn.

BASARIOS

Basarios is a smaller, rocky wyvern. It is the juvenile form of Gravios. It's hard, stone-like shell can be used for protection against other large wyverns, doubling up as effective camouflage when Basarios partially buries itself in the ground.

It is able to release either sleeping or poisonous gas from its underside and, on extremely rare occasions, a fire plume. Although it prefers to charge towards adversaries. When resting, it burrows underground, exposing only its back, giving it the appearance of a large gray rock. Being very heavy, it is a slow mover, and although it has wings, it rarely uses them to fly. Even when it does, its weight allows it to fly only for a short time.

Despite its ability to hide, in most areas it is visible. This is because the rocks on its back are a slightly lighter color than other rocks, or because it has burrowed into plain view in the middle of the area.

VARIANT BASARIOS

The basarios is known to have other type of effects besides sleep gas. A basarios may have a poisonous gas or on extremely rare cases it creates fire plume. The CR does not change when replacing the sleep gas with one of these effects:

- **Poisonous Gas.** The basarios releases a poisonous gas from its underside in a 15-foot radius around it. Each creature in that area must make a DC 15 Constitution saving throw or, become poisoned for 1 minute. A creature repeat the saving throw at the end of their turn, ending the effect on a success.
- **Fire Plume.** The basarios releases a plume of fire from its underside in a 15-foot radius around it. Each creature in that area must make a DC 15 Dexterity saving throw or, take 18 (5d6) fire damage on a failed save or half as much on a successful one.



BASARIOS

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft., burrow 30 ft.

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

Damage Resistances fire

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the basarios moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the basarios can make one body slam attack against it as a bonus action.

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

Actions

Body Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Ram. *Melee Weapon Attack.* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Sleep Gas. (Recharge 5-6). The basarios releases a sleeping gas from its underside in a 15-foot radius around it. Each creature in that area must make a DC 15 Constitution saving throw or, they fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

GRAVIOS

Gravios is covered in a dense, stone-like armored shell which protects its body from physical damage. It is very large in size, towering over most other wyverns and measuring several dozen feet in length. Because of its size and incredible weight, it is only capable of limited flight, despite having large and seemingly-developed wings. It has a thick tail with a mace-like club at the end.

Gaps in the Gravios underside expel a knockout gas potent enough to put many monsters to sleep. It seems to have lost its poisoning ability. This gas is produced inside the Gravios body. Furthermore, these defense mechanisms may be used to deter would-be predators, although there would be few monsters able to penetrate the Gravios shell. Gravios can also expel flammable gas as a waste product of its 'heat beam', and of its diet.

Gravios is relatively docile until provoked. Like most wyverns, it is fiercely territorial. The Gravios inhabits large areas of the Volcano, where it is sufficiently large enough to incubate and raise its juvenile Basarios.

Gravios can be found in the Volcano and Swamp. It can easily withstand the heat of molten lava, and traverse it at will. Gravios eats rocks and minerals for nutrients.



GRAVIOS

Gargantuan wyvern (flying), unaligned

Armor Class 22 (natural armor)

Hit Points 175 (10d20 + 70)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	24 (+7)	11 (0)	12 (+1)	9 (-1)

Saving Throws Con +12, Wis +6

Damage Immunities fire; piercing and slashing from nonmagical attacks

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

Senses passive Perception 11

Languages —

Challenge 15 (13,000 XP)

Trampling Charge. If the gravios moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is prone, the gravios can make one body slam attack against it as a bonus action.

Actions

Body Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Ram. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Sleep Gas (3/day). The gravios releases a sleeping gas from its underside. Each creature within a 15-foot radius of the gravios must make a DC 20 Constitution saving throw or, fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

Heat Beam (Recharge 5-6). The gravios exhales fire in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The gravios moves up to half its speed.

Tail. The gravios makes a tail attack.

Quake (Costs 2 Actions). The gravios flies 15 feet into the air and crashes into the ground violently shaking the earth. Each creature within 30 feet of the gravios must succeed on a DC 21 Strength saving throw or be knocked prone.

SEREGIOS

Seregios are powerful, territorial and highly aggressive predators. With their razor sharp weapons a Seregios can make short work of their unfortunate victims. Larger Seregios have been seen flying with smaller Flying Wyverns clutched in their talons, including other Seregios. Reports like this confirm that the wyverns will cannibalize each other. Due to their capability of living in a number of different environments, Seregios compete with a large number of other large predators. Seregios have also been witnessed aggressively attacking Rathalos and Rathian (including their subspecies) and are said to be serious rivals toward them.

The Seregios is covered in extremely sharp Blade Scales. These scales are capable of cutting through the armor of certain prey and flinging them at a distance with good aim. On impact the scales will embed themselves in the victim like shrapnel and can leave complicated gouges in prey and even rocks. The wounds the scales leave behind are extremely painful for the victim and said pain can last for long periods of time, possibly causing infections as well. The most defining trait that this species is that they have Zygodactyly feet like roadrunners and other birds. Seregios are the only species in the Flying Wyvern class that possess them. The feet of these creatures can be used as devastating weapons against prey and enemies alike. A hunting Seregios use their feet to grasp their prey in a vice-like grip giving their victims little hope for escape. When in flight the claws on their wings are utilized for control and to allow them to shift their weight more easily. A Seregios is one of a few wyverns whose flight mobility and control is comparable to a Rathalos. Seregios will also utilize the thick, sturdy blade-like horns on their heads along with their blade-scaled covered tails in combat.

Seregios are hostile usurpers of the land. They are violent fighters and will battle other monsters in order to kick them out of their territory claim it as their own, this includes their own kind in their land. In most cases, the monster they are fighting will end up dead after the battle and while some live on. The bigger the Seregios, the larger amount of territory it needs. Once a territory is gained by a Seregios, it will mark its territory with its own Blade Scales.

SEREGIOS

Large wyvern (flying), unaligned

Armor Class 14 (natural armor)

Hit Points 147 (16d10 + 48)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Wis +4, Cha +5

Skills Acrobatics +3, Perception +4

Senses darkvision 60 Ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Bladed Scales Regrowth. The seregios has forty-eight bladed scales. Used scales regrow when the seregios finishes a long rest.

Open Wound. When a creature is hit by the seregios attacks, it must succeed on a DC 14 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to an open wound. Each time the seregios hits the wounded target with an attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Actions

Multiattack. The seregios makes three attacks: one with its tail and two with its talons, or three with its bladed scales.

Talon. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained. The seregios can grapple one large creature, or two medium creatures at a time.

Tail. *Melee Weapon Attack.* +7 to hit, 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Bladed Scales. *Range Weapon Attack.* +7 to hit, range 100/200 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



PAOLUMU

Paolumu is a bat-like wyvern that slightly resembles the Honduran white bat. Like said bat species, Paolumu is covered in white fur and has a pink face. Though it is covered in fur, Paolumu also has some brown scales covering its back, underbelly, and tail. The Paolumu has rodent-like buck teeth this is because its diet consists of the eggs that comes off the coral which it sucks in using its incredible breathing power.

Inside of Paolumu's neck is a special air sac that inflates once it has sucked in enough air. Once its air sac has inflated, Paolumu is able to float in the air like a balloon and able to attack foes from above. While floating, Paolumu will use its hardtail to batter foes at close range. Paolumu is also able to breathe wind at foes, it can also use its inhaling powers to draw in hunters closer or to make them stagger.

Paolumu are fairly calm unless provoked by a threat. Once provoked, they will become aggressive.

PAOLUMU

Large wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 60 ft.

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

Skills Acrobatics +4
Senses passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Blind Panic. If the paolumu is flying and becomes blinded. It panicks, ending its enlarge and falls prone.

Actions

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

Tail. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, or 20 (3d10 + 4) bludgeoning damage while enlarged.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Dive Bomb. If the paolumu is flying, enlarged, and dives at least 10 feet straight toward a target it can then use this action to slam its body in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 31 (7d8) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the paolumu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the paolumu's space.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the paolumu magically increases in size, along with anything it is wearing or carrying. While enlarged, the paolumu is Huge, it can hover, roll one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the paolumu lacks the room to become Huge, it attains the maximum size possible in the space available.

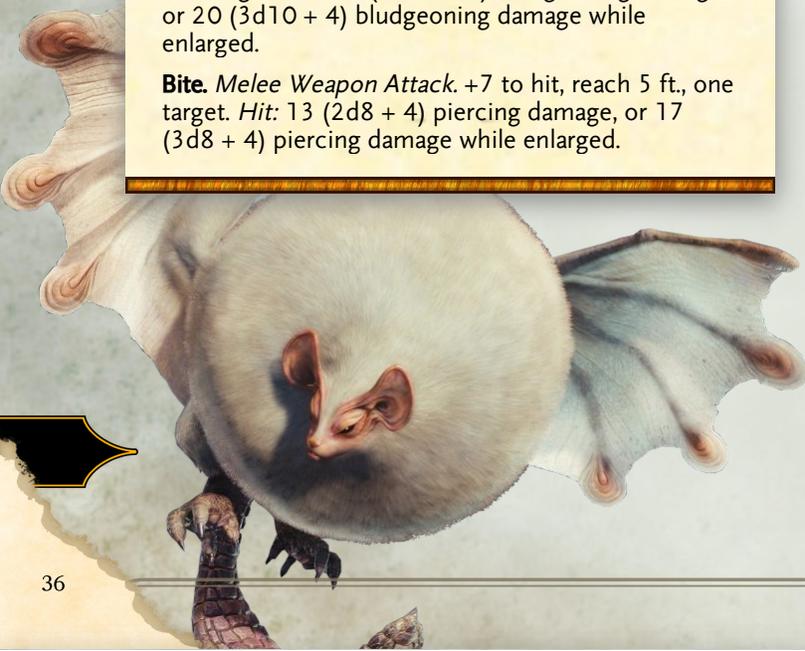
Wind Burst (Recharge 5-6). The paolumu exhales blast of strong wind in a 60 foot line that is 5 feet wide. Each creature in that line must succeed on a DC 15 Strength saving throw, taking 38 (11d6) force damage and knocked prone on a failed save or half as much on a successful one and not knocked prone. The wind tunnel disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

NIGHTSHADE PAOLUMU

The Nightshade Paolumu body is covered in soft fur that is primarily black or dark purple, contrasting with its standard counterpart's white-and-pink coloration. Its tail is also darkly colored, matching the color of its fur. Its face is pale white, while on its neck are two brightly colored patches resembling the patterns on the tail feathers of a peacock. When it is deflated, these patches are more difficult to see. Its wings contain faint hints of green on the webbing.

Nightshade Paolumu is far more aggressive and proficient in aerial combat than Paolumu. Whereas Paolumu requires several attempts to suck enough air into its throat sac to get airborne, Nightshade Paolumu is able to inflate itself with a single inhalation. Once airborne, it is capable of flying at high speeds and in unpredictable patterns by releasing its stored air, often dealing damage to hunters that are hit.

Its most distinctive ability is a pale blue-green gas it expels from its mouth while inflated, which acts as a powerful narcotic that puts to sleep hunters that are exposed. It's able to produce small clouds or exhale a single, massive cloud, which remain on the battlefield for a short duration. It can inhale without inflating itself in order to draw in patches of its gas, and it can spread them out using the wind currents it stirs up with its tail.





NIGHTSHADE PAOLUMU

Large wyvern (flying), unaligned

Armor Class 16 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft., fly 80 ft.

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

Saving Throws Dex +5, Wis +4, Cha +0
Skills Acrobatics +5, Perception +4
Condition Immunities incapacitated, unconscious
Senses passive Perception 14
Languages —
Challenge 12 (8,400 XP)

Blind Panic. If the paolumu is blinded while flying, it immediately falls to the ground and is knocked prone.

Actions

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

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, or 20 (3d10 + 4) bludgeoning damage while enlarged.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Deep Breath. The paolumu takes a deep breath, pulling all creatures and objects within a 60-foot radius of it 20 feet towards it. An unwilling creature that can see the paolumu can make a DC 16 Strength saving throw. On a successful save, the creature is not pulled towards the paolumu. A creature or object behind cover, automatically succeeds on the saving throw.

Additionally, all sleep clouds within range are inhaled by the paolumu. These clouds travel across the ground until directly below the paolumu before vanishing. If a sleep cloud passes through a creature's space, they must make a DC 16 Constitution saving throw, at disadvantage if more than one cloud passes through their space. On a failed save, the creature is incapacitated until the start of their next turn. If they fail the save by 5 or more, the creature falls unconscious until the creature takes damage, or until someone uses an action to shake or slap the creature awake.

Dive Bomb. If the paolumu is flying, and dives at least 10 feet straight toward a target it can then use this action to slam its body in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice), or take 31 (7d8) bludgeoning damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the paolumu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the paolumu's space.

Sleep Cloud. The paolumu exhales a narcotic gas at a location within 60 feet of it. This pale blue-green gas fills a 5-foot radius sphere centered on that location for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that starts its turn in this gas or enters it for the first time on its turn must make a DC 16 Constitution saving throw. On a failed save, the creature is incapacitated until the start of their next turn. If they fail the save by 5 or more, the creature falls unconscious until the creature takes damage, or until someone uses an action to shake or slap the creature awake.

Sleep Gas (1/day). The paolumu fills its lungs with as much air as possible and releases a torrent of sleep gas in a 30-foot radius around it. Each creature in that area must succeed on a DC 16 Constitution saving throw or be incapacitated for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a success. If the creature fails the throw by 5 or more, they fall unconscious until someone until the creature takes damage, or until someone uses an action to shake or slap the creature awake.

Legendary Actions

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

Attack. The paolumu makes one attack with its tail.

Breathe. The paolumu moves up to two sleep clouds 10 feet away from it or 10 feet towards it.

Enlarge. For 1 minute or until the paolumu uses its sleep cloud or sleep gas, the paolumu magically increases in size, along with anything it is wearing or carrying. While enlarged, the paolumu is Huge, it can hover, roll one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the paolumu lacks the room to become Large, it attains the maximum size possible in the space available.

Sleep (Costs 2 Actions). The paolumu uses its sleep cloud.

ASTALOS

Known as the "Thunder Wyvern." Astalos body is almost entirely covered in sharp, dark green plating, although it has a more bright colored underside. Unlike any other Flying Wyvern, Astalos' wings resemble those of an insect, most precisely a glasswing butterfly's wings. Its thin legs have three toes. Its tail is long, making up almost half of the monster's length, and it has two pair of earwig-like pincers at the tip. It has a relatively small head, with a big horn on top of it. Its eyes are red.

Astalos are high up in the food chain. They are known to be predators and have been found to feed on Herbivore like Mosswine and Aptonoth. Astalos have also been observed eating Neopteron like Vespoïd and lesser predators like Velocidrome. Despite being top predators, Astalos have to compete with other large predatory monsters like Rathalos, Najarala, Seregios, and Seltas Queen.

Astalos's whole body is an electrical organ. Astalos uses Piezoelectricity — as an Astalos fights and becomes more active, its tail, wings, and crest will begin to charge up with electricity. This can easily be seen by looking for green surges of electricity on those parts of its body. Astalos's flying abilities are comparable to a Rathalos with the help of its powerful wings. Its wings are tough, covered in spikes, and are even used as weapons on the ground. The wings can also produce a special electrical charge used for capturing prey. Its pincer-like tail is used for capturing and paralyzing prey.

They've been seen attacking large Flying Wyverns, like Rathalos, even if those monsters are not interested in the Astalos's presence. Even if the enemy is losing the fight, Astalos will fight them relentlessly, even if they are trying to escape. If the enemy is killed, the Astalos may feed on the enemy's corpse, as it is sometimes known to do. Astalos will even sometimes cannibalize their own young by accident. This is due to the adults mistaking the young for Neopteron like Vespoïd occasionally. To prevent this, Astalos guard their nest up until the eggs are ready to hatch before leaving the young to fend for themselves. Even while young, Astalos don't hesitate about anything, including cannibalism, and can be quite violent. When a town gets reports of this monster, they are known to send adventurers immediately to hunt it down. This is due to Astalos actually disrupting the ecological balance in an area.

ASTALOS

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7

Damage Immunities lightning

Senses darkvision 60 Ft., passive Perception 11

Languages —

Challenge 9 (5,000 XP)

Dive Attack. If the astalos is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 4 (1d8) lightning damage to the target.

Actions

Multiattack. The astalos makes three attacks: one with its horn, tail, and wing.

Horn. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage.

Wing. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 4 (1d8) lightning damage.

Tail. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 4 (1d8) lightning damage. The target must make a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

Lightning Pillar (Recharge 5-6). A vertical column of lightning roars down from the sky in a location within 60 feet of the astalos. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that location must make a 16 DC Dexterity saving throw, taking 45 (13d6) lightning damage on a failed save, or half as much damage on a successful one.



RATHIAN

Rathian is a true flying wyvern similar in looks to her male counterpart, Rathalos. Her hide is a dull, muted green in contrast to the Rathalos's deep red, and her lower mandible features a long, protruding chin spike. Her upper back and wingtips are covered in a moss-like fur not seen on the Rathalos, and while her clubbed tail lacks bony spikes, it makes up for this with its ability to poison foes upon contact.

Rathian, like her mate, can generate flaming projectiles from her mouth. She can use the poisonous barbs on her tail club to inflict blunt-force, toxic wounds on foes, even if her tail was cut off. Her powerful legs allow her to run at high speeds, making her easily capable of chasing down most prey. Like the Rathalos, her vision is very keen, so Flash Bombs are useful in combat.

Rathian is very territorial, choosing to patrol from ground while her Rathalos mate patrols from the sky. She will become very aggressive to potential threats, especially when in close proximity to her nest and young.

Rathians can survive in almost any territory, but prefers areas with average temperature for nesting. As a result, she is known to be encountered in a large variety of areas such as jungles, sandy plains, and forests.

Rathian is very territorial, choosing to patrol from ground while her Rathalos mate patrols from the sky. She will become very aggressive to potential threats, especially when in close proximity to her nest and young.

RATHIAN

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	13 (+1)	6 (-2)

Skills Acrobatics +4, Perception +4

Damage Immunities poison

Damage Resistances fire

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 Ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Actions

Multiattack. The rathian makes two attacks: one with its bite and one with its stinger. While flying, it uses its talons in place of its bite attack.

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Talons. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Stinger. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Fireball (Recharge 5-6). The rathian exhales a fireball to a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

RATHALOS

Rathalos are large, bipedal wyverns with a spiny, armored hide covering their body. Their outer shell features much brighter and more vibrant colors than that of their female counterpart, the Rathian. It is primarily bright red, with black markings throughout. Like the Rathian, Rathalos possess a flame sac which is used to produce deadly flaming projectiles from the mouth. The talons upon their feet are highly poisonous and are known to inflict toxic mortal wounds on larger prey. In addition, their long, thick tail features a heavy spiked club at the end. Rathalos' wing membranes feature ornate patterns which are likely used to attract potential mates.

Rathalos are expert flyers, and as such are prone to hunting from the skies. By launching a surprise aerial attack, they can inflict poisonous wounds with their talons or burn prey with flaming projectiles.

On the ground, Rathalos remain formidable opponents. Using their powerful legs, they can chase down prey from a distance. At a close enough range, they are known to use their sharp teeth to bite at foes as well. Some Rathalos are capable of staying in the air and launching a fireball before landing back to the ground.

Rathalos are highly territorial monsters, and as such, are aggressive towards intruders. They will chase away or attempt to kill any monster which may pose a threat to their land. While hunting, Rathalos will stalk prey from the air before swooping in for the kill. Once they have successfully brought down their prey, they will carry it away to eat in private, safe from scavengers or other large monsters which might attempt to steal the kill.

Rathalos have been spotted in many kinds of environments, from the temperate forest and hills to the extreme heat of a volcano. As a master of flight, they will travel far and wide, searching for prey from the skies.

RATHALOS

Huge wyvern (flying), unaligned

Armor Class 19 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	8 (-1)	13 (+1)	10 (+0)

Skills Athletics +9, Perception +5

Damage Immunities fire

Damage Resistances poison

Condition Immunities charmed, frightened

Senses darkvision 60 Ft. passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Actions

Multiattack. The rathalos makes two attacks: one with its bite and one with its talons. While flying, it uses its wings in place of its bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Wings. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Talons. *Melee Weapon Attack:* +9 to hit, 10 ft., one target. *Hit:* 15 (3d6+5) slashing damage and the target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Fireball (Recharge 5-6). The rathalos exhales a fireball to a point within 100 feet of it. Each creature in a 10-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

KHEZU

Khezu are large, pale Wyverns with a flabby, rubbery hide which they constantly keep damp, similar to that of an amphibian. Many of their blood vessels and veins can be seen through their pale skin. Their tail features a specialized orifice which bonds to the ground during electrical attacks and helps them cling onto cave ceilings. Their mouth features rows of sharp teeth. Khezu feet lack claws, and instead have suction pad-like toes to assist them in climbing and hanging from cave walls and ceilings. Spending most of their lives in the dark, their eyes have regressed greatly, though they make up for this with a superb sense of smell. A layer of fat helps to keep them warm and prolong the time they can spend hunting for food. Khezu have an extendable neck which allows them to grasp and ambush prey from afar, such as from a cave ceiling. Khezu are hermaphrodites, which means an individual is both male and female. To reproduce they paralyze a creature and inject their young, known as Whelps. The Whelps grow inside their victim until it dies, or when they are strong enough to leave.

Although Khezu are cave dwellers, they go out when they please, or when food inside grows too scarce. While Khezu outside a cave are vulnerable to larger Wyverns like Tigrex, inside caves Khezu have the advantage. In addition to being unhampered by the dark, they can cling to the ceiling and attack from above.

A Khezu's habitat is often located near active sources of water; some sources claim this is because the water is excellent for conducting electricity into their prey, while others speculate that Khezu may need the dampness for their moist skin. Such areas include swamps and oceanside caves.



KHEZU

Large wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft., fly 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	21 (+5)	5 (-3)	11 (+0)	1 (-5)

Skills Perception + 4

Damage Immunities lightning

Condition Immunities blind, paralyzed, charmed

Senses blindsight 60 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP)

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

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

Electric Barrier. The khezu shrouds its body in electricity. Any creature that ends its turn within 5 feet of the khezu takes 15 (3d10) lightning damage.

Actions

Multiattack. The khezu makes three lightning ball attacks or it uses its electric current and two bite attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Electric Current. The khezu releases a jolt of electricity all around it. Each creature within 5 feet of it must make a DC 17 Constitution saving throw or become paralyzed until the end of their next turn.

Lightning ball. *Range Weapon Attack.* +10 to hit, reach 60/100 ft., one target. *Hit:* 14 (4d6) lightning damage and the target must make a DC 17 Constitution saving throw or become paralyzed until the end of their next turn.

Deadly Leap. If the khezu jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 11 (2d6 + 4) bludgeoning damage plus 11 (2d6 + 4) lightning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the khezu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the khezu's space.

NARGACUGA

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 50 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	8 (-2)	14 (+2)	6 (-2)

Skills Perception, +6, Stealth +7

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 11 (7,200 XP)

Shadow Stealth. While in dim light or Darkness, the nargacuga can take the Hide action as a Bonus Action. Its stealth bonus is also improved to +11.

Actions

Multiattack. The nargacuga makes three attacks: one with its bite, one with its bladed wings, and one with its tail swipe; or it makes two tail spike attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Bladed Wings. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail Swipe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Tail Spikes. *Range Weapon Attack:* +10 to hit, reach 30/120 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Feral Pounce (Recharge 5-6). The nargacuga leaps towards its target, jumping 10 feet, as part of its movement, and attacks with both its claws. The target must make on a DC 18 Dexterity saving throw. On a failed save the target takes takes 44 (8d10) piercing damage and they are knocked prone. On a success the target takes half damage and is not knocked prone. Additionally, if the target is prone or knocked prone, the nargacuga can make one bite attack against it as a bonus action.

NARGACUGA

It has black scales, black fur and nightmarish red eyes, giving it the look and style of a predatory black panther. Its dark, feral appearance suggests that it may mainly be a nocturnal predator. When it's enraged, its eyes glow bright red and leave a trail of reddish lines when Nargacuga moves. Nargacuga has the ability to attack with almost every part of its body, mainly its bladed wings and its spiked tail. Its tail erects large spikes which can be flung and linked up with its attacks for devastating hits. Their vertebrae and tail muscles are extremely flexible, making the tail of Nargacuga also prehensile. Its tail is also its most powerful weapon. The scales at the end of the tail can also be shaken to produce rattling sounds similar to that of a rattlesnake.

Nargacuga is a careful and cautious monster. It is very easy for it to sneak up to a hunter. Nargacuga lives in dark places that it has adapted to. It rests on high trees that are hard to reach, or maybe can't be reached, so hunters can't catch it by surprise for capturing it. Nargacuga will wake up when hunters are right in front of the tree due to its natural senses.

Nargacuga are normally and mainly found in the great forests. Although occasionally, Nargacuga can be found in swamps, jungles and, very rarely in the mountain ranges or the plains.



MONOBLOS

A monoceros desert-dwelling wyvern, they have a brown, rock-hard texture to their shell.

While Monoblos have no breath attack, their roar is considered a lethal weapon itself. They are also very physically capable, able to fight off adventurers with horn-thrusts and tail-swings. Being able to tunnel beneath the sands of the Desert also means they can sneak up on any potential threats.

Monoblos are aggressive, and will attack adventurers on sight. They are quick to anger, causing their crown to become inflamed with red streaks.

MONOBLOS

Huge wyvern (flying), unaligned

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +4

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 12 (8,400 XP)

Underground Charge. If the monoblos moves at least 20 feet straight toward a creature while underground, it can then make a horn attack as a bonus action.

Relentless (Recharges after a Short or Long Rest). If the monoblos takes 30 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

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

Actions

Multiattack. The monoblos makes two attacks: one with its horn and one with its tail.

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

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Violent Roar (Recharge 5-6). The monoblos lets out a thunderous roar, sending out shockwaves in a 10-foot radius around it. Each creature in that area must make a DC 17 Constitution saving throw, or take 35 (10d6) thunder damage and be deafened for 1 minute on a failed saving throw or half as much damage and is not deafened on a successful one.



DIABLOS

Diablos are large, bipedal wyverns with powerful armor plating covering much of their body. Their most noteworthy feature is a pair of massive, solid horns above their eyes. Diablos also possess a pair of tusk-like fangs and a large, spiny neck frill. Their tail ends with a heavy, studded club that can be used to ward off attackers. Diablos stand on a pair of stocky, wide-set legs and possess a broad upper body complete with thick, muscular wings.

Diablos have the ability to burrow into the earth and travel underground, employing this tactic to surprise unsuspecting targets or slip away from a dangerous encounter. In addition, they are capable of producing a powerful roar that will stun most aggressors. Using their powerful legs in tandem with their heavy upper body and head, Diablos can run at high speeds to charge attackers with their horns, using the powerful momentum to maximize the potential for damage.

Diablos are herbivores, known to feed on the plentiful cacti of the desert. Despite this however, they are wildly aggressive and will pursue anything which enters their territory. Diablos are known to use their horns as weapons against attackers, but will also use them in bouts against other Diablos in battles for territory or mating rights. Diablos typically avoid flight for the purpose of transportation, as a disproportionately high mass prevents them from effectively flying for long periods of time. Instead, Diablos will use their wings to free themselves when trapped in the sand.

Diablos are commonly found in dry, arid desert environments. The soft, loose earth allows for digging and the water-rich cacti provide them with both nutrition and hydration.



DIABLOS

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft.

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

Saving Throws Wis +8

Condition Immunities frightened

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

Languages —

Challenge 18 (20,000 XP)

Underground Charge. If the diablos moves at least 20 feet straight toward a creature while underground, it can then make a horn attack as a bonus action.

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

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

Actions

Multiattack. The diablos makes two attacks: one with its horn and one with its tail.

Horn. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Tail. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Violent Roar (Recharge 5-6). The diablos roars loudly in a 15-foot radius around them. Each creature in the area must make a DC 22 Constitution saving throw, taking 45 (10d8) thunder damage and be deafened for 1 minute on a failed saving throw or half as much damage and is not deafened on a successful one.

Legendary Actions

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

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

Attack. The diablos makes a horn or tail attack.

Quake (Costs 2 Actions). The diablos strikes the ground with its maul like tail, triggering a tremor. All creatures on the ground within 60 feet of the diablos must succeed on a DC 19 Strength saving throw or be knocked prone.

LEGIANA

Legiana is a slim, primarily beige-coloured Flying Wyvern characterised by its leaf-like wingtips and striped skin patterns. Legiana's head is topped with a pair of antenna-like fins which are attached via a thin membrane to the back of its neck. It has bright yellow eyes and powerful legs ending in piercing talons. Its face, tail, feet, and wingtips are a dark navy blue, and its body is covered in striped patterns of the same colour. The ends of its wings are separated into four distinct flaps which overlap each other when folded. Legiana has starlike shapes on the back of its wings. Its back is also dark blue.

Legiana is able to emit a chilling wind from its body, which dulls its prey's ability to escape. It flies with extreme precision and agility, using its talons to grab its prey straight out of the air. Its legs are strong enough to throw even medium-sized monsters such as Paolumu considerable distances once they are in its grasp.

DISEASE: ICEBLIGHT

A creature who is afflicted with iceblight is chilled to the bone.

- The creature can't use reactions.
- Its speed is halved.
- It can't make more than one attack on its turn.

LEGIANA

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con+11, Wis +6, Cha +6

Skills Acrobatics +11, Perception +11

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 21

Languages —

Challenge 13 (10,000 XP)

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

Frost. A creature that starts its turn or moves into an area covered in frost must make a DC 18 Constitution saving throw or become diseased with *iceblight* for 1 minute.

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

Actions

Multiattack. The legiana makes three attacks: one with its bite, one with its talons, and one with its tail.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) cold damage and leaves a layer of *frost* in an area that is 10 feet long and 15 feet wide centered on the target or 30 feet long and 5 feet wide in front of the legiana until the start of its next turn.

Talons. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage and the target is grappled (Escape DC 19).

Corkscrew (Recharge 5-6). The legiana moves up to half of its fly speed in a straight line, covering the ground below it in *frost* for 1 minute while it does. While doing so, it can enter Large or smaller creatures' spaces. The first time the legiana enters a creature's space, the creature must make a DC 19 Dexterity saving throw.

On a failed save, the creature takes 28 (8d6) bludgeoning damage plus 10 (3d6) cold damage and is knocked prone.

On a successful save, the creature takes half damage and can choose to be pushed 5 feet to the side of the legiana. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.





SHRIEKING LEGIANA

Shrieking legiana are structurally the same as their regular counterparts, but have black coloration instead of blue and their chest, tail, and wing patterns are encrusted with spiky ice.

Shrieking legiana's manipulation of ice improved further as a result of adapting to the Hoarfrost Reach. For defensive purposes, it has the ability to coat itself in a layer of ice while remaining as agile as its coral highlands cousin. Offensively, it specializes in freezing prey with the powerful chill it emits, swooping down to strike them from overhead and many of their attacks cover large areas with ice spikes or frost.

As with their cousins, the shrieking legiana are intensely territorial and will attack whatever ventures into their territory.

SHRIEKING LEGIANA

Huge wyvern (flying), unaligned

Armor Class 17 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +7, Con+12, Wis +7, Cha +7

Skills Acrobatics +12, Perception +13

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 23

Languages —

Challenge 17 (18,000 XP)

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

Frost. A creature that starts its turn or moves into an area covered in frost must make a DC 18 Constitution saving throw or become diseased with *iceblight* for 1 minute.

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

Actions

Multiattack. The legiana makes three attacks: one with its bite, one with its talons, and one with its tail.

Bite. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 7 (2d6) cold damage and leaves a layer of *frost* in an area that is 10 feet long and 15 feet wide centered on the target or 30 feet long and 5 feet wide in front of the legiana until the start of its next turn.

Talons. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 7 (2d6) cold damage and the target is grappled (Escape DC 20).

Corkscrew (Recharge 5-6). The legiana moves up to half of its fly speed in a straight line, covering the ground below it in *frost* for 1 minute. While doing so, it can enter Large or smaller creature's spaces. The first time the legiana enters a creature's space, the creature must make a DC 20 Dexterity saving throw.

On a failed save, the creature takes 28 (8d6) bludgeoning damage plus 10 (3d6) cold damage and is knocked prone.

On a successful save, the creature takes half damage and can choose to be pushed 5 feet to the side of the legiana. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

Legendary Actions

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

Wing Buffet. The legiana flaps its wings creating a strong wind, and frost on the ground, in a 60 foot line that is 10 feet wide in front of it. Each creature in this line must make a DC 20 Strength saving throw or be pushed back 15 feet.

Attack (Costs 2 Actions). The legiana makes one talon attack.

Frost Armor (Costs 3 Actions). The legiana coats itself in a layer of frost and ice for 1 minute, until it takes 30 fire damage from a spell or until takes 40 damage from any other single attack.

While coated in this way, the legiana has +2 bonus to its AC and its attacks that would leave a layer of frost instead deal 7 (2d6) cold damage to a creature in the area the frost would be.

BARIOTH

Barioth is a quadrupedal Flying Wyvern, with various cat-like features. Its body is mostly covered with icy white plates and spikes along its neck, spine, and tail. Its face features two massive, curved tusks of an amber coloration. Its forelegs are longer and more powerful than its back legs, with deadly spikes along its wings, as well as two large claws.

Barioth move quickly and attack wildly, presenting a challenge even to experienced adventurers. Barioth uses its fangs and claws to slide around on the ice making it hard to keep up with. It is able to slide its tail to its side and wield it in a club-like fashion. It is capable of producing a wind blast; Barioth will spit out an icy ball that will create a powerful tornado.

Barioth is highly aggressive and territorial. It will attack any hunter that enters its domain. It will eat Popo or Anteka when fatigued.

Barioth inhabits icy areas such as the Tundra or the Snowy Mountains, where the roaming herbivores on which it preys are large and plentiful.



BARIOTH

Huge wyvern (flying), unaligned

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +11, Wis +7, Cha +4

Damage Immunities cold

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 15 (13,000 XP)

Actions

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

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

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

Tail Swipe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) cold damage. The target and each creature within 5 foot radius of the target must make a DC 15 Strength saving throw. On a fail, they are pushed back 10 feet from the barioth and knocked prone. On a success, they are still knocked back but are not prone.

Vortex (Recharge 5-6) The barioth creates a 15-foot wide vortex within 60 feet of it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 22 (5d8) bludgeoning damage and 7(2d6) cold damage on a failed save or half on a successful save.

Legendary Actions

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

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

Tail Swipe. The barioth uses its tail swipe.

Ice Slide (Costs 2 Actions). The barioth moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creatures the barioth moves through must succeed on a DC 19 Dexterity saving throw or takes 20 (3d8 + 6) slashing damage and be knocked prone.

TIGREX

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +8 Wis +6

Skills Athletics +11, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 16 (15,000 XP)

Enrage (1/day). The first time the tigrex hp drop below half of its maximum, it enrages for 1 minute. While enraged, the tigrex damage is increased by +5 and its movement is increased by 10 ft.

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

Actions

Multiattack. The tigrex makes three attacks, one with its bite and two with its claws.

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

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Violent Roar (Recharge 5-6). The tigrex roars loudly in a 15-foot radius around them. All creatures in the area become deafened for 1 minute and must make a DC 17 Constitution saving throw, taking 49 (9d10) thunder damage on a failed saving throw or half as much on a successful one.

Legendary Actions

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

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

Tail Attack. The tigrex makes a tail attack.

Trample (Costs 2 Actions). The tigrex moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creatures the tigrex moves through must succeed on a DC 16 Dexterity saving throw or takes 16 (3d6 + 6) bludgeoning damage and be knocked prone.

TIGREX

Tigrex is a large, quadrupedal wyvern characterized by its massive head and jaws, powerful limbs and striking yellow/blue striped coloration. The top of its head is tipped with a pair of horn-like ears, and its segmented tail ends with a spiny protrusion.

As a quadrupedal wyvern, its wings have evolved into forelegs, which allows it to run at very fast speeds. Though it possesses a pair of adequately-developed wings, it is rarely seen flying in a traditional sense. It is in fact more prone to gliding from location to location. It has a powerful set of lungs which gives it the ability to produce extremely loud, concussive roars which can physically damage nearby objects. The Tigrex relies on its sheer brute strength to bring down opponents.

When idle, Tigrex will assume a bipedal gait, standing only upon its hind legs while holding its forelimbs at its side. When threatened or engaging prey, however, it will stand upon all fours and ready itself for combat. It will usually attempt to intimidate would-be attackers with an ear-splitting roar. The Tigrex can be found in many different environments. If combat becomes intense enough, it will flush blood to its forelimbs, face, and eyes, in order to give its skin a bright-red glow as an effort to further intimidate attackers. Like many wyverns, it will travel far and wide in search of prey.



BRUTE TIGREX

Brute tigrex features a darker, more muted color palette of various shades of grey, brown, and beige. It apparently possesses a more robust set of lungs than the common species, as evidenced by its increased roaring capacity. It has a more powerful set of forelimbs, and has adapted to live in harsher environments than any other variety of tigrex.

Just as tigrex has coloration suited to both sandy deserts and freezing snowy landscape, the brute tigrex has just the right coloration to blend in with the volcano's cliffs and crevices. It is confirmed that this altered coloration is the result of extreme heat causing volcanic ash, and other such impurities, fusing to this tigrex's shell. These impurities have made brute tigrex's hide stronger, while also giving it better resistance to fire. Due to living in the harsher volcano, brute tigrex's roar has become stronger compared to a normal tigrex. This is due to the Brute tigrex's roar not easily being heard in the harsher volcanic environments.

Brute tigrex appear much more aggressive and more maniacal in attacking in comparison to tigrex. Brute tigrex has been found to have a high metabolism, which could explain its aggressive nature.



BRUTE TIGREX

Huge wyvern (flying), unaligned

Armor Class 18 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 50 ft., fly 40 ft.

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

Saving Throws Str +12, Dex +9, Wis +7
Skills Athletics +12, Intimidation +7, Perception +7
Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities charmed, deafened, frightened
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 20 (25,000 XP)

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

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

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

Actions

Multiattack. The tigrex makes one attack with its bite and one attack with its claw; it then uses its brutal roar.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Brutal Roar. The tigrex lets out a deafening roar. Each creature within 15 feet of the tigrex is deafened until the end of their next turn and must make a DC 17 Constitution saving throw, taking 16 (3d10) thunder damage on a failed saving throw or half as much on a successful one. A creature wearing earplugs, makes their saving throw with advantage.

Wind Tunnel (Recharge 6). The tigrex exhales a torrent of strong wind in a 120-foot line that is 10 feet wide. Each creature in the line must succeed on a DC 19 Strength saving throw, taking 49 (11d8) thunder damage and be knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

Legendary Actions

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

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

Tail Attack. The tigrex makes a tail attack.

Trample (Costs 2 Actions). The tigrex moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Any creatures the tigrex moves through must succeed on a DC 16 Dexterity saving throw or takes 16 (3d6 + 6) bludgeoning damage and be knocked prone.

BAZELGEUSE

Bazelgeuse is a large Flying Wyvern covered in thick, heavy scales with a bronzy sheen. It has a bulky upper body and a large wingspan. Its underside is lined with protruding scales which are easily shed. The monster occasionally enters a "superheated" state, causing the gaps between its scales to glow red hot.

The Bazelgeuse's most distinctive trait is its ability to shed explosive scales. These special scales are created by solidifying its body fluids. Once dislodged, these scales explode after a time, acting as a sort of timed mine. However, when the monster enters its "superheated" state, the scales detonate almost immediately. It uses its enormous body to overwhelm other monsters and the power of its scales to soften them up. Bazelgeuse will shed their explosive scales over a wide area in a sort of carpet bombing so they can prey on whatever gets caught in the blast.

They are nomadic predators and can be found all across the continent. Bazelgeuse easily assert themselves as apex monsters in whatever environment they pass through, disrupting the local food chain, it will readily fight other large monsters. They will even dive into fights that doesn't even involve them and can be seen as having a lust for combat. They will attack monsters regardless of their standing but seem to gravitate more towards other apex monsters.



BAZELGEUSE

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7, Cha +7

Damage Immunities fire

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

Senses passive Perception 11

Languages —

Challenge 17 (18,000 XP)

Explosive Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode dealing 10 (3d6) fire damage to all creature in a 5-foot radius of them.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *explosive scale* which lands in an unoccupied space with 5 feet of its location.

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges an *explosive scale* which lands in an unoccupied space directly below it.

Wounded Fury. While it has 56 hit points or fewer, the bazelgeuse enters a "superheated" state gaining advantage on attack rolls. In addition, Explosive Scales detonate at the end of the bazelgeuse's turn.

Dive Attack. If the bazelgeuse is flying and dives at least 30 feet straight toward a target and then hits it with a headbutt attack, the attack deals an extra 4 (1d8) damage to the target.

Actions

Multiattack. The bazelgeuse makes three attacks: one with its headbutt, one with its wing, and one with its tail.

Headbutt. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Wing. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Fire Breath (Recharge 5-6). The bazelgeuse exhales fire in a 45-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.



SEETHING BAZELGEUSE

The seething bazelgeuse is a dominant predator like their regular cousins, if not much more so. The Variant species could easily defend its turf even with the recent ecological intrusion that brought the likes of glavenus, brachydios and tigrex into the Recess. Said monsters would rather not fight Seething Bazelgeuse unless they really had to, as a confrontation with the wyvern warrants a harrowing battle and serious injury.

Like their respective regular species, seething bazelgeuses are huge competition for savage deviljho in the ecosystem, in which they mutually have few contenders. Fights between the two creatures are among the most destructive clashes in the natural world, with both having tremendous power of their own. Aside from monsters mentioned above, seething bazelgeuses have to keep their guard up for Elder Dragons which are not uncommon in the Recess.

While most of their trait remains similar, seething bazelgeuses are much more dangerous than their regular cousin due to their advanced explosive scales. This adaptation is credited to a substance the Commission dubbed "Distilled Blast Fluid", which are naturally produced within a seething bazelgeuse body.

The fluid reacts to seething bazelgeuse's state of being, either reacting to adrenaline or through other biochemical process and would progressively make bazelgeuse bomb scales more combustive the longer the creature is in aggravated state.

This enhancement peaks when the monster's explosive scales emit a fiery purple glow and produce explosions roughly twice the size and power of normal scales. The scales also gain a sticky property to them in this enhanced state, allowing them to latch to surfaces before inevitably exploding.

There's a limit to this mechanism however, as seething bazelgeuses periodically have to "reset" themselves after generating supercharged scales for some time. The process can also be sabotaged through powerful enough blows to bazelgeuse's scale-making organ.

There are no significant differences in behavior between seething bazelgeuses and the regular species. The variant however seem to be more accustomed to direct combat on the ground instead of relying on carpet bombing and dive-bombs, which makes them tougher foes for hunters and other monsters alike.

The variant have also shown a degree of improved tactical thinking and creativity, often throwing their scales some distance around themselves and up-close opponents. This limits the safe zone their enemy could evade to, making it much more difficult to maneuver around bazelgeuse's wide-reaching physical attacks. The far-flung scales could also work nicely as weapon or deterrent against enemies that attack from distance, which the normal species were very weak against.

SEETHING BAZELGEUSE

Huge wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	24 (+7)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +12, Wis +8, Cha +8

Skills Athletics +13, Perception +8

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

Damage Immunities fire

Senses passive Perception 18

Languages —

Challenge 21 (33,000 XP)

Carpet Bomb. For every 20 feet the bazelgeuse flies, it dislodges an *explosive scale* which lands in an unoccupied space directly below it.

Dive Attack. If the bazelgeuse is flying and dives at least 30 feet straight toward a target and then hits it with a headbutt attack, the attack deals an extra 4 (1d8) damage to the target.

Explosive Scales. The bazelgeuse scales, when dislodged from its body, act as a time bomb. On initiative count 20 (losing all initiative ties) all scales explode dealing 14 (4d6) fire damage to all creature in a 10-foot radius of them.

Shed. Whenever the bazelgeuse makes a melee weapon attack it dislodges an *explosive scale* which lands in an unoccupied space with 5 feet of its location.

Wounded Fury. While it has 100 hit points or fewer, the bazelgeuse enters a "superheated" state gaining advantage on attack rolls. In addition, Explosive Scales grow, increasing their explosion radius by 5 feet and deal an extra 1d6 fire damage.

Actions

Multiattack. The bazelgeuse makes three attacks: one with its headbutt, one with its wing, and one with its tail.

Headbutt. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

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

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

No Man's Landing (Recharge 6). The bazelgeuse soars 30 feet into the sky while scattering 15 explosive scales in a 60-foot radius around it, that are at least 15 feet apart. It then comes crashing back down to the ground creating a 20-foot wide explosion. Each scale in the explosions area is destroyed, and each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

Fling. The bazelgeuse dislodges 3 explosive scales and sends them flying with its tail. Choose a location within 60 feet of the bazelgeuse, each scale lands in an unoccupied space within 15 feet of that location.

Fire Breath (Costs 3 Actions). The bazelgeuse exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 46 (7d12) fire damage on a failed save, or half as much damage on a successful one.

UKANLOS

A mysterious wyvern said only to appear after large avalanches deep in the snowy mountains. Often seen crushing ice balls and rock into powder in its stride, it's known to most as Ukanlos, although there are whisperings it may be the white god. Originally, like Akantor, Ukanlos was classified as a Elder Dragon due to it not fitting in any other class, but after much research, it has been found to be a large species of Flying Wyvern.

Ukanlos closely resembles Akantor in body structure and possesses the same quadrupedal gait. It has a silvery-white carapace which features a row of large, jagged fins along its back. It has a small, compact face which features glowing yellow eyes, sharp teeth, and a massive, shovel-like jaw. Its massive serrated shovel-like jaw allows it to fling up large hunks of ice and to dig through the ice with ease.

Ukanlos has grown an extremely tough and streamlined carapace with large razor sharp fins running along its spine to "swim" through the ice. Ukanlos are apex predators that can virtually feed on anything they'd want. Animals like popo, bulldrome, and Anteka are common prey. However being indiscriminate feeders Ukanlos will also prey on other predators such as tigrex, barioth, khezu, blangonga, deviljho and even Elder Dragons are fair game for these behemoths. Ukanlos will also eat the ice and absorb minerals, however this beast is rather large so the amount of ice it would have to eat would be substantial.

Ukanlos lives a solitary life, and has only ever been encountered in remote, frozen regions. It is fiercely territorial to any who intrude upon its land. Ukanlos have been known to attack and destroy villages that are built in its territory after waking from hibernation.



UKANLOS

Gargantuan wyvern (flying), unaligned

Armor Class 20 (natural armor)

Hit Points 277 (15d20 + 120)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	14 (+2)	26 (+8)	10 (+0)	13 (+1)	10 (+0)
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Saving Throws Dex +8, Con + 14, Wis +7

Skills Perception +7

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

Condition Immunities charmed, frightened, paralyzed

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17

Languages —

Challenge 20 (25,000 XP)

Ice Walk. The ukanlos 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.

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

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

Actions

Multiattack. The ukanlos makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the ukanlos can't bite another target.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

The Ukanlos can produce an ice beam from its mouth to attack anything foolish enough to attempt to harm it, and is known to use its heavy body weight to crush opponents and its jaws are capable of crushing ice and rock alike. Despite its great size and weight, Ukanlos is known to be able to leap significant distances. In order to survive the weather this creature may have a large layer of fat underneath its hard shell. This layer of flesh is visible underneath its forearms, showing a light-blue underflesh. This beast also hibernates for vast periods of time to survive after feeding.

Crush. If the ukanlos uses all of its movement to rise up on its hind legs. It can then use its action to slam its body in an area within 20 feet of its location that contains one or more other creatures. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (4d6 + 7) bludgeoning damage plus 21 (4d6 + 7) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the ukanlos's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the ukanlos's space.

Launch. The Ukanlos digs its shovel-like jaw into the ground under a creature or object. If it is a creature, they must make a DC 22 Dexterity saving throw or be tossed 30 feet up in the air and 15 feet away from the Ukanlos taking 10 (3d6) upon landing. If there is a creature in the location the target lands, they must make the same saving throw or take the same amount of damage.

Ice Beam (Recharge 5-6). The ukanlos exhales a stream of ice in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 45 (13d6) cold damage and is restrained by the ice on a failed save, or half as much damage on a successful one and is not restrained.

The restrained creature can make a DC 18 Strength check, escaping from the ice on a success. The effect ends if the ice is destroyed. The ice has AC 12, 30 hit points, resistance to slashing and piercing damage, immunity to poison and psychic damage, and vulnerable to fire damage.

Legendary Actions

The ukanlos 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 ukanlos regains spent legendary actions at the start of its turn. If a creature is in

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

Toss. The ukanlos uses its launch.

Swim (Costs 2 Actions). The ukanlos digs partially under the ground and exposing its razor sharp back and moves up to its burrow speed, during this move it may move through other creatures. Any creatures the ukanlos moves through must succeed on a DC 16 Dexterity saving throw or take 17 (3d6 + 7) slashing damage and be knocked prone.

AKANTOR

A wyvern truly wrapped in mystery. Known to some as the black god and to others as the tyrant of fire, this large and brutal creature is known to most as Akantor. It has strong forelimbs, thick spikes, a clawed tail and large tusks. The Akantor bears a strong resemblance to Tigrex, the differences being that Akantor has only the barest nubs of forewings left, making it incapable of flight, and its immense size, which dramatically slows down its movements. Akantor are nomadic in nature, meaning they can be found just about anywhere though Akantor have primarily been found in areas within Volcanoes.

The average size of an adult Akantor is approximately 3049 cm. An Akantor's shell is perfectly suited to the volcanic belt. It can burrow into the lava and stay there for a short period of time due to its thick shell. The large spikes on its back are very sturdy and firm, but not completely devoid of movement; said spikes can be seen slightly moving when the creature exerts powerful movements. These spikes also help deter airborne attacks.

Akantors are so powerful, they can have extremely negative effects on the environment they reside in. Predator and prey flee from Akantors and only the largest wyverns and Elder Dragons even dare challenge them. An Akantor's fangs are equally effective at burrowing into dense lava as they are at killing an armored monster. Produced inside Akantor's mouth is a deadly acid used to digest prey more easily. Akantor also possesses a thick, spiked tail, which is used as a weapon for swatting foes. It doesn't have an organ that produces breath-based attacks, but it is also able to produce a powerful sonic blast. This blast is used to attack prey and to destroy obstacles from long distances.

Akantors are highly aggressive and predatory. They will attack and kill almost anything on sight, often letting out a deafening roar before charging head-on. When not actively hunting or in combat, Akantor still appear aggressive, destroying whatever bothers them as they travel to their destination. Its own name in some villages means Disaster. Some of the extremes it has been seen with include droughts and heavy thunderstorms.



AKANTOR

Gargantuan wyvern (flying), unaligned

Armor Class 18 (natural armor)

Hit Points 245 (14d20 + 98)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

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

Skills Perception +8

Damage Immunities fire; bludgeoning, piercing, slashing damage from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages —

Challenge 20 (25,000 XP)

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

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

Actions

Multiattack. The akantor makes three attacks: one with its bite, one with its claw, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the akantor can't bite another target.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage.

Sonic Blast (Recharge 5-6). The akantor exhales a blast of air in a 120-foot line that is 10 feet wide. The blast destroys all terrain and structures, magic or otherwise, within its path. Each creature in that line must make a DC 21 Dexterity saving throw, taking 45 (13d6) force damage on a failed save, or half as much damage on a successful one.

Crush. If the akantor uses all of its movement to rise up on its hind legs. It can then use its action to slam its body in an area within 20 feet of its location that contains one or more other creatures. Each of those creatures must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d6 + 8) bludgeoning damage plus 22 (4d6 + 8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the akantor's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the akantor's space.

Swallow. The akantor makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite 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 akantor, and it takes 21 (6d6) acid damage at the start of each of the akantor's turns.

If the akantor takes 50 damage or more on a single turn from a creature inside it, the akantor must succeed on a DC 22 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 akantor. If the akantor 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 akantor 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 akantor regains spent legendary actions at the start of its turn.

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

Dig. The akantor burrows underground and move up to its burrow movement.

Chomp (Costs 2 Actions). The akantor makes one bite attack or uses its Swallow.

BRUTE WYVERNS

Brute Wyverns are considered to be Wyverns that are adapted to complete life on land, even sometimes being called Theropods from greatly resembling some predatory dinosaurs. These monsters are typically large, bipedal theropods, that are prone to living in areas abundant in food sources. Brute Wyverns exhibit a wide variety of dietary habits; some are strictly herbivorous or carnivorous, while others subsist on insects or even minerals. These monsters often use their heavy, muscular bodies to charge blindly through an environment to damage attackers or prey, and include many defensive adaptations, including tail clubs, horns, and even hammer-like chins and fists. Brute Wyverns can be found in almost any type of environment.

BARROTH

Barroth is a large, bipedal monster characteristic of the Brute Wyvern class. It is noted for the large crown structure atop its skull, which houses its nostrils. Its body is covered in rigid plates of armored hide that help protect it from the harsh desert environment. Barroth possesses a pair of small red eyes and a mouthful of long, peg-shaped teeth.

Barroth is capable of using its heavy head as a plow to smash through the environment, as well as cause damage to any living thing caught in its way. Because its nostrils are located on top of its head, Barroth can completely submerge itself in the cool mud during the scorching desert days.

It will occasionally roll in dirt and mud, possibly to cool off from the hot desert sun. Although docile by default, Barroth becomes extremely territorial when disturbed. It will release an initial warning roar. If that fails, it will continuously attack until the threat is exterminated. An insectivore, it is known to attack Altaroth nests in order to feast on the occupants inside.

Barroth is uniquely adapted to a desert lifestyle, and as such can almost exclusively be found in such regions, although it has been known to wander into the woods occasionally.

BARROTH

Large wyvern (brute), unaligned

Armor Class 16 (Natural Armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

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

Skills Perception +0

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack. The barroth makes two attacks: one with its headbutt and one with its stomp.

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

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

Wallow. The barroth wallows in mud, covering itself in a thick layer, which grants the barroth +2 AC for 1 minute or until it takes 15 damage from a single attack.

Shake. While the barroth is covered in mud it may use its action shake chunks of mud free from its body landing in a 10-foot radius around him. Each creature in that area must make a DC 14 Dexterity saving throw or become restrained by the mud. As an action, the restrained target can make a DC 13 Strength check, bursting from the mud on a success. The mud can also be attacked and destroyed (AC 10; hp 5)



URAGAAN

Huge wyvern (brute), unaligned

Armor Class 15 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

Multiattack. The uragaan makes one tail attack and two chin slam attacks.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Chin Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to its speed, during this move it may move through other creatures without provoking opportunity attacks. Any creatures the uragaan moves through must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone.

Emit Flames. (2/per Long rest). The uragaan releases a wave of fire from its underside in a 10-foot radius around it. Each creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save or half as much on a successful one and does not catch fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

URAGAAN

Uragaan is covered in a lustrous gold-colored hide. Its back is lined with hard crystals and its chin is plated with a rock-like shell, suggesting the Uragaan has evolved a tough exterior due to life in volcanic regions. Its underbelly is covered in a sticky, tar-like substance which it uses to affix explosive rocks to itself.

Uragaan's signature ability is to roll its body into a wheel to increase its speed and agility. The growths on their back stabilize this rolling ability. It will do this often in an attempt to crush the adventurer. Uragaan create a very effective weapon in the form of its chin by melting minerals and attaching them with lava, which it can use for breaking up rocks. The chin also evens its center of gravity so its legs can compensate for its heavy body. In a group of Uragaan, the one with the largest chin has the highest status among the group.

Uragaan is something of oddity in the food chain - it has almost no natural predators, but is not particularly predatory itself and has no competitors, preferring to consume vast amounts of plants and rock. The rocks that it feeds on are surprisingly nutrient rich, and its rock-hard lower jaw is perfectly designed to break them up, although it does make them awkward to swallow.





ANJANATH

Huge wyvern (brute), unaligned

Armor Class 14 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP)

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

Actions

Multiattack. The anjanath makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage plus 5 (1d10) fire damage. If the target is a Medium or smaller creature, it is Grappled (escape DC 17). Until this grapple ends, the target is Restrained, and the anjanath can't bite another target.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Firebreath (Recharge 5-6). The anjanath exhales fire in a 60-foot line that is 5 ft. wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save, or half as much damage on a successful one.

ANJANATH

Anjanath has a pink face, somewhat resembling a Vulture, along with pink scales covering its underbelly. Its hind legs are powerful and muscular, while its front limbs are much smaller and mostly useless. Black proto-feathers cover Anjanath's back, front limbs, and legs, which give it an appearance similar to the most recent depictions of some theropod dinosaurs like T-rex.

Anjanath has powerful jaws that allow it to rip apart foes, along with a powerful nose used for smelling out prey. It also has the ability to breath fire from its maw.

Anjanath are relentless predators that will chase down anything that dares attack them. Once they've been provoked, Anjanath won't let an enemy get away easily. They are known to leave behind a mucus-like substance in order to marks its territory.

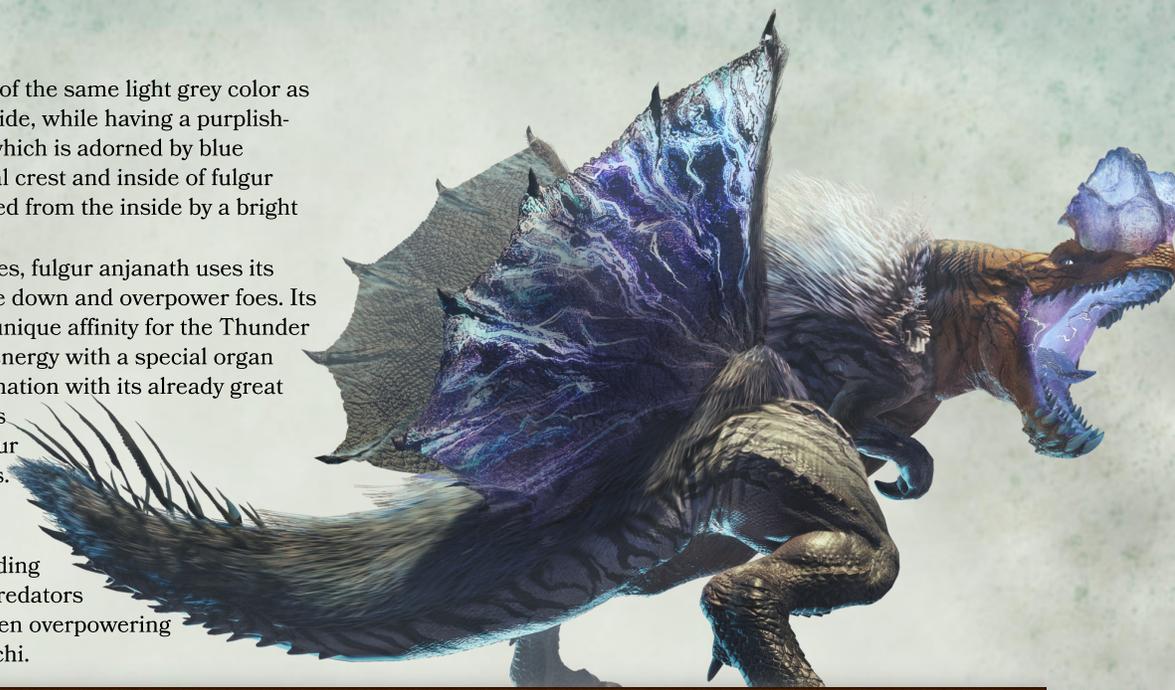
FULGUR ANJANATH

Fulgur anjanath retains many of the characteristics the ordinary species is known for, having the general appearance of a predatory dinosaur. However, unlike its counterpart, fulgur anjanath sports a bright white fur on portions of its body, as well as a much brighter, light grey colored hide. Its head is a vibrant orange color. Dark grey stripes cover large portions of fulgur anjanath's body, extending from the head all the way to its tail.

The usually hidden 'wings' are of the same light grey color as the rest of the body on the outside, while having a purplish-blue coloration on the inside, which is adorned by blue crackles of electricity. The nasal crest and inside of fulgur anjanath's mouth are illuminated from the inside by a bright blue light.

Much like the ordinary species, fulgur anjanath uses its powerful jaws and legs to strike down and overpower foes. Its main difference, however, is a unique affinity for the Thunder Element. It generates electric energy with a special organ in its body, utilizing it in combination with its already great physical strength and its mucus is also electrified, allowing fulgur anjanath to hurl it at opponents.

With this sheer strength and elemental prowess, Fulgur Anjanath is well capable of holding its own against many top-tier predators like Barioth or Tigrex, while even overpowering monsters like Viper Tobi-Kadachi.



FULGUR ANJANATH

Huge wyvern (brute), unaligned

Armor Class 17 (natural armor)

Hit Points 187 (15d12 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +11, Cha +4

Skills Perception +6

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks.

Damage Immunities lightning

Senses passive Perception 16

Languages —

Challenge 15 (13,000 XP)

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

Pounce. If the anjanath moves at least 15 feet straight toward a creature and then hits it with a stomp attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the anjanath can make one bite attack against it as a bonus action.

Actions

Multiattack. The anjanath makes two attacks: one with its bite and one with its stomp. It can't make both attacks against the same target. It can also replace any of these attacks with a electric snot attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 5 (1d10) lightning damage. If the target is a Medium or smaller creature, it is Grappled (escape DC 20). Until this grapple ends, the target is restrained, and the anjanath can't bite another target.

Electric Snot. Range Weapon Attack: +9 to hit, range 20/60 ft., one target. *Hit:* 22 (4d10) lightning damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 5 (1d10) lightning damage and each creature within 5 feet of the target, must make a DC 19 Dexterity saving throw, taking 5 (1d10) lightning damage on a failed save, or half as much on a successful one.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Lightning Charge (Recharge 5-6). The anjanath moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the anjanath moves through must make on a DC 20 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage plus 28 (6d8) lightning damage and be knocked prone on a failed save, or half as much on a successful one and is not knocked prone.

Legendary Actions

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

Attack. The anjanath makes a tail attack or an electric snot attack.

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

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

DURAMBOROS

Huge wyvern (brute), unaligned

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances piercing from nonmagical attacks

Senses passive Perception 10

Languages —

Challenge 9 (5,000 XP)

High Jump. The duramboros high jump is up to 20 feet, without a running start. In addition, the duramboros does not incur attacks of opportunity while jumping.

Jump Attack. If the duramboros jumps 20 feet straight up and makes a tail attack against a target within range. On a Hit, each creature within 5 feet of the target must make a DC 19 Dexterity saving throw or take the same damage as the target on a failed save, or half as much on a successful one.

Actions

Multiattack. The duramboros makes two attacks: one with its horn and one with its tail. It can't make both attacks against the same target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Horn. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

DURAMBOROS

Duramboros is a bulky, heavyset, bovine monster with stocky, muscular legs and a thick upper body. It features a very thick outer hide that is riddled with heavy folds, with a row of armored plates running along its back and tail. Duramboros' most distinctive features include its massive tail club, twin brow horns, and a pair of energy-rich dorsal humps. Duramboros' slow lifestyle often results in a layer of moss and algae growing upon its hide, most noticeably along the back.

Duramboros is a herbivore, subsisting primarily on fallen tree trunks. Using its ram-like pair of horns, as well its hammer-like tail club, it is known to push or knock down weak or dead trees in order to comfortably feed on them. Though generally docile, Duramboros has a capacity for aggression if provoked. It is known to use its tail club, horns, and overall mass to attack foes. One of its most unique tendencies is to twirl in place, using its tail club as a counterbalance to build up momentum, allowing it to hurl itself at an attacker and crush them with its body.

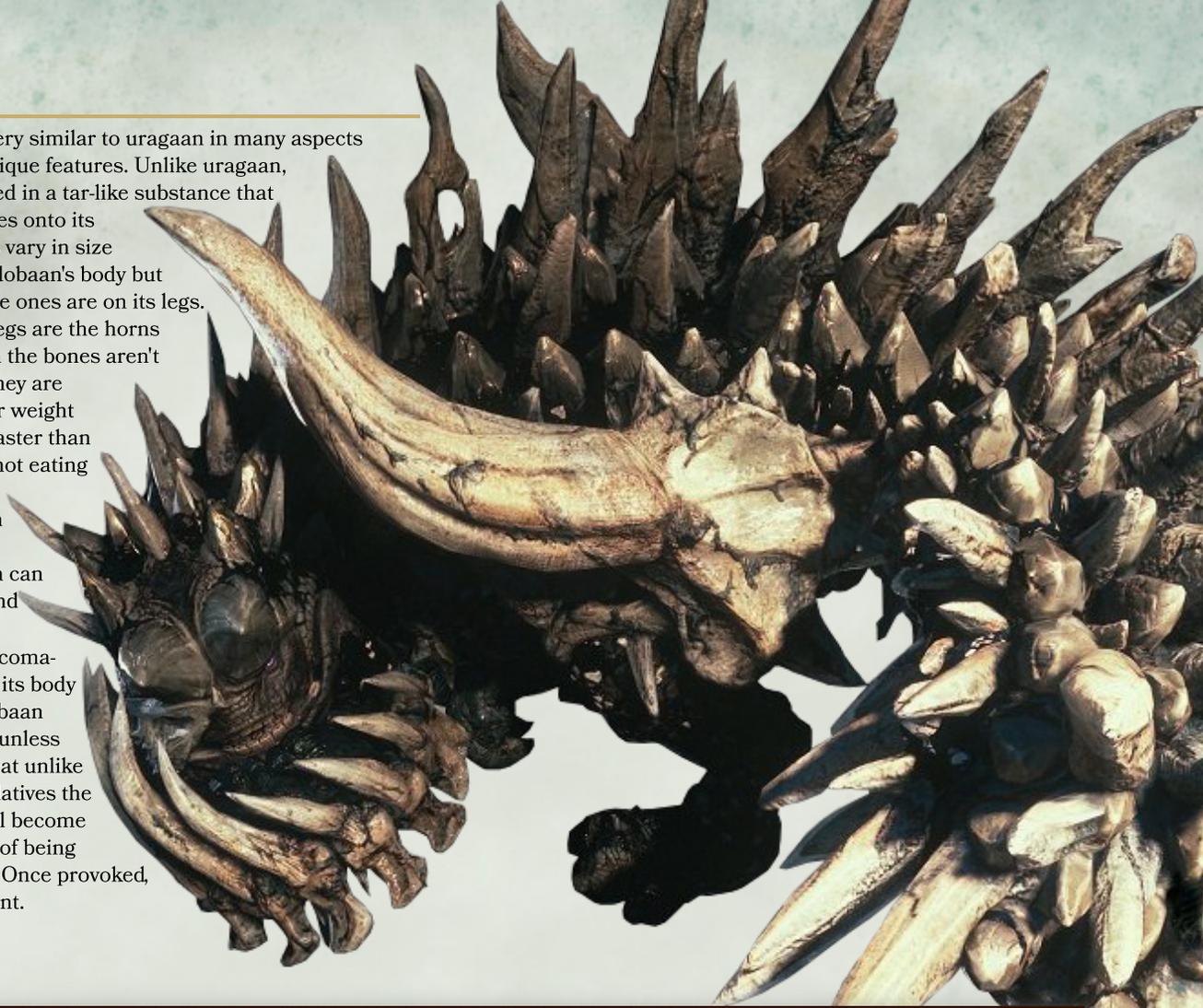
Due to its diet, Duramboros is most commonly encountered in highly forested areas.



RADOBAAN

Radobaan looks very similar to uragaan in many aspects but has its own unique features. Unlike uragaan, radobaan is covered in a tar-like substance that sticks rows of bones onto its body. These bones vary in size throughout the radobaan's body but the most distinctive ones are on its legs. The bones on its legs are the horns of diablo. Though the bones aren't as strong as ore, they are lighter. This lighter weight makes radobaan faster than uragaan. Despite not eating ore, radobaan still has a massive chin like uragaan. Like uragaan, radobaan can roll into a wheel and run over enemies.

It also can emit coma-inducing gas from its body like uragaan. radobaan can be fairly calm unless provoked by a threat unlike their ore eating relatives the uragaan which will become hostile regardless of being threatened or not. Once provoked, they will turn violent.



RADOBAAN

Huge wyvern (brute), unaligned

Armor Class 15 (19 with bone armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances fire, lightning

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Bone Armor. The radobaan is covered in the bones of fallen creatures granting it +4 AC. When the radobaan takes more than 30 damage in a single turn, the bones snap and break, reducing the bonus AC by 1.

Actions

Multiattack. The radobaan makes one tail attack and two chin slam attacks.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Chin Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Roll (Recharge 5-6). The radobaan rolls its body into a wheel and moves up to its speed, during this move it may move through other creatures without provoking opportunity attacks. Any creatures the radobaan moves through must succeed on a DC 17 Dexterity saving throw or take 42 (12d6) slashing damage and are knocked prone.

Sleeping Gas. (2/per Long rest). The radobaan releases sleeping gas from its underside. All creatures within 15 ft must make a DC 16 Constitution saving throw or, they fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

BANBARO

Huge wyvern (brute), unaligned

Armor Class 16 (natural armor)

Hit Points 175 (13d12 + 91)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +11, Wis +4, Cha +2

Skills Athletics +11, Perception +4

Damage Immunities cold

Senses passive Perception 14

Languages —

Challenge 12 (8,400 XP)

Improvised Weapon (Recharge 4-6). The banbaro can use its bonus action to dig up a large boulder or strike a nearby tree, or pick up a tree trunk and hold it in its antlers.

Actions

Multiattack. The banbaro makes two attacks: one with its horn and one with its hip check. While holding an tree or boulder, it uses its throw attack in place of its hip check.

Hip Check. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Horn. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Horn (Requires Tree Trunk). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If there is another creature within 5 feet of the original target and within this attacks range, the banbaro can make another horn attack against that creature. The banbaro can attack up to two additional creatures per turn with this attack.

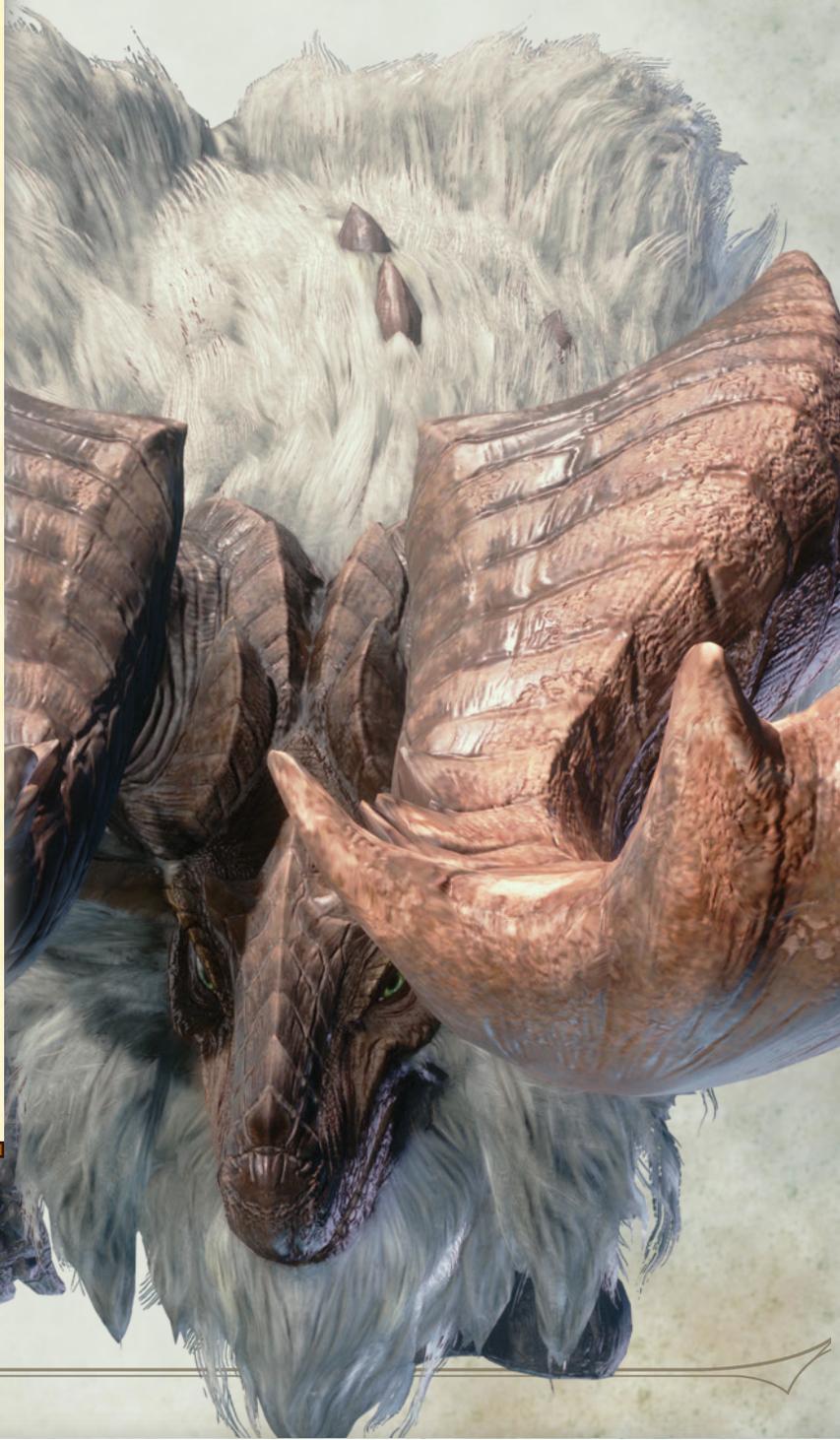
Horn (Requires Boulder, Recharge 5-6). While holding a boulder in its antlers, the banbaro moves up to its speed. During this move it can move through the spaces of other creatures without provoking opportunity attacks. Each creature the banbaro moves through must succeed on a DC 19 Dexterity saving throw, taking 26 (3d12 + 7) bludgeoning damage and be knocked prone on a failed save, or half as much on a successful one.

Throw (Requires Tree Trunk or Boulder). *Range Weapon Attack:* +11 to hit, range 20/40 ft., one target *Hit:* 10 (3d6) bludgeoning damage and the tree trunk or boulder is destroyed.

BANBARO

Banbaro is a large and heavy-set Brute Wyvern. Most of its body is covered in stout white fur, with portions on its head, legs, and arms being covered in gray scales. Its giant horns are its defining characteristic. These stout, pinkish horns end in broad, moose-like antlers. When enraged, a small horn-like projection on its snout folds out.

Banbaro is normally a fairly docile herbivore, but it is territorial and can be aggressive when provoked. In battle, Banbaro charge opponents while digging up soil or fallen trees. Digging up soil allows it to smash the gathered ball in a huge blast of debris that leaves a hindering pile behind, while digging up trees widens the charge's hitbox and can be thrown as projectiles. Digging up volcanic rock causes it to leave trails of lava behind.



GLAVENUS

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	10 (+0)	21 (+5)	16 (+3)	12 (+1)	10 (+0)
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Saving Throws Str +12, Con +10, Cha +5

Skills Perception +6

Damage Resistance fire

Senses passive Perception 16

Languages —

Challenge 13 (10,000 XP)

Actions

Multiattack. The glavenus makes two bite attacks and one tail slash attack, or it uses its sharpen and then its tail spin.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage + 3 (1d6) fire damage.

Tail Slash. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Sharpen. The glavenus sharpens its tail. The next two tail slashes deal an extra 13 (2d12) of fire damage.

Tail Spin (Recharge 5-6) The glavenus launches itself forward, using its tail to slash at all foes in 15-foot radius around it. Each creature in that area must then make a DC 16 Dexterity saving throw, taking 28 (8d6) slashing damage and 28 (8d6) fire damage on a failed save, and half as much on a successful one.

GLAVENUS

Glavenus is a large Brute Wyvern with dark red scales covering its body. Two rows of blue, bony plates run along its back, going from the eyes to the tail. Its underside is more of a cream color. The main feature of Glavenus's physiology is its huge, sword-like tail. The tail has originally the same color as its back plates, although it will turn a rusty color or a fiery red during the battle. Its hind legs are powerful and muscular, while its front legs are much smaller and mostly useless. The face and mandibles are covered in sturdy plating, particularly resembling a Carnotaurus' head.

Glavenus most striking feature is its blade-like tail. The blade-like tail is used in many ways by Glavenus such as keeping the body balanced but its primary use is for attacking. This tail can cut prey in two with a single slash, crack the ground easily, and even block some attacks. Though its tail is already a powerful weapon, it can become more dangerous once heated up. By grinding its tail on the ground or nearby hard surfaces violently, it can ignite the tail, heating it up to high temperatures. While its tail is heated all of its tail-based attacks become more deadly, also allowing it to cut through objects much more easily.

Glavenus are relentless and aggressive predators. Glavenus often drags its tail across the ground and roars at the foe. This shows the enemy that it uses fire as a weapon in an attempt to scare them off. Not only are they considered one of the strongest Brute Wyverns, they are even believed to be the smartest ones around. Their territory is commonly marked by large gashes on the ground, produced when they scrape their tails along solid objects.



ACIDIC GLAVENUS

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	24 (+7)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Str +13, Con +11, Cha +6

Skills Perception +7

Damage Resistances cold; bludgeoning, piercing, slashing from nonmagical attacks.

Damage Immunities acid

Condition Immunities charmed, frightened

Senses passive Perception 17

Languages —

Challenge 19 (22,000 XP)

Acid Burn. If a creature wearing metal armor or holding a metal weapon is dealt acid damage from one of the glavenus's attacks, that creature must succeed on a DC 21 Dexterity saving throw. On a failed save, one of the following effects happen:

- **Armor.** The armor it takes cumulative -1 penalty to the AC. Nonmagical armor reduced to an AC of 10 is destroyed. Magical armor reduced to an AC of 10 no longer gains the benefits of any of its properties for one week, but its AC returns to normal after a long rest.
- **Weapon.** The weapon takes cumulative -1 penalty to its attack and damage rolls. A nonmagical weapon reduced to -5 to its attack or damage is destroyed. A magical weapon reduced to -5 no longer gains the benefits of any of its properties for one week, but it becomes a +0 weapon after a long rest.

Glavenus Tail. The glavenus can use its bonus action to to sharpen its tail, removing the acidic crystals that cover it; or it can use the bonus action to regrow them.

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

Actions

Multiattack. The glavenus makes two tail attacks. If both attacks hit the same target, the target also takes 14 (4d6) slashing damage and must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage + 7 (2d6) acid damage.

Tail (Acid Crystals Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage plus 7 (2d6) acid damage.

Tail (Sharpened Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 40 (6d10 + 7) slashing damage.

Tail Spin (Recharge 5-6) The glavenus uses one of the following tail spin attacks depending on which form its tail is in:

Acid Tail Spin. The glavenus launches itself forward 50 feet, without provoking opportunity attacks, using its tail to slash at all foes in or within a 15-foot radius of its path. Each creature in that area must then make a DC 21 Dexterity saving throw, taking 24 (7d6) slashing and 24 (7d6) acid damage on a failed save, and half as much on a successful one.

Sharpened Tail Spin. The glavenus launches itself forward 50 feet, using its tail to slash at all foes in 15-foot radius around it. Each creature in that area must then make a DC 21 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, and half as much on a successful one.

ACIDIC GLAVENUS

Acidic glavenus' body is a variety of emerald and blue shades, with dark grey spikes and horns. Its tail is usually covered in yellow crystals, which, when scraped off reveal a dull blue, katana-like blade. Its eyes are dark red.

Acidic glavenus has greater control over its tail attacks than the standard Glavenus due to its lighter tail, and subsequently uses more precise tail slashes and jabs in addition to wider slashes. When covered in the acidic crystals, its tail is heavier and thus acidic glavenus behaves more like the ordinary species. The acid on its tail is highly corrosive and can reduce the effects of magical armor and weapons, or destroy nonmagical ones.



BRACHYDIOS

Huge wyvern (brute), unaligned

Armor Class 19 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	8 (-1)	9 (-1)	9 (-1)

Saving Throws Str +13, Wis +5

Damage Immunities fire

Damage Resistances slashing, piercing

Senses passive Perception 9

Languages —

Challenge 17 (18,000 XP)

Actions

Multiattack. The brachydios makes three attacks: one with its horn and two with its fist.

Horn. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 3 (1d6) fire damage.

Chemical Reaction (Recharge 5-6). The brachydios slams his horn into the ground and causes a chain of explosions in a 60 foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 22 (5d8) fire damage plus 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Fist Attack. The brachydios makes a fist attack.

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

Slam (Costs 2 Actions)*. The brachydios makes a horn attack or uses its chemical reaction.

BRACHYDIOS

Brachydios are easily identifiable by their glowing, green slime-covered horns and "fists," as well as their shiny, armored hide covered in many plates and ridges that are made of obsidian. Unlike other Brute Wyverns, Brachydios sports a pair of long, highly developed forelimbs that it uses as its primary means of defense. Brachydios' forelimbs and horn seem to secrete a mysterious slime.

A Brachydios "primes" this mucus to explode with its saliva, hence why it licks its arms, making it appear brighter green. Despite initial appearances, Brachydios does possess claws on its forearms that are tucked away underneath, and serve no apparent purpose in battle.

The symbiotic slime-mold is easily one of the most unique and defining feature of the Brachydios. The theropods armored shell is hardened to protect against the explosive blasts that the mold creates on impact. A Brachydios skin is similar to that of a thermos flask, giving it the ability to withstand both extreme heat and cold. Brachydios body is the only place this mold can survive without turning explosive. When attacking, Brachydios constantly scrapes copious amounts of this mold off of its body, causing it to deplete. However, it seems that the beast's saliva acts as a powerful stimulant, which causes the mold to almost instantly replenish itself.

Brachydios are extremely aggressive creatures and will not hesitate to attack if they feel threatened or challenged. Due to their aggression they are commonly known to invade the territories of other large predators, usurp them, and claim the territory as their own. They will also show no mercy to small monsters. Young Brachydios will live near their parents and their territory, yet the adults will not show any parental care at all. The young will pick up slime mold left behind by adults. However, this can be dangerous as their hides are underdeveloped and can possibly be seriously injured or even killed by the explosions of the slime mold.



DEVILJHO

Deviljho is a bipedal Brute Wyvern characterized by its uniform forest green colouration and muscular upper body. Its thick hide is littered with short, jagged spines that reach a maximum height along the back and tail. Deviljho has a narrow snout with a large lower jaw, covered in multiple rows of teeth spreading outwards from the mouth. It has massive, powerful hind legs, but tiny, poorly developed forelegs that it rarely utilizes. Their eyes are small and simple, suggesting their vision is rather poor, but their other senses such as smell may compensate for this. Their tails are long and powerful, but their main feature of note is its breath attack. When provoked, Deviljho back and shoulder muscles swell considerably. During this period, areas of its skin will take on a bright red colouration.

Deviljho is a nomadic monster, prone to wandering vast distances in search of prey. Its status as a super-predator allows it to overtake the territory of any monster that stands in its path. Because of the extreme amount of energy its body consumes, Deviljho is always in search of food sources. It is known to be cannibalistic, and is also prone to eating prey alive in order to waste as little time as possible in replenishing its energy.



DEVILJHO

Gargantuan wyvern (brute), unaligned

Armor Class 19 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	23 (+6)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Str +14, Con +12, Wis +8
Skills Athletics +14, Intimidation +5, Perception +8
Condition Immunities charmed, frightened, stunned
Senses passive Perception 18
Languages —
Challenge 18 (20,000 XP)

Charge. If the deviljho moves at least 20 ft. straight toward a target and then hits it with a body slam attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage.

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

Actions

Multiattack. The deviljho makes two attacks: one with its body slam and one with its bite.

Body Slam. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. On a hit, the target must make a DC 22 Strength saving throw or be pushed back 10 ft and knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Fire Breath (Recharge 5-6). The deviljho unleashes a terrible breath in a 45-foot cone. Each Creature in that area must make a DC 17 Dexterity saving throw, taking 31 (7d8) fire damage plus 45 (10d8) necrotic damage on a failed save, or half as much on a successful one.

Swallow. The deviljho makes one bite attack against a Large or smaller creature that is prone. If the attack hits, the target takes the bite damage, the target is swallowed, and no longer prone. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the deviljho, and it takes 56 (16d6) acid damage at the start of each of the deviljho turns.

If the deviljho takes 40 damage or more on a single turn from a creature inside it, the deviljho 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 deviljho. If the deviljho dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Legendary Actions

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

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

Tail Attack. The deviljho makes a tail attack.

Devour (Costs 2 actions). The deviljho uses its swallow.

FANGED WYVERN

Fanged Wyverns are known for being Fanged Beast-like Wyvern monsters that have highly developed limbs. Typically ignored by towns and cities due to their preferred territories being far away from civilization. Up until recently scholars only classified the Zinogre as the only known species of these wyverns. New species have been discovered in far off regions, although they are more reptilian in nature when compared to their kin.

ZINOGRE

Zinogre is a quadrupedal monster that very wolf-like if one looks at its face, and has a very muscular set of forelimbs - very comparable to those of big cats. It has surprising agility for such a large monster, similar to Nargacuga. It has sharp claws attached to strong muscular fore-limbs, which are used to deliver a fatal blow to prey and hunters. It also helps them to climb mountains and rocky terrain. The spikes on its body mostly lie flat, but when it has built up an electric charge they stick out vertically into the air.

The Zinogre can also harness the power of electricity, much like a Lagiacrus, using it to take down larger prey and to defend itself and its territory. Thunderbugs are seen gathering around Zinogre when it is "charging" electricity; they may act as a source of energy. Also, Gargwa are known to eat Thunderbugs, so it is possible that Zinogre has a special relationship with Thunderbugs. As Zinogre preys on Gargwa, Thunderbugs become safe, simply by flying around in close proximity to a Zinogre. Zinogre can exploit this by absorbing the energy emitted by the bugs during battle, granting it special abilities. Thunderbugs might glow blue instead of their normal colour to indicate that they have allied with a Zinogre. If you look close at a Zinogre, you can see a energy field around it. Juvenile Zinogre have more hair on their bodies compared to adults and is white in color. It is believed that the increased hair protects the juvenile's shell and help speeds up the storage of electricity. This fur will shed as the juvenile Zinogre mature into adulthood.

Zinogre are somewhat similar to real wolves, they even howl like them. But they do not form packs, quite the contrary, they are solitary hunters. This is no surprise, since they are extremely powerful and agile monsters, not needing teamwork to take down prey. According to eyewitnesses adult Zinogre make herds and raise their young. During this period of time it is ill-advised to go hunting Zinogre as the adults will aggressively attack any intruders getting too close to their offspring



ZINOGRE

Huge wyvern (fanged), unaligned

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +6, Survival +6

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Lightning Aura. When the zinogre uses its charge action, it becomes shrouded in an aura of lightning. If a creature ends its turn within 5 feet of the zinogre, that creature takes 7 (2d6) lightning damage.

Actions

Multiattack. The zinogre makes three attacks: two with its claws and one with its tail.

Claws. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 3 (1d6) lightning damage.

Tail. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage plus 3 (1d6) lightning damage.

Charge (Recharge 6). The zinogre gathers thunderbugs giving it a lightning Aura for 1 minute. As the zinogre finishes charging lightning explodes in a 10-foot radius around the zinogre. Each creature in the area must make a DC 16 Strength saving throw, taking 38 (11d6) lightning damage, and be pushed back 10 feet on a failed saving throw or half as much damage and isn't knocked prone on a successful one.

JAGRAS

Jagras are small and slim compared to Great Jagras. Their body shape is very wolf-like in nature, allowing them to move quickly and stand up right for short periods of time. Jagras have light green scales with blue and reddish stripes covering their body, as well as a blue-colored underbelly.

Jagras will swarm potential prey in an instant, whether it be carrion or raw meat dropped by a hunter. Jagras packs have even been seen attacking injured Anjanath. Though they are bold, Jagras will flee to the trees if they encounter a larger monster.

GREAT JAGRAS

Great Jagras greatly resembles an Iguana. It has yellow scales with orange accents and a bluish underside. It also has a distinct mane of hairs that resemble dreadlocks. The monster has incredible stomach capacity and often swallows prey whole, greatly distending its belly. They are typically passive toward adventurers until attacked.

JAGRAS

Medium wyvern (fanged), unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The jagras makes two bite attacks.

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

GREAT JAGRAS

Large wyvern (fanged), unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage immunities cold
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Full Belly. While the great jagras has a creature swallowed its belly expands, reducing its movement speed by 10 feet., rolls one additional weapon damage die on Strength-based weapon attacks.

Actions

Multiattack. The great jagras makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the great jagras can't bite another target.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage.

Swallow. The great jagras makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the great jagras, and it takes 10 (3d6) acid damage at the start of each of the great jagras's turns. The great jagras can have only one target swallowed at a time. If the great jagras dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Rollover (Must have a creature swallowed, Recharge 5-6). The great jagras rolls over, moving up to half its movement speed, without provoking an attack of opportunity. If the great jagras enters a space containing a creature, that creature must make a DC 13 Dexterity saving throw, or be knocked prone and take 17 (4d6+3) bludgeoning damage on a failed save. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the great jagras's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the great jagras's space.



GIRROS

Girros are snake-like Fanged Wyverns with a head and hood similar to a cobra. They have black onyx scales with yellow stripes on their neck. Girros also have red gill-like organs on the side of their neck. Girros have a paralyzing venom in their fangs used to incapacitate their prey.

GREAT GIRROS

Great Girros greatly resembles a cobra in appearance though walks on all fours like a monitor. It is covered in black onyx scales and has yellow stripes running down the back of its neck. On the side of its neck is a hood with red gill-like organs. Great Girros has large fangs filled with a paralyzing venom. It just takes a single bite from these fangs to paralyze prey as big as Radobaan. It can also spit a yellow fluid from its mouth that can paralyze prey. Great Girros also possesses the ability to call Girros during a fight to swarm its prey with a barrage of paralyzing bites.

Great Girros is an active scavenger that is constantly looking for new corpses to feed on. Great Girros is also surprisingly aggressive as it will attack even Odogaron who is the Apex Monster of the Rotten Vale. Great Girros will fight any monster it can swarm with regular Girros.

GIRROS

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

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

Actions

Multiattack. The girros makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GREAT GIRROS

Large wyvern (fanged), unaligned

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Con +7
Skills Perception +5
Condition Immunities paralyzed
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Charge. If the great girros moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The great girros makes three bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Paralyzing Spit. *Range Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* The creature is poisoned for 1 minute. While poisoned in this way the target is paralyzed. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Alpha Call (1/day). The great girros calls out for help and 2 (1d4) girros appears to assist it.



DODOGAMA

Dodogama has blue scales with orange stripes covering its body. It has a massive bottom jaw used for storing rocks in its mouth, which will turn orange when they become volatile. Dodogama is known to eat rocks for defense. When these rocks are combined with its saliva, they become explosive in nature, becoming a powerful projectile that it can spit at predators.

DODOGAMA

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Con +7, Cha +3
Senses passive Perception 12
Languages —
Challenge 7 (2,900 XP)

Charge. If the dodogama moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 9 (2d8) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The dodogama makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) fire damage.

Molten Rock. *Range Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) fire damage.

SHAMOS

Shamos has a wolf-like body shape with huge orange eyes. Though its body shape is akin to a wolf, Shamos' appearance is very similar to fish. Its face is covered in red scales while the rest of its body is covered in grayish-white splotches. Its limbs are navy blue in color. Shamos also has a small fin on its back like a fish. Shamos has unusually large eyes that allow it to see in pure darkness. Shamos are aggressive hunters that will attack in small packs. They will often group together in order to scare off potential predators such as Tzitz-Ya-Ku.

SHAMOS

Small wyvern (fanged), unaligned

Armor Class 14 (natural armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	3 (-4)	9 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP)

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

Actions

Multiattack. The shamos makes two bite attacks.

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



TOBI-KADACHI

Tobi-Kadachi's face resembles a colubrid in appearance with grayish blue scales covering its slim squirrel-like shape. On its back are patches of white fur as well as a bushy tail covered in rows of spikes. Its front limbs also have a few spikes.

As Tobi-Kadachi fights, it picks up static electricity in its fur by brushing against trees and the ground. Tobi-Kadachi uses this static electricity to increase the strength of its attacks. Like a flying squirrel, Tobi-Kadachi has a membrane between its limbs that allow it to glide for long distances.

Tobi-Kadachis are arboreal predators that use their mobility and static electricity to pursue and pounce on prey such as mosswines, vespoids, both forest and woodland pteryxs, and rarely, jagras.

Tobi-Kadachis compete with other large monsters, such as Rathalos and Anjanath, for both prey and territory, with the Fanged Wyverns often being overpowered by the aforementioned species.

Tobi-Kadachi are normally quite reclusive, preferring to skulk in the darker, more tangled regions of the Ancient Forest. If angered however, they can become quite dangerous, and caution is advised when dealing with them.

TOBI-KADACHI

Large wyvern (fanged), unaligned

Armor Class 14 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft., glide 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws Dex +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Wounded Fury. While it has 62 hit points or fewer, the tobi-kadachi has advantage on attack rolls. In addition, it deals an extra 7 (2d6) lightning damage to any target it hits with a melee attack.

Standing Leap. The tobi-kadachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Gliding. When the tobi-kadachi glides, it loses 5 feet of altitude for every 10 feet of movement. At the end of its glide the tobi-kadachi falls to the ground if it is still in the air.

Actions

Multiattack. The tobi-kadachi makes three attacks: two with its bite and one with its tail.

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

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



VIPER TOBI-KADACHI

Much like its standard counterpart, the Viper Tobi-Kadachi's face resembles that of a colubrid with its body retaining several of the standard Tobi-Kadachi's characteristics such as the slim, squirrel-like body, the fur patches which trail across its back as well as the large, bushy tail armed with spikes.

Its main difference compared to the regular species is obviously the vastly different color scheme consisting of several shades of brown, bronze and burnt orange. Additionally, its belly and underside fade from a more yellowish hue to a pale blue. The eyes of the Viper Tobi-Kadachi are also different in that they have a more golden yellow coloration in comparison to the red eyes of its standard counterpart.

Viper Tobi-Kadachi has an arsenal consisting of powerful status effects. It uses a strong poison in order to attack its opponents which it can generate and utilize via its fangs or the extra spikes on its tail. It can use these spikes as projectiles, allowing the Viper Tobi-Kadachi to poison several opponents at once within a certain range, much like the Nargacuga's bleeding-inflicting tail spikes. While it cannot use thunder-based attacks, the Viper Tobi-Kadachi can still paralyze its opponents much like its standard counterpart, giving it a deadly combination of powerful poison and the ability to immobilise opponents. Viper Tobi-Kadachi also retains the membranes between its limbs which allow it to glide around its opponents much like its standard counterpart.

VIPER TOBI-KADACHI

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., climb 30 ft., glide 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

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

Damage Immunities poison

Condition Immunities poisoned, paralyzed

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Standing Leap. The viper tobi-kadachi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Gliding. When the viper tobi-kadachi glides, it loses 5 feet of altitude for every 10 feet of movement. At the end of its glide the viper tobi-kadachi falls to the ground if it is still in the air.

Actions

Multiattack. The viper tobi-kadachi makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the creature must succeed on a DC 17 Constitution saving throw or become paralyzed until the end of their next turn.

Tail. *Melee Weapon Attack:* +9 to hit, range 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) poison damage.

Poison Spikes (Recharge 5-6). The viper tobi-kadachi spins in a circle at a rapid pace, releasing poisoned spikes in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature takes 21 (6d6) poison damage at the start of each of its turns. A creature may repeat its saving throw at the end of its turn, ending the poison on a success.



ODOGARON

Odogaron resembles a gruesome feral dog. It is covered in red scales and bony protrusions that resemble muscle tissue and bone. Its tail is particularly bony and can be used as a club. The monster has piercing blue eyes. Odogaron's most distinctive feature is its double row of claws, which it uses to inflict deep wounds in its prey, causing them to bleed to death.

Despite its size, Odogaron is quite an agile monster. It is able to rush down prey before delivering bites with its powerful jaws. Odogaron makes its home in the Underdark, where it can be seen dragging back the carcasses of its prey. However, it will venture up to the surface above in search of prey, where it assumes an apex role in the food chain alongside Legiana.

Odogaron is a hostile monster that will attack anything that it encounters on sight, no matter how big a prey item is. This monster is even willing to attack Vaal Hazak an elder dragon despite essentially confronting a primordial force.

ODOGARON

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +5, Athletics +7, Perception +4

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Rampage. When the odogaron reduces a creature to 0 hit points with a melee attack on its turn, the odogaron can take a bonus action to move up to half its speed and make a claw attack.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 14).

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a *bloody wound*. Each time the odogaron hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Reactions

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

EBONY ODOGARON

The Ebony Odogaron sports scales and bone like protrusions which resemble muscle tissues that cover its entire body. These scales and protrusions have a dark blue and jet black coloration to them, hence its Ebony name. Its claws are serrated and have a more blood red coloration. Unlike the standard Odogaron, the Ebony Odogaron has glowing red eyes and its mouth emits a black smoke, not unlike Savage Deviljho, which has dragon element properties.

The Ebony Odogaron is an aggressive creature, willing to attack even its standard counterpart, and is always on the hunt for its next meal. It carries its latest kill in its mouth as a means of sustenance to improve its abilities.

EBONY ODOGARON

Large wyvern (fanged), unaligned

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Acrobatics +7, Athletics +8, Perception +5

Saving Throws Con +8, Wis +5, Cha +6

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

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 12 (8,400 XP)

Rampage. When the odogaron reduces a creature to 0 hit points with a melee attack on its turn, the odogaron can take a bonus action to move up to half its speed and make a claw attack.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) necrotic damage and the target must make a DC 16 Constitution saving throw or become afflicted with dragonblight for 1 minute.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit* 11 (2d6 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a *bloody wound*. Each time the odogaron hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Legendary Actions

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

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

Spit. *Range Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) necrotic damage and the target must make a DC 16 Constitution saving throw or become afflicted with dragonblight for 1 minute.

Scavenge (Costs 3 Actions). The odogaron consumes the corpse of a Small creature, or part of a Medium or bigger creatures corpse that is within 5 feet of it, regaining 10 hit points. Additionally, at the start of its next turn, the odogaron has 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.

Reactions

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

DRAGONBLIGHT

- While afflicted with dragonblight, the target can't deal cold, fire, lightning, necrotic, or thunder damage with its spells and attacks, and it can't impose any of the following conditions on other creatures: blinded, charmed, paralyzed, poisoned, and petrified.
- Dragonblight can be cured early with the *lesser restoration* spell or similar magic."

UNKNOWN

Unknown, are a class of monsters that has been identified by scholars, but not yet given a proper classification.

GORE MAGALA

Gore Magala is unlike anything anyone has ever seen before. In light of the discovery that it is the juvenile form of the Shagaru Magala, some scholars have proposed that it be classified as an Elder Dragon, but until a consensus is reached it has been given the placeholder classification of Unknown.

Gore Magala is a very unique wyvern, sharing traits and similarities to that of the Elder Dragons, possessing six limbs, including the clawed wings on its back. Though, its overall appearance and stance resembles a quadrupedal wyvern like the Nargacuga. Its body is covered in dark exoskeleton plates, with notable features including the hidden feelers that are folded alongside its face, the lack of visible eyes and fanged jaws that are actually parts of its external armor plates. The other unique part is its wings, which are covered in jet-black fur that resemble a tattered and ragged cape. The claws on its wings are extremely prehensile, and even seem to possess opposable thumbs. They are used for grabbing, help at running and maintaining stability. When not engaged in combat, Gore Magala tends to cloak its body with its wings by latching them onto its back.

Gore Magala has an unusually high metabolism but rarely feeds on much prey. Due to this metabolism, its hairs on its wings are constantly left behind and flying in the air. These hairs are used to understand their environment and leave behind a trail that Gore Magala uses to see both predators and prey by heat. Once it smells something in the area, it will begin to spread around its hairs around the area in order to find the target and these hairs will attach onto the target, allowing the Gore Magala to see them with heat. As Gore Magala's senses increase and become better from these hairs, its color under its wings will slowly change and get brighter. When its sense are at their highest peak, two antennae will appear from its head and it will release a large amounts of hairs into the air. The hairs in the sky will darken the sky as if an eclipse was in the area and it will begin to walk on all six. This is its Frenzy State. When it enters this state, it will begin to use its wing claws to allow it to walk and attack better using them. These claws can leave deep gouges in prey that are said to never heal.

Gore Magala's most infamous feature is the **Frenzy Virus**. This virus is spread from Gore Magala's scales and hairs while its breath has similar properties to them. When in its Frenzy State, Gore Magala is able to make explosions in the area by combining the hairs in the atmosphere around it with a spark from its mouth. The Frenzy Virus causes some abnormalities in the nervous system, increased physical strength, and a decrease in the body's resistance. This virus makes all monsters extremely violent and eventually kills most of them. Some may overcome the effects of the Frenzy Virus and actually develop a relationship with it, becoming physically stronger from the virus while also spreading the virus like Gore Magala in order to get rid of competition from their own species. These rare individuals are known as Apex Monsters.

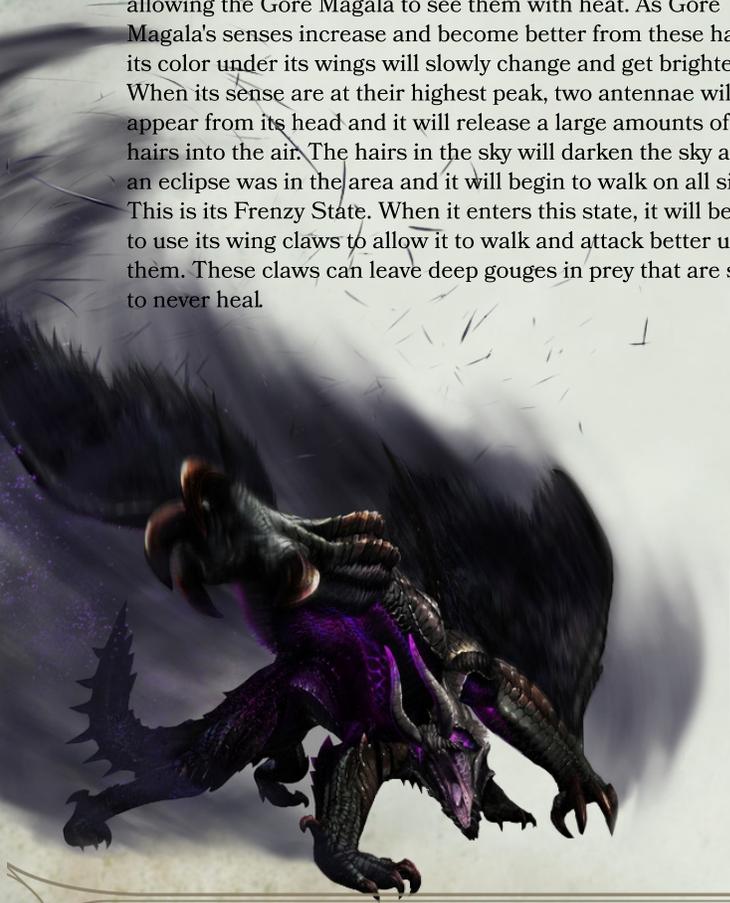
Gore Magalas are highly aggressive, elusive monsters. These monsters show great amounts of aggression and have shown great amounts of intelligence. Some have even been shown to play dead before slipping away when given an opportunity too. Despite competing with other powerful predators, Gore Magalas have rarely been seen with any wounds or scars on their body. Though these monsters are aggressive, they are more aggressive when its time for them to return to the Heaven's Mount and go to the Sanctuary. The reason for this is for the Gore Magala to molt into a legendary Shagaru Magala that once nearly wiped out every living thing in the mountains.

Interestingly, Gore Magala have been known to attack seafaring ships during their voyages across the great seas.

SHAGARU MAGALA

Shagaru Magala is the "adult" form of Gore Magala, which transforms by shedding its black skin. Following the skin-shedding, its body is now covered in glittering golden scales, as well as its horns, claws and other spiky protrusions, which changed colors from crimson red / purple to dark brown. The once hidden eyes underneath the horns are also now fully opened. Its ragged-tattered wings also became golden scaly sheets that when fully expanded, resembles a star shape (more specifically, when both wings are expanded.)

Having reached adulthood, Shagaru Magala's physical abilities are greatly enhanced; they are much stronger, more agile, and most of all, more ferocious. Apart from more aggressive melee attacks like the clawed wings-pounce and a grab attack that involves crushing and then hurling hunters around like a ragdoll, their virus breath attacks are also enhanced; with the range of the explosion being larger and dealing more damage.



Like its "juvenile" form these drakes have highly specialized wings ending with four large talons at the end that can act as an extra pair of arms. This is very useful when climbing up cliff faces or gripping struggling prey. When exposed to bright sunlight its wings will also refract light into multicolored rays. In their juvenile form as a Gore Magala it lacks eyes, but upon metamorphosing it loses its heat sensors and gains useable eyes. Unlike a Gore Magala it lacks the virus carrying hairs on its wings and instead uses a currently unknown mechanism to spread the **Frenzy Virus**. A Shagaru Magala is capable of making the Frenzy Virus cover a much greater range than that of its "juvenile" form and has the potential of killing every animal in a single area. The virus strain also seems to be more intense, easily corrupting a mighty beast like Zinogre and turning pack-monsters like the Great Baggi and Baggi against each other. The dark virus aura that envelops a Shagaru Magala is so intense that it's said to dissipate only once the progenitor monster is dead.

These dragons are highly aggressive and territorial predators that won't hesitate in attacking hunters if spotted. Like elder dragons, Shagaru Magala are very rare and are considered myths in some lands. Part of this due to the fact that it takes years for a Gore Magala to molt. Many believe that when the molting process is about to begin said creature will travel to the Heaven's Mount to complete the process. In legend Shagaru Magala is known as "The Punishing God of the Mountains" due to its role of nearly wiping out all life in the mountains. The reason for this is to claim territory for themselves, prevent rivals from molting properly, and to release the next generation of Gore Magala into their territory. Their infected mist not only contains a stronger version of the Frenzy Virus but also their parasitic offspring. Their offspring live in an infected host, whether it is dead or alive, and their host acts as nursery for the young. They get their nutrition and everything they need from their host before eventually bursting out of their host's body. Once Shagaru Magala is finished breeding in a territory, it'll leave the area for its next generation and begin to wander around the world randomly. They don't reproduce again for quite awhile due to trying to prevent future monster generations from gaining a resistance against their virus while reproducing. Thus far, only three Shagaru Magala have been sighted, two of which have been killed. Many people believe that the Shagaru Magala and Gore Magala represent light and darkness.

FRENZY VIRUS

The Frenzy Virus is an infectious disease caused by the attacks and breath weapons of Gore Magala and Shagaru Magala, affecting both sentient races and monsters alike.

SIGNS AND SYMPTOMS

In large creatures, the Frenzy Virus causes a notable discoloration of the skin, fur, feathers, or hide, resulting in a dark purple hue all over the body. In addition, the monster's eyes will become a bright red and it will begin to huff a dark purple smoke from its mouth as it exhales. As its name suggests, the Frenzy Virus causes massively heightened aggression, speed, and strength in monsters, making them dangerously short-tempered and ferocious. The Frenzy Virus also seems to affect a monster's vocal cords, rendering all vocalizations shrill and harsh in sound.



In sentient races, the Frenzy Virus's effects are significantly different. Once infected, a person will experience a nullification of their natural healing abilities, making it impossible to recover health without the aid of magic. They additionally receive more damage from a frenzied monster's attacks and lose any absorption, immunity, or resistance they may have. They do gain some benefits while under the effects of the frenzied virus, their ferocity increases making it more like to deal critical damage to a creature in addition to increasing the damage they would normally cause.

PROGNOSIS

In sentient races, the virus is not known to be fatal, despite its harmful effects; once the infection has begun, its effects generally last for several minutes before vanishing. Most monsters, on the other hand, die from the Frenzy Virus within a matter of days if they are not killed by hunters first.

THE APEX STATE

When monsters manage to overcome the Frenzy Virus they will be able to suppress the Virus' fatal afflictions while retaining its benefits; and even use the virus itself and weaponize it for their own use, turning them into a completely new threat entirely. This is referred as the Apex State.

Similarly to the Frenzy Virus, monsters affected by the Apex State will have a dark purple hue over their bodies with the addition of some reddish shades. Their eyes will also be red, and they will exhale a dark mist from their mouths. The main aesthetic difference from Frenzy Virus is that Apex monsters will be surrounded by a dark smoke-like aura at all times. A monster's roar will also be greatly distorted when affected by the Apex State.

In full control of the Frenzy Virus with no ill effect, the monster under the Apex state is far more brutal, durable and relentless than they would be under the regular effects of the Virus. In addition to infecting unfortunate victims, some of the Apex monster's attacks may also be enhanced in this state with various upgrades such as longer range or increased damage. While under the Apex state, their skin is far more rigid and harder to damage, They gain resistance to cold, fire, lightning, and thunder damage in addition to immunity to bludgeoning, piercing, and slashing damage from non-magical weapons.

INFECTION OF THE FRENZY VIRUS

The most common method of infection is a claw or bite attack by an infected creature, but it is also possible to contract by spores from a breath attack. When a creature infected with the virus hit a creature with one of these abilities they gain a **Frenzy Charge**. When a creature gains 3 charges, they must make a Constitution saving throw, with a DC of 8 + the infected creature's proficiency bonus + the infected creature's Constitution modifier. On a failure, the creature is infected with the Frenzy Virus. A sentient creature may repeat this saving throw each day at Dawn to destroy the virus and recover from its effects. The virus may also be cured by a *Greater Restoration* spell.

A monster may repeat this saving throw each day at Dawn. After succeeding on three of these saving throws, the creature's immune system suppresses the fatal afflictions but retains its benefits. After failing three of these saving throws, the creature dies.

SENTIENT RACES

When a sentient creature contracts the frenzy virus, it gains the following effects.

Improved Critical. The sentient creature weapon attacks score a critical hit on a roll of 19 or 20.

Improved Damage. All spells and attacks deal an additional 1d4 damage.

Impaired Healing. The creature cannot regain Hit Points except by magical means. Potions of healing are not considered magical for this effect.

Suppressed Immunities. The creature no longer benefits from any resistance, absorption, or immunity for conditions or damage.

Vulnerability If the sentient creature gains a frenzy charge while already infected with the **Frenzy Virus**, the creature takes an additional 4 (1d6) necrotic damage from the attack.

FRENZY VIRUS TEMPLATE

A frenzied monster is any non-sentient creature that has succumbed to the frenzy virus. A frenzied monster appearance varies depending on its type. Typically its eyes will become bright red and will huff a dark purple smoke from its mouth as it exhales.

INFECTED MONSTER

When a creature contracts the frenzy virus, it retains its statistics except as described below.

Abilities Scores. The Infected Monster Strength and Dexterity abilities scores are increased by 4.

Speed. The infected monster normal, climbing, flying, and swim speed is increased by 10 feet.

THE APEX STATE

When an infected creature overcomes the frenzy virus they are able to suppress the virus fatal afflictions while retaining its benefits; it retains its statistics except as described below.

Infected. The apex creature gains all the same benefits as an Infected Monster.

Viral Attack. One attack of the GM choice applies a frenzy charge on a hit.

Damage Resistance. The apex creature has resistance to cold, fire, lightning, and thunder damage.

Damage Immunity. The apex creature has immunity to bludgeoning, piercing, and slashing damage from non-magical weapons.

Increased Range. All Melee Attacks reach increases by an additional 5 foot, Range Attacks are increased by 30 feet.



GORE MAGALA

Huge monstrosity (unknown), chaotic evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	25 (+7)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Str +15, Wis +9, Cha +11

Skills Perception +9, Stealth +11

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

Condition Immunities blind, charmed, frightened, stunned

Senses blindsight 120 ft., passive Perception 19

Languages —

Challenge 21 (33,000 XP)

Frenzy. When a creature has 3 frenzy charges, they must make a DC 22 Constitution saving throw. On a fail, the target is afflicted with the frenzy virus until dispelled by a *greater restoration* spell. On a success, the frenzy charges reset to 0.

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

Actions

Multiattack. The gore magala makes three attacks: one with its bite and two with its claw.

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage and the target gains 1 frenzy charge.

Viral Discharge. *range Weapon Attack:* +11 to hit, reach 80/320 ft., one target. *Hit:* 14 (4d6) necrotic damage and the target gains 1 frenzy charge.

Virus Wave (Recharge 5-6). The gore magala unleashes a necrotic pulse in a 30 foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 1 frenzy charge on a failed save. On a success, a target takes half the damage, and does not gain any frenzy charges.

Legendary Actions

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

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

Bad Breath. The gore magala uses its viral discharge attack.

Frenzy Dash (Costs 2 Actions). The gore magala moves up to its speed, during this move it may move through other creatures, without provoking opportunity attacks. Each creature the gore magala moves through must succeed on a DC 21 Dexterity saving throw or take 18 (3d6 + 8) bludgeoning damage and be knocked prone.



SHAGARU MAGALA

Huge monstrosity (elder), chaotic evil

Armor Class 21 (natural armor)

Hit Points 377 (26d12 + 208)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	27 (+8)	15 (+2)	15 (+2)	20 (+5)

Saving Throws Str +17, Wis +10, Cha +13

Skills Perception +10

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

Condition Immunities charmed, frightened, prone, stunned

Senses truesight 120 ft., passive Perception 20

Languages —

Challenge 25 (75,000 XP)

Frenzy. When a creature has 3 Frenzy Charges, they must make a DC 24 Constitution saving throw. On a fail, the target is afflicted with the Frenzy Virus until dispelled by a *Greater Restoration* spell. On a success, the frenzy charges reset to 0.

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

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

Actions

Multiattack. The shagaru magala makes four attacks: two with its bite and two with its claws.

Claws. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage and the target gains 1 frenzy charge.

Viral Discharge. *range Weapon Attack:* +13 to hit, reach 80/320 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target gains 1 frenzy charge.

Virus Geysers (Recharge 5-6). The shagaru magala spreads spores in a large vortex around itself. It then launches itself 60 feet in the air creating multiple 5 foot spore geysers in a 60 foot radius around them. The shagaru magala may choose up to 3 creatures in the area that must make a DC 21 Dexterity saving throw, taking 63 (14d8) necrotic damage and gain 2 frenzy charge on a failed save. On a success, a target takes half the damage, and does not gain any frenzy charges.

Legendary Actions

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

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

Bad Breath. The shagaru magala makes a viral discharge attack.

Wing Attack (Costs 2 Actions). The shagaru magala beats its wings. Each creature within 15 feet of the shagaru magala must succeed on a DC 24 Dexterity saving throw or take 22 (3d8 + 9) bludgeoning damage and be knocked prone. The shagaru magala can then fly up to half its flying speed.



THE LESHEN

The Leshen's body structure or biology is completely alien to the known world. The creature stands upright on two limbs that support an eerily humanoid body made of what appears to be wood, which it covers with ragged clothing; branches grow out of its shoulders, which may have the remains of its most recent victims hanging upon them. The Leshen's head is an animal's skull, topped by a pair of antlers unlike anything seen in the Old or New World. The Leshen seemingly lacks any functioning eyes, mouth or any features expected from the head of a living monster. Indeed, in its own world it is thought to be a nature spirit rather than any kind of living creature.

The only features of Leshens that would make sense are its long pair of arms, which end in razor-sharp claws. While Leshens aren't nearly as fast or ferocious in close-quarter combat as many creatures of the known world, the Leshen's cunning mind and magic allows it to make effective use of its claws, often pulling deceptively slow maneuvers or using its teleportation to cut down unwary opponents from behind.

Geralt of Rivia, the Witcher who came from the same world as the Leshen noted that the creature has made itself more powerful than its average brethren in their home world by absorbing the rich nutrients of the New World.

Leshens are very territorial and will attack anything that they can not (or do not wish to) influence with their magic. It is said that they are closely attuned to the forests in which they live, and will slay anyone who fails to treat the forests with respect. For this reason, legends in its homeland claim that Leshens despise humans for destroying woodlands as they expand their settlements.

While not physically agile or strong in comparison to most creatures the Commission faced (even after absorbing rich nutrients from the New World), Leshens have powerful magical abilities that they can use to command nature itself.

Leshens can summon and control strangling roots from the ground and take control of the minds of lesser creatures. So far, Jagras, Gajalaka and Revolture are the only creatures that have proven vulnerable to a Leshen's mind control. They have also been observed to teleport, dissolving into a cloud of smoke which reforms elsewhere.



LESHEN

Huge monstrosity (unknown), unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d12+60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +8, Cha +5

Skills Animal handling +6, Nature +6, Perception +6

Condition Immunities charmed, frightened, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Aura of Crows. At the start of each of the leshen's turns, each creature within 5 feet of it takes 3 (1d6) piercing damage. A creature that touches the leshen or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Crows. The leshen has an infinite number of crows (using the *Raven* stat block). Should any die, the leshen conjures more at the start of its turn.

Fire Susceptibility. If the leshen takes fire damage, it suffers several effects until the end of its next turn: it cannot teleport, it can't use its Multiattack, and it only regains 2 legendary actions at the start of its turn.

Magic Weapons. The leshen's weapon attacks are magical and its ranged weapon attacks ignore cover.

Actions

Multiattack. The leshen uses its root strike and then makes two claw attack attacks. It can replace one of its claw attacks with its murder of crows attack.

Claws. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Root Strike. The leshen targets a creature that it can see within 90 feet of it. That creature must succeed on a DC 18 Dexterity or Strength saving throw, or they are pushed back 10 feet, knocked prone, and take 14 (4d6) piercing damage. On a successful save, the creature takes half as much damage and they are not knocked prone, but they are still pushed back 10 feet.

Murder of Crows. *Range Weapon Attack.* +8 to hit, reach 80/320 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the creature is grappled or restrained, the crows continue to circle the target.

While they circle, the creature takes 3 (1d6) piercing damage at the start of its turn. The crows stop circling once the creature is no longer grappled or restrained.

Entangling Roots. The ancient leshen chooses a creature on the ground that it can see within 120 feet of it. The target must succeed on a DC 18 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 18 Strength check, freeing itself on a success.

Gnarled Growth (Recharge 5-6). The leshen releases a pulse of energy through the ground causing gnarled roots to explode outward in a 20-foot radius around it. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed saving throw, or half as much on a successful saving throw.

Legendary Actions

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

Attack. The leshen makes a claw or murder of crows attack.

Teleport. The leshen body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The leshen uses its Entangling Roots.

Summon Jagras (Costs 3 Actions). The leshen calls 3 (1d6) jagras to its aid.

Reactions

Conjure Roots (Recharge 6). When an enemy creature ends its turn, the leshen can use its reaction to create a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the leshen. A creature cannot pass through the wall, but each 5-foot section of the wall can be attacked and destroyed. (AC 10; hp 30; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

ANCIENT LESHEN

Huge monstrosity (unknown), unaligned

Armor Class 20 (natural armor)

Hit Points 230 (20d12+100)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	19 (+4)	16 (+3)	12 (+1)

Saving Throws Str +12, Con +12, Wis +10, Cha +8

Skills Animal handling +10, Insight +10, Nature +10, Perception +10

Damage Resistances bludgeoning

Condition Immunities charmed, frightened, paralyzed, stunned, unconscious

Senses darkvision 60 ft., passive Perception 20

Languages —

Challenge 21 (33,000 XP)

Aura of Crows. At the start of each of the ancient leschen's turns, each creature within 10 feet of it takes 7 (2d6) piercing damage. A creature that touches the ancient leschen or hits it with a melee attack while within 10 feet of it takes 7 (2d6) piercing damage.

Crows. The ancient leschen has an infinite number of crows (using the *Raven* stat block). Should any die, the ancient leschen conjures more at the start of its turn.

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

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

Magic Weapons. The ancient leschen's weapon attacks are magical and its ranged weapon attacks ignore cover.

Actions

Multiattack. The ancient leschen uses its root strike and then makes two claw attack attacks. It can replace one of its claw attacks with its murder of crows attack.

Claws. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 20 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to a bloody wound. Each time the ancient leschen hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Root Strike. The ancient leschen targets two creatures that it can see within 90 feet of it. Each creature must succeed on a DC 20 Dexterity or Strength saving throw, or they are pushed back 10 feet, knocked prone, and take 14 (4d6) piercing damage. On a successful save, the creature takes half as much damage and they are not knocked prone, but they are still pushed back 10 feet.

Murder of Crows. *Range Weapon Attack.* +12 to hit, reach 80/150 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the creature is grappled or restrained, the crows continue to circle the target.

While they circle, the creature takes 7 (2d6) piercing damage at the start of its turn. The crows stop circling once the creature is no longer grappled or restrained.

Entangling Roots. The ancient leschen chooses a creature on the ground that it can see within 120 feet of it. The target must succeed on a DC 20 Dexterity saving throw or be restrained by entangling roots. A creature restrained by the roots can use its action to make a DC 20 Strength check, freeing itself on a success.

Gnarled Growth (Recharge 5-6). The ancient leschen releases a pulse of energy through the ground causing gnarled roots to explode outward in a 20-foot radius around it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) piercing damage on a failed saving throw, or half as much on a successful saving throw.

Scatter (3/day). The ancient leschen's body scatters into hundreds of crows in all directions. The leschen then attacks each creature within 80 feet of it, with its *murder of crows* attack. The leschen then reappears in an unoccupied location within 60 feet of its original location.

Legendary Actions

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

Attack. The leschen makes a claw or murder of crows attack.

Teleport. The leschen body, along with any equipment it is wearing or carrying, scatters into a few dozen crows and then reforms up to 60 feet to an unoccupied space it can see.

Imprison (Costs 2 Actions). The ancient leschen uses its Entangling Roots.

Summon Shamos (Costs 3 Actions). The ancient leschen calls 3 (1d6) shamos to its aid.

Reactions

Conjure Roots (Recharge 6). When an enemy creature ends its turn, the ancient leschen can use its reaction to create a wall of roots from the ground around it. The wall forms in a circle that has a 15-foot diameter and is up to 20 feet high and 5 feet thick. The wall provides three-quarters cover.

When the wall appears, each creature within its area is pushed 5 feet away from the ancient leschen. A creature cannot pass through the wall, but each 5-foot section of the wall can be attacked and destroyed. (AC 15; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEVIATHANS

The Leviathan monster species, are identified by their similar appearance to crocodiles. They are also known to survive in underwater conditions, while others throughout magma in volcanoes. Fighting one almost always involves underwater combat; a leviathan is always guaranteed at some point to retreat to the depths of the oceans or lakes. They are almost always more adept at fighting underwater, while most adventurers are hindered by the liquids. Fighting one requires at least a modest proficiency in underwater fighting, and, barring any skill in that, a measure of luck to coax the Leviathan on land.

LUDROTH

Ludroth are mostly yellow-green in coloration, with long, sinewy bodies that enable swift and sweeping underwater movements to confuse their prey. Their claws are stubby, but effective, and their strong tails end in reinforced bony segments. Powerful jaws allow for moderately strong biting attacks. The majority of Ludroth are female, and form harems around the male Royal Ludroth.

LUDROTH

Medium leviathan, unaligned

Armor Class 12 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13(+1)	8 (-1)	10 (+0)	7 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

Charge. If the ludroth moves at least 20 ft. straight toward a target and then hits it with a Headbutt Attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. The target must make a DC 11 Constitution saving throw or become poisoned with *waterblight* for 1 minute on a failed save, or half as much damage and is not poisoned on a successful save. The target can repeat the saving throw at the end of each of its turns, end the poison on a successful save.

ROYAL LUDROTH

Large leviathan, unaligned

Armor Class 15 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	13 (+1)	7 (-2)

Senses passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Actions

Multiattack. The royal ludroth makes two claw attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must make a DC 14 Constitution saving throw, or become poisoned with *waterblight* for 1 minute. The target can repeat the saving throw at the end of each of its turns, end the poison on a successful save.

Mucus Spit (Recharge 5-6). The royal ludroth spits a glob of mucus at target creature, the target must make a DC 15 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and becomes poisoned with *waterblight* for 1 minute on a failed save, or half as much damage and is not poisoned on a successful save. The target can repeat the saving throw at the end of each of its turns, end the poison on a successful save.

ROYAL LUDROTH

It has a crown-like crest composed of several finger-like appendages tipped with black spikes as well as a large, spongy yellow mane. The Royal Ludroth has a long, serpentine body with four squat limbs. Its hind pair of legs are shaped like paddles for swimming, and its foremost pair are more muscular, tipped with developed digits ending in long black claws. Its jaws are lined with shear-like plates in the place of teeth.

As the alpha male, Royal Ludroth will usually roam around with a harem of females in tow. It is an aggressive creature, and will lash out at anything that threatens it or its clan.



UROKTOR

Leviathans that inhabit volcanoes. Noted for swarming around larger monsters' kills in order to feed. Uroktor rarely hunt for themselves, but are known for being highly aggressive. Just like their adult form, the Agnaktor, they have the remarkable ability to tunnel through solid volcanic rock. Uroktor are distinguished by their reddish-purple skin, which protects them from both the sweltering heat and volcanic predators. Uroktor will defend themselves from other monsters and adventurers alike, but will flee if they feel overwhelmed.

AGNAKTOR

Also known as Fire-Pike Wyverns, Agnaktor has developed the remarkable ability to swim through lava, meaning it can both sneak up on prey and escape from a more powerful enemy. It has a very strong beak, which it uses to burrow straight through hard volcanic rock at incredible speeds. While swimming it swallows some of the lava and stores it in its body so that it can produce its powerful lava beam. Produced between Agnaktor's scales is a non-flammable substance that never burns. This substance allows Agnaktor to coat its hide with lava and swim in lava. The molten rock on its body will eventually harden into a thick armor of rock, but when the Agnaktor touches lava, its coating becomes soft again.

Despite Agnaktor being powerful predators, they are known to leave their habitat when a powerful monster appears or during a volcanic eruption. During the Breeding Season, both males and females will swim to the summit of an active volcano to mate, this is also where most Agnaktor learn the dig through the ceiling technique. The female will then make a nest somewhere near the top and then give live birth to 2-30 individuals at a time.

UROKTOR

Medium leviathan, unaligned

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	8 (-1)	7 (-2)

Senses tremorsense 60 ft., passive Perception 9
Languages —
Challenge 1/2 (100 XP)

Actions

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

Fire Spit. *Melee Weapon Attack:* +4 to hit, range 60/100 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

AGNAKTOR

Huge leviathan, unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 30 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	7 (-2)

Damage immunities fire
Senses passive Perception 10
Languages —
Challenge 6 (2,300 XP)

Volcanic Swimmer. The agnaktor can swim in lava as if it was water.

Lava Armor. The agnaktor's body is covered in a lava-like armor which hardens when cooled and softens when heated. At the start of its turn, if agnaktor is above ground, it gains +1 AC and its movement speed is reduced by 5 feet. to a maximum of +4 AC and -20 feet of movement. If the agnaktor takes fire damage, the bonus AC from this skill is reduced by 1 and movement is increased by 5 feet. The agnaktor can reset this effect by staying submerged in lava or underground for one round.

Actions

Multiattack. The agnaktor makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Magma Beam (Recharge 5-6). The agnaktor exhales magma in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.



GOBUL

Gobul is a uniquely evolved Leviathan reminiscent of angler and puffer fish. Its body is covered in purple scales, and a bright, bioluminescent lure dangles from its forehead. It possesses a gargantuan mouth filled with equally formidable teeth. Its back features an array of retractable spines, and its tail is tipped with quills containing powerful neurotoxins, which can paralyze both predator and prey. The Gobul doesn't produce these toxins, but receives them through its food. The neurotoxin exists in the ecosystem in small quantities and gets concentrated to the top of the food chain. Gobul uses this toxin mainly for self-defense, but they will sometimes use it to paralyze its prey during mimicry.

Gobul's massive mouth and throat mean that it can swallow prey almost as large as itself completely whole. Its lure can violently emit blinding flashes of light to disorient prey to make for an easy meal. Luminescent micro-organisms are cultured in Gobul's lantern sphere, and are stimulated by shaking. It could be said that the microbial organisms that are emitting the intense light have a symbiotic relationship with the Gobul. Another theory suggests that by shaking its lantern, Gobul secretes a substance that causes a chemical reaction with the microbes to cause the flash.

It is capable of puffing out its body like a balloon to appear more imposing.

Gobul has a display of whiskers on its chin, mimicking air weeds. It leaves these whiskers to flow in the water to both hide itself and draw prey in. This natural camouflage ability is enhanced further by Gobul's ability to change the color of its skin, like a chameleon allowing it to blend into the river floor and remain undetected by prey.

Gobul isn't particularly aggressive, preferring to hide in the sediment at the bottom of the river. However, when drawn from its hiding place by hunger or agitated, it shows a surprising ability to fend off foes, outmaneuvering them in the water and sucking them into its mouth. It will even attempt to fight predators on land, where it is at a disadvantage, before retreating back to the water. It seems to be enemies with Royal Ludroth, for hunters have seen the two attack each other for territory and/or food.

Despite the Guild knowing about young Gobuls, they know very little about the adults. Gobul found at sea have been found to have developed eggs within their body, and it is believed that they swim out to sea to breed. However, it is only a theory as no fully developed adults have been discovered. It is believed that the adults are either hidden mimicking the sea bottom or have a completely different appearance.



GOBUL

Large leviathan, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	14 (+2)

Skills Perception +4, Stealth +5

Condition Immunities poisoned, paralyzed

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Lure. While hidden, the gobul can use the lure on its head to create a mesmerizing flash of lights. Any creature that can see the lure, must make a DC 13 Wisdom saving throw or be charmed for 1 minute by the gobul or until the gobul something harmful to the creature. While charmed in this way, the creature may only use its turn to move towards the lure.

Natural Camouflage. While the gobul remains motionless on river bed, lake bottom, or sea floor, it is indistinguishable from common water plants.

Amphibious. The gobul can breathe air and water.

Actions

Multiattack. The gobul makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Tail. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, or 20 (3d10 + 4) piercing damage while enlarged. On hit, the target must make a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, or 17 (3d8 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the gobul magically increases in size, along with anything it is wearing or carrying. While enlarged, the gobul is Huge, rolls one additional weapon damage die on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the gobul lacks the room to become Large, it attains the maximum size possible in the space available.

Swallow. The gobul makes one bite attack against a Medium or smaller creature that is paralyzed or charmed. If the attack hits, the target takes the bite's damage and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the gobul, and it takes 10 (3d6) acid damage at the start of each of the gobul's turns. The gobul can swallow 3 creatures while enlarged, or 2 when not enlarged.

If the gobul takes 19 damage or more on a single turn from a creature inside it, the gobul must succeed on a DC 17 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 gobul. If the gobul dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Vortex (Recharge 5-6). While underwater, the gobul opens its mouth swallowing everything in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a fail, the gobul swallows that creature without making a bite attack, even if the creature is not paralyzed or charmed. If the gobul cannot swallow all the creatures, it swallows the closest ones first and may use a bonus action to bite one additional creature that failed the saving throw.

Blinding Flash The gobul's bioluminescent lure emit blinding flashes of light in a 30-foot radius. Each creature in the area, must make a DC 15 Constitution saving throw or become blind until the end of their next turn.

Legendary Actions

The gobul can take 1 legendary action, choosing from the options below. The legendary action option can be used at the end of another creature's turn. The gobul regains the spent legendary action at the start of its turn.

Blind. The gobul uses Blinding Flash.

Devour. The gobul uses its bite attack; or Swallow on a paralyzed or charmed creature.

Roll (Must be Enlarged). The gobul extends its retractable spines on its back. It then can move up to half its movement speed, without provoking an attack of opportunity, by rolling over and impaling anything in its path. Each creature in that area must make a DC 13 Dexterity saving throw, taking 11 (2d6 + 4) piercing damage and are paralyzed for 1 minute on a failed save. On a successful save the creature takes half damage and is not paralyzed. A creature can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

NIBELSNARF

Huge leviathan, unaligned

Armor Class 17 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +4
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 8 (3,900 XP)

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

Actions

Multiattack. The nibelsnarf makes three bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Wind Tunnel (Recharge 5-6). The nibelsnarf exhales sand and debris swallowed in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 31 (9d6) bludgeoning damage on a failed save, or half as much damage on a successful save.

Reactions

Sand Cloud. When a creature makes an attack against the nibelsnarf, it can use its reaction to expel a large sand cloud from the gills on the back of its head. Any creature within 5 feet of the nibelsnarf and flanking it must make a DC 15 Strength saving throw or be knocked prone. If a creature fails the save by more than 5 they are also pushed 10 feet away from the nibelsnarf.

NIBELSNARF

Leviathans that have adapted to live in sandy areas. They burrow through sand and locate prey aurally, then suck both the target and any surrounding sand into their maws. It has the remarkable ability to swim in sand, shared only with a few monsters, and its streamlined body helps it move through it at great speeds. They are capable of burrowing into the sand and of disguising themselves as sand dunes to ambush prey.

It has a huge mouth for eating its prey such as Rhenoplos in one bite, like the Gobul. It locates its prey with hearing. It shares this trait with the Agnaktor, which is also a land dwelling Leviathan. It is possible that the two developed this ability because they spend most of their time underground. It spits sand at predators that try to attack it. Its eyes are on top of its head, so it can see its prey easier when lurking in the sand; however, their placement also makes it difficult for it to see anything directly in front of it. They also have salamander-like "gills" which it uses to filter out sand and absorb minerals in the sand. It uses this clearing of the sand as an attack, as the sand shoots from the gills at a high enough speed to hurt individuals caught in the blast. Nibelsnarf seem to have very strong stomachs, capable of withstanding a bomb exploding in it. Inside the massive mouth of this predator is an enlarged uvula that stores nutrients. This organ is essential to the leviathan's survival within the arid Sandy Plains.



MIZUTSUNE

Like most other Leviathans, Mizutsune has a long, slender body. However, it is one of the few Leviathans to actually have fur on its body. This fur covers its chest, underbelly, legs and tail. Its scales are light colored and resemble those of a fish. Its head has a long snout and is beautifully adorned by many fin-like appendages. These fins are pink with yellow markings, and they can also be seen on its back and tail. Its feet are said to be quite different from other Leviathans and allow Mizutsune to move swiftly on land.

Mizutsune's most unique adaptation is its ability to produce bubbles. It is able to produce the bubbles by using special fluid secretions, produced from its own body along with water, and rubbing its hairs in the secretions. These stiff yet soft purple hairs are found on its chest, tail, legs, and sides. The hairs are used for sliding on the fluids it produces, spreading the fluids, and even using the fluids to produce more bubbles. Mizutsune can also breathe these bubbly fluids from its mouth. It is known to use the bubbles it produces both offensively and defensively in battle. It uses the bubbles to help it move faster and to make it more flexible in battle, while simultaneously impeding the movement of any foes. In order to stop itself quickly while moving, Mizutsune has special hook-like claws that allow it to stop sliding quickly to face threats and not leave itself open. Despite Mizutsune's strange appearance, the fins it has actually act as receptors for detecting the presence of predators and prey coming through vibrations in the secretions. Like a snake, Mizutsune's teeth are recurved to prevent prey from escaping easily. Its jaws are even designed like a snake to an extent, even being able to open its mouth wide and swallow some large prey. It can also fire pressurized jets of water from its mouth, much like Plesioth.

Mizutsune are rather calm in nature until provoked. They prefer to be left alone resting near large bodies of water, while covered in their special secretions. They prefer to avoid confrontations, however, will defend themselves if need be. Once a threat has left, Mizutsune won't chase after the threat but will instead let it go. Though Mizutsune are usually calm, they are known to turn aggressive during Breeding Season. Mizutsune become aggressive or even berserk during their Breeding Season. In this season, it is not a good idea to go fishing from them being known to injure people due to their blind rage. Male Mizutsune have large fins and are able to flash their fins red to show emotion to the female Mizutsune, in order to attract them.

CONDITION: SLICK

A creature who is slick is covered in a slippery or slimy liquid. This liquid coats the body making it difficult to move or avoid attacks without slipping.

- A creature who is slick has disadvantage on Dexterity saving throws.
- A creature may only move up to half its speed while under this effect.
- A creature has disadvantage when attempting to grapple a creature, but advantage when attempting to escape a grapple when using acrobatics.

A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.



MIZUTSUNE

Huge leviathan, unaligned

Armor Class 17 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	21 (+5)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +10, Wis +6

Skills Acrobatics +10, Perception +6

Condition Immunities slick

Senses darkvision 60 ft. passive Perception 16

Languages —

Challenge 11 (7,200 XP)

Oiled Body. The mizutsune has advantage on Dexterity (acrobatic) checks.

Actions

Multiattack. The mizutsune makes three attacks: one with its bite and two with its tail. It can make both attacks against the same target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. On hit, the creature is **Slick**.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the mizutsune can't use its bite on another target.

Bubble Prison. *Range Weapon Attack:* +10 to hit, range 80/320 ft., one Large or smaller creature. *Hit:* The creature is **Slick** and enclosed in a bubble of shimmering force for 1 minute or until the bubble is destroyed. Nothing, not physical Objects, energy, or other spell effects, can pass through the bubble, in or out, though a creature in the Sphere can breathe there. A creature inside of the bubble has disadvantage on attacks due to its slippery nature. The bubble has AC 15, 30 hit points, resistance to bludgeoning damage, immunity to poison and psychic damage, but vulnerable to piercing damage. At the end of the mizutsune's turn all bubbles rise 10 feet higher into the air.

Hydropump (Recharge 5-6). The mizutsune releases a high pressure stream of water in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 55 (10d10) cold damage on a failed save, or half as much damage and not on a successful one.

Reactions

Tail Sweep. When a creature is *slick* and starts its turn within 10 feet of the mizutsune, the mizutsune can use its reaction to sweep its tail, hitting the creature's legs. The creature must then succeed on a DC 18 Dexterity saving throw or be knocked prone.

LAGIACRUS

The Lagiacrus is one of the most famous and feared Leviathan. A large water monster It sits comfortably at the top of the oceanic food chain. It is the top predator of its habitat, and even predators such as Rathalos and Rathian prefer to keep out of its way. Of course being the Lagiacrus' only real competition besides each other, the Fire Wyverns would be considered a threat to a Lagiacrus, as would a Lagiacrus to a Fire Wyvern. Lagiacrus's control of Thunder Element makes it a dangerous adversary in the aquatic habitat it resides, even for the well defended Gobul. Even Plesioth that migrate to tropical islands and flooded forests would be wary of the large and powerful leviathan as its powerful electrical attacks can easily cripple or even kill the Piscine Wyvern. This would cause Plesioth to avoid Lagiacrus at all costs. Lagiacrus are known to feed on fish, lobsters, Kelbi, Aptonoth, and Epioth.

Lagiacrus are highly aggressive Leviathans that is the "Lord of the Sea". To hunt down and capture prey, Lagiacrus will swim in a circle to form a whirlpool. These whirlpools are used to suck up fish and other prey so Lagiacrus can shock them to death before feeding on their quarry. These whirlpools are occasionally used sink boats and ships.

Lagiacrus is a large, blue aquatic leviathan, adapted to life in tropical waters. When a Lagiacrus is fully sunbathed, it turns a dry grayish-blue color and its dermal spikes turn a pale red. When it returns to the water, Lagiacrus regains a striking deep blue color and its spikes return to their original color of a very light beige.

Its hood-like structure allows it to swim through the water much quicker along with the help of its tail and limbs. Lagiacrus are able to stay submerged underwater for up to half a day without coming out for air. The large dorsal spikes on its back are used to release its electric attacks alongside a possible electro sac below each spike. Its able to release this electricity by contracting its cells at high speeds inside its muscles. When it does this some of the electricity actually combines with some of the mucus in its mouth, allowing it to spit out lightning projectiles from its mouth. In other regions, the Lagiacrus is able to bend the lightning it creates around it, how it does this is still unknown. It is known to come ashore to regain its strength after discharging or to rest when it's tired.

LAGIACRUS

Huge leviathan, unaligned

Armor Class 18 (natural armor)

Hit Points 204 (24d12 + 48)

Speed 30 ft., swim 50 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 18 (+4) 14 (+2) 10 (+0) 11 (+0) 7 (-1)

Saving Throws Wis +5, Cha +4

Skills Perception +5

Damage Immunities lightning

Senses passive Perception 15

Languages —

Challenge 14 (11,500 XP)

Lightning aura. Lightning sparks off of the lagiacrus into the surrounding area. Any creature that ends its turn within 5 feet of the lagiacrus takes 3 (1d6) lightning damage.

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

Actions

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

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage + 3 (1d6) lightning damage.

Lightning ball (Recharge 5-6). The lagiacrus exhales a ball of lightning to a location with 60 feet of it. Each creature within a 10-foot radius of the location must make a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save or half as much on a successful one.

Legendary Actions

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

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

Claw Attack. The lagiacrus makes a claw attack.

Lightning Charge (Costs 2 Actions). The lagiacrus moves up to its speed, without provoking attacks of opportunity, during this move it may move through other creatures. Any creatures the lagiacrus moves through must succeed on a DC 17 Dexterity saving throw or take 13 (3d6 + 3) lightning damage and is paralyzed until the end of their next turn.



AMPHIBIANS

Amphibians are a class of monster that are superficially frog-like in body structure, with powerful, spring-like back legs and muscular forelegs. They are known to inhabit a diverse range of environments and are typically carnivorous.

TETSUCABRA

Tetsucabra is a large Amphibian with a striking orange and indigo coloration. Its lower jaw harbors large tusks along with a large set of molars that are capable of crushing prey with ease. Tetsucabra also has a spiky stubby tail that swells up when angered.

The scales of a Tetsucabra is used mainly for camouflage inside caves and on them is a special oil that holds heat. Despite the look of the scales, its skin is actually flexible yet hard somewhat resembling an actual toad's skin. A Tetsucabra's skull is robust and durable enough to take a lot of damage from threats of all sorts. Though the Tetsucabra has two large tusks, these are not used for hunting. The primary function of these tusks is for defense and as means to manipulate the environment. The tusks themselves are capable weapons, but the Tetsucabra is also capable of hefting up heavy boulders. The Tetsucabra flings these boulders out of the way of its path but it can also use this as a method of attack to injure predator and prey alike. It uses these boulders as a shield against predators and hunters to prevent attacks. It also uses this to enclose small, tight areas, making it harder to maneuver. Another fact about the Tetsucabra is its ability to spit a glob of fluid at prey items. This sticky material acts as a powerful adhesive, sticking to the body and ground like glue. Even for a hunter, the adhesive quality of this material is not very strong, but it makes every movement a labor and greatly weakens the prey, leading to a reduction in stamina. When the Tetsucabra exerts itself, its tail inflates, possibly to help it balance itself as it picks up large boulders and rocks. The legs of a Tetsucabra help it perform powerful leaps, lunges, and jumps in the air to help it either ambush prey or to reach steep slopes out of its reach. A Tetsucabra's claws are powerful enough to break rock with ease and can destroy powerful armor.

Tetsucabra are highly aggressive, territorial monsters though their ecology is much like a frog. The amphibians are well-known for attacking and eating anything that moves in their line of sight and leaping from ponds in order to grab potential prey. Despite being found in ponds, they spend most of their time on land, which could suggest that they patrol their territory on land, much like Zamtrios. During the breeding season male Tetsucabra will create large holes to impress females so that they'll lay their eggs in them. When the female lays her eggs in the pit the male will quickly fertilize them. After fertilizing the eggs the male will then carry them in his mouth and he will not eat anything until the offspring are fully developed.

TETSUCABRA

Large beast (amphibian), unaligned

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	6 (-2)	6 (-2)

Senses passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

Dig. As a bonus action, the tetsucabra digs up a boulder (10 AC, 5hp) with its tusks granting it +3 AC. It can then use its Boulder Toss as an Action.

Actions

Multiattack. The tetsucabra makes two attacks: one with its gore and one with its stomp.

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

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Boulder Toss (requires Boulder). *Range Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.



ZAMITE

It is a small, shark-like creature whose relatively large mouth houses many rows of teeth made for attacking prey and hunters. Zamite have been sighted in a number of different stages of development, with some having fully developed legs, while others slide on their bellies. During battle, Zamite can grow larger when it ingests bodily fluids. These fluids also allow Zamites to grow legs if they are ingested by the individuals without limbs. Zamite behave just like Giggi in the manner of aggressively attacking any possible food source and draining them of their vital fluids.

ZAMITE

Medium beast (amphibian), unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 20 ft., burrow 30 ft.

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

Skills Stealth +3,

Damage Immunities: Cold

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Actions

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

ZAMTRIOS

Zamtrios is a large, quadrupedal monster with grey-blue skin and yellow fins. It is superficially shark-like in appearance, with a long, pointed snout and a mouth filled with multiple rows of sharp teeth. As the adult form of Zamite, its limbs are powerful and fully-developed. Its skin is extremely elastic in order to accommodate its inflation abilities.

Zamtrios is a powerful predator, but these Fanged Beasts mostly feed on plants, nuts, and mushrooms though they will sometimes eat meat. From the size of the Lagombi, it's very possible Zamtrios would try to hunt them. Though Zamtrios prefer to feed on smaller helpless prey, they are still quite dangerous in their own right. Zamtrios have even been found to feed on Plesioth in tropical waters. The massive and aggressive Gammoth can seriously injure, if not outright kill the Amphibian if confronted.

Zamtrios is a very strange Amphibian with many bizarre adaptations. Zamtrios now lacks the sharp spike its juvenile form has but now is able to produce a type of "armor". It is able to produce this armor by secreting a special fluid from its skin that eventually freezes around it forming this icy armor. This armor acts as a secondary protection against threats and also acts as weapon. When it forms this armor, it will also produce a long, rigid spike made of ice on top of its head, replacing the spike it once had, and spike on its tail as another weapon. When its not using its icy armor it will use freezing water to attack threats or prey from a distance and will spit balls of snow at them to stop their movement. Zamtrios have an under layer of skin directly under their skin used to replace previous old one. Their teeth, like saws, cut up prey just by rubbing against them.

When Zamtrios is damaged greatly while it has its icy armor, it will go through one of the most dramatic changes in nature. When greatly damaged, Zamtrios will greatly expand its body and inflate its body to several times its original body size. It goes through this change to intimidate an attacker and is able to do this from gas that it produces from inside its body. The downside to this is that Zamtrios becomes more susceptible to attacks while inflated and its maneuverability is dramatically decreased.

Zamtrios primarily spend most of their time in the water or under ice, constantly roaming around their territory and searching for prey. Like the Zamites, Zamtrios have huge appetites and have a single mind set on finding prey and to kill or eat any intruders in their territory. If Zamtrios have an enemy in their sight, they may actually chase them for miles upon miles of ice. During the breeding season Zamtrios will come together and mate. When female Zamtrios have mated they will then lay their eggs within the ice.



ZAMTRIOS

Huge beast (amphibian), unaligned

Armor Class 15 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	5 (-2)

Skills Perception +3, Stealth +4

Damage Immunities: cold

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Expand (2/day). The zamtrios can use a bonus action to greatly expand its belly for 1 minute. This increases its size to Gargantuan and gains resistance to bludgeoning damage. This action also remove *Ice Armor* if it is active. As a bonus action, the zamtrios can end this effect and revert back to its original size.

Actions

Multiattack. The zamtrios makes two bite attacks.

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Ice Armor. The zamtrios coats its body in ice, giving it +2 AC but -10 ft. movement for 1 minute.

Ice Drill. If the zamtrios ice armor is active and the zamtrios is underground it can then use this action to unburrow in a space occupied by another creature. The creature is pushed 5 feet out of the zamtrios space and must succeed on a DC 14 Dexterity throw or be knocked prone and take 14 (3d6+4) slashing damage plus 14 (3d6+4) piercing damage. On a successful save, the creature takes only half the damage, and isn't knocked prone.

Water Torrent (Recharge 5-6). The zamtrios shoots a beam of water from its stomach across a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.



CARAPACEON

Carapaceons are crustacean-like monsters that have hard shells and exoskeletons or crab-like bodies. When they're weakened by physical damage, they show internal bleeding by the frothing of the purple bubbles from their mouths. Carapaceons are known to hide underground and attack their prey once within range. Most of these crustaceans resemble crabs, lobsters or scorpions.

HERMITAUR

Small beast (carapaceon), unaligned

Armor Class 14 (natural armor)

Hit Points 49 (9d6 + 18)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Scuttle. As a bonus action, the hermitaur can move up to its half speed in a straight line.

Actions

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

Water Beam. *Range Weapon Attack.* +4 to hit, reach 30/120 ft., one target. *Hit:* 6 (1d8 + 2) cold damage. On a hit, the target must make a DC 12 Constitution saving throw or become poisoned with *waterblight*.

Reactions

Retreat. After being hit by an attack, the hermitaur can take the dodge action until the start of its next turn by retreating into its shell and using its shield-like claws to protect its head.

HERMITAUR

Hermitaur are hermit crab-like monsters with red carapaces and a thick white shell. The shell is grown by the crab itself; only when they grow much larger, into a Daimyo Hermitaur, will they replace it with a Monoblos skull, or into a Diablos skull. Hermitaurs are related to the Ceanataur, a blue Carapaceon that lives in Volcanic regions.

When they are left undisturbed, Hermitaurs are most often seen picking through sand with their claws, presumably searching for food. Sometimes, a Hermitaur may wait beneath the ground for prey or a hunter to pass, jumping out of the ground and striking them when they walk overhead. A Hermitaur that is burrowed underground can be spotted by the puffs of dust that it regularly spits out.

DAIMYO HERMITAUR

Daimyo Hermitaur has a large, crab-like body. It is covered in a red and white carapace and wears the skull of a Monoblos as a protective shell. They have huge, thick claws capable of holding prey as well as shielding the giant crab from most any attacks. Daimyo Hermitaur's shell is also very tough, able to deflect the blows of most weapons. The one chink in the creature's armor is its soft hindquarters, where many of the creature's major organs are stored. To fix this problem, Daimyo Hermitaur will wear the skulls of dead wyverns on their backs. Acquiring the right size shell is a chore though, and occasionally Daimyo Hermitaur can be spotted with shells too large, or small for their bodies. Almost all of Daimyo Hermitaur's shells come from members of the larger species like Monoblos. Daimyo Hermitaur also possess surprisingly strong legs, able to move the creature with great speed if necessary. The legs assist the creature in digging holes and they are able to launch themselves many feet into the air, causing them to land vigorously on top of hunters who don't react fast enough.

Some unusual rare Daimyo Hermitaur have a dark reddish color on their claws, darker legs and more shiny eyes. Along with this their shells are unusually covered in moss or algae. They also have the ability to spit long streams of water. They use new attack techniques as their claws are much stronger than average, they use their claws in a shielded position much like a human boxing while walking at a target, these claws are reported to be so strong in this position that ranged projectiles fired from guns ricochet, along with this new smarter advancing technique they perform a very aggressive non stop side to side claw snapping attack behavior that out-speeds most attackers.

Despite their size, Daimyo Hermitaur are fairly calm, when undisturbed. However, Daimyo Hermitaur will turn aggressive if they feel threatened or attacked. Most of time, they can be seen foraging for food as they roam around their environment.



DAIMYO HERMITAUR

Huge beast (carapaceon), unaligned

Armor Class 19 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft., burrow 20 ft.

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

Damage Resistances piercing, slashing

Damage Vulnerabilities lightning

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

Languages —

Challenge 9 (5,000 XP)

Scuttle. As a bonus action, the daimyo hermitaur can move up to its speed in a straight line.

Actions

Multiattack. The daimyo hermitaur makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Water Beam. *Range Weapon Attack.* +8 to hit, reach 30/120 ft., one target. *Hit:* 22 (4d8 + 4) cold damage. On a hit, the target must make a DC 16 Constitution saving throw or become poisoned with *waterblight*.

Crush (Recharge 5-6). If the daimyo hermitaur jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 22 (4d8 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the daimyo hermitaur's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the daimyo hermitaur's space.

Reactions

Retreat. After being hit by an attack, the daimyo hermitaur can take the dodge action until the start of its next turn by retreating into its shell and using its shield-like claws to protect its head.



CEANATAUR

Small beast (carapaceon), unaligned

Armor Class 14 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (-2)	10 (+0)	9 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Scuttle. As a bonus action, the ceanataur can move up to its half speed in a straight line.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 10 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a bloody wound. Each time the ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Poison Spit. *Range Weapon Attack.* +4 to hit, reach 30/120 ft., one target. *Hit:* 5 (2d4) poison damage. On a hit, the target must make a DC 10 Constitution saving throw or become poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CEANATAUR

Similar in appearance to the Hermitaur with sharper claws, leg stubs and a higher-edge shell. The shell on its back was actually grown by the Ceanataur itself. Only when it grows much larger into a Shogun Ceanataur will it replace its shell with a larger monster's skull, like a Gravios skull.

It is able to spit a small ball of poisonous fluid at foes. Sometimes, a Ceanataur may wait beneath the ground for prey or a hunter to pass, jumping out of the ground and striking them when they walk over. A Ceanataur that's burrowed underground can be spotted by the puffs of dust that it regularly spits out.

Ceanataur are very aggressive towards anything that threatens. They are well-known for chasing adventurers down in order to attack them. While young, Ceanataur are quite low in the food chain. They are known to feed on smaller species and anything else they can get their claws on. Ceanataur will even attempt to feed humans.

SHOGUN CEANATAUR

Shogun Ceanataur is a Carapaceon. However, they hardly resemble their cousins, the Daimyo Hermitaur. Shogun Ceanataur's body is covered in a blue carapace. Its head is long and knife-shaped, and features a pair of lengthy antennae. Its folding claws act as sickles, that fully extended, adding a significant amount of range to its reach. Shogun Ceanataur is known to inhabit a variety of shells, among them: A Gravios skull, a snail-like shell, and a skull belonging to an unknown wyvern.

Compared to Daimyo Hermitaur, Shogun Ceanataur has a much slimmer shape. From the lighter shell of Shogun Ceanataur, it is able to move faster than Daimyo Hermitaur. With this lighter armor, Shogun Ceanataur are also able to attack and move offensively rather than defensively. Another bizarre defense of Shogun Ceanataur is its own urine. While wearing a skull and hanging on a ceiling, Shogun Ceanataur are known to spray water on their enemies from the ceiling.

Each Shogun Ceanataur has their own personality. Some are more aggressive than others. When undisturbed, Shogun Ceanataur are usually fairly calm, however, if threatened, they will turn aggressive in an instant. They'll unsheathe their claws and will attempt to kill a foe. If the skull on Shogun Ceanataur's backside is broken, it'll immediately go looking for another one, so it can protect its vulnerable bottom.

Shogun Ceanataur are somewhat high in the food chain. They primarily feed on small creatures that live in dark environments like shrimp and insects, but will also feed on carrion. Despite this, they can more than hold their own against larger species. They are also known to have battles with Khezu and other Shogun Ceanataur in the caves of the swamp.



SHOGUN CEANATAUR

Huge beast (carapaceon), unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d12 + 60)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +9, Wis +7

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

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

Languages —

Challenge 13 (10,000 XP)

Scuttle. As a bonus action, the shogun ceanataur can move up to its speed in a straight line.

Actions

Multiattack. The shogun ceanataur makes two claw attacks. It can use poison spit in place of any melee attack.

Hydropump (Recharge 5-6). The shogun ceanataur releases a high pressure stream of water from the back of its shell in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage and not on a successful one.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 16 Constitution saving throw or lose 3 (1d6) hit points at the start of each of its turns due to a bloody wound. Each time the shogun ceanataur hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Poison Spit. *Range Weapon Attack.* +9 to hit, reach 30/120 ft., one target. *Hit:* 17 (7d4) poison damage. On a hit, the target must make a DC 17 Constitution saving throw or become poisoned 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.

Legendary Actions

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

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

Spit. The shogun ceanataur makes a Poison Spit attack.

Sweeping Strike (Costs 2 Actions). The shogun ceanataur sweeps its claws in a 10 ft. line that is 35 ft. wide. Each creature in the area must make a DC 16 Dexterity saving throw, taking 11 (2d10) slashing damage and increases the damage from a bloody wound by 3 (1d6) on a failed save. On a successful one, the target takes half damage and does not increase the bloody wounds damage.



SHEN GAOREN

Identifiable by their grey skin, towering legs and the gigantic green-yellow balls of acid that they generate and hurl from the rear of their bodies. Shen Gaoren are so large they use a Lao-Shan Lung skull for protection. Their colossal size helps them to defeat most creatures. The diet of Shen Gaoren is unknown; however, it is likely to be omnivorous, like most real-life crabs.

Its massive pincers are incredibly strong and sturdy, being described as capable of cutting through even the toughest volcanic rock. Its long legs give the Shen Gaoren an incredible field-of-vision, and if its eyesight is proficient, it should be able to spot prey from a very large distance. Like many other Carapaceons, its rear section is naturally very soft, and, if left unprotected, it's a large weak point. Fortunately, for them, Shen Gaoren are able to acquire the equally gigantic skull shells of the mighty Lao-Shan Lung, whether they are actually able to kill the massive dragon is still uncertain, but improbable, which serves as incredibly efficient armor. It has been recently found that the gigantic skull shows signs of containing the deadly dragon element but Shen Gaoren doesn't seem to use the this element. The Shen Gaoren is grey/blue in color, but its legs turn red as they experience great pain.

One of Shen Gaoren's deadliest abilities is its ability to shoot a gigantic ball of acid from its gigantic skull. This acidic ball can corrode armor rather quickly and, in some cases, it can even melt straight through the armor. It's unknown how this monster is able to produce this acid or even fire it out of its skull.

Due to Shen Gaoren not being seen interacting with other species, it is unknown how it fits into the ecological niche. Shen Gaoren are relatively passive by nature. They move about without noticing hunters; however, when enraged, it may attempt to attack hunters by using their huge sturdy claws or by moving their legs and pincers wildly. It was recently discovered that Shen Gaoren attack villages and cities because they are in its territory. Shen Gaoren were found to attack any foe that pose any threat to them, showing that these passive giants can be aggressive when they feel that their life is in danger. When Shen Gaoren get old enough, or injured in battle, they'll molt.



SHEN GAOREN

Gargantuan monstrosity (carapaceon), unaligned

Armor Class 25 (natural armor)

Hit Points 430 (21d20 + 210)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	5 (-3)	14 (+2)	9 (-1)

Saving Throws Int +6, Wis +11 Cha +8

Skills Perception +11

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

Damage Resistances acid, fire, thunder; (bludgeoning, piercing, and slashing from magical weapons while lao-shun skull is not broken)

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 21

Languages —

Challenge 30 (155,000 XP)

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

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

Siege Monster.* The shen gaoren deals double damage to objects and structures.

Lao-Shun Skull. The shen gaoren protects its vulnerable back with the skull of a Lao Shun (AC 20, 200 HP; immunity to poison and psychic damage, resistances to piercing, and slashing from nonmagical weapons, vulnerable to bludgeoning damage). Damaging the shell deals no damage to the shen gaoren. Once destroyed, the shen gaoren takes -2 to AC and becomes vulnerable to bludgeoning, piercing, and slashing from magical weapons.

Armored Legs. The shen gaoren has 4 legs stretching 30 feet up. Each leg can be attacked (AC 16; 25 hit points; immunity to poison and psychic damage, resistances to bludgeoning, piercing, and slashing from nonmagical weapons). Damaging a leg deals no damage to the shen gaoren. Reducing all four legs to 0 hit points causes the shen gaoren to immediately use its reaction to *collapse*. 3 rounds after the shen gaoren uses *collapse*, its legs heal to their maximum hp and the shen gaoren can stand up.

Actions

Summon Hermitaurs. The shen gaoren summons 5 (1d10) hermitaurs from underground within 120 feet of the shen gaoren.

Multiattack. The shen gaoren can use its Summon Hermitaurs. It then makes six attacks: four with its legs and two with its claw. It can replace any of these attacks with its acid spit, so long as the lao shun shell is not destroyed.

Claws. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained. The shen gaoren can grapple up to 2 targets, one with each claw.

Legs. Melee Weapon Attack: +19 to hit, reach 10 ft. while standing or 5 ft. while prone, one target. *Hit:* 28 (4d8 + 10) slashing damage. If the target is a creature, it must make a DC 20 Strength saving throw or be pushed back 10 feet and knocked prone.

Acid Spit (usable only when standing). Range Weapon Attack. +19 to hit, reach 30/120 ft., one target. *Hit:* 24 (4d6 + 10) acid damage. If the creature is in either metal armor or has a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the creature has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Collapse. The shen gaoren falls prone for 3 rounds crushing any creature under or around it. While prone in this way, the shen gaoren may still move up to half its movement speed and creatures do not gain advantage on melee weapon attack against the shen gaoren. Any creatures under or within 5 feet of the shen gaoren must succeed on a DC 20 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (4d8 + 10) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shen gaoren's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shen gaoren's space.

Acid Spray (Recharge 5-6, only usable while prone and Lao Shun Skull is not destroyed). The shen gaoren releases a high pressure stream of poison from its shell and turns 360 degrees around. Each creature, on the ground, in a 30-foot radius of shen gaoren must make a DC 17 Dexterity saving throw, taking 99 (18d10) acid damage on a failed save, or half as much damage and not on a successful one.

Legendary Actions

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

Move. The shen gaoren moves up to half its speed.

Attack. The shen gaoren makes one Claw or Leg attack.

Shake Off (Costs 2 Actions). The shen gaoren thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the shen gaoren must make a DC 20 Strength or Dexterity saving throw (creature's choice), or be thrown off the shen gaoren taking 21 (6d6) fall damage upon hitting the ground.

PISCINE WYVERNS

The term 'Piscine' is applied to creatures that are known to swim or glide in preference to walking on solid ground. The body structure of a Piscine usually resembles that of a fish, with lesser evolved legs in comparison to most other monster species. Piscines include the sand-dwelling creatures, which can be found throughout the desert. Monsters found commonly in the waters and one which dwells in magma, and can be found in the volcanic areas. Piscines are also known as Wyverns, due to their similar structure and ability of flight. All Piscines have two Limbs that enable them to walk on land, and a selection of Fins to help them swim through their chosen habitat. Many of their "wings" have evolved into fins.

CEPHALOS

Cephalos' body shapes are streamlined and flat, to help them swim through the sand. They have a vaguely hammer-shaped head, with eyes that face upwards. Their brown and beige coloration helps them camouflage themselves among the desert sands. These monsters are surprisingly social, swimming through the loose sand and hunting in packs. They are predatory, and can work together to defeat creatures many times their size.

From spending large amounts of time swimming in the sand, their eyesight has become very poor and now they are nearly blind. Instead Cephalos listen for not only for the footsteps of prey but, also for the breathing of prey. If the sounds are extremely loud, they will be shocked out the ground and stunned by the loud noise. To stay cool in the heat of the desert, its scales hold large amounts of moisture in its body, allowing for more activity in its environment. They can't breath in the sand so they have to occasionally jump out the sand in order to breath air. While swimming, however, they will swallow some of the sand as they swim. The swallowed sand is stored in a special organ in their body, that combines sand with its mucus, and saves this sand as a weapon to injure prey.

The true color of a Cephalos is blue, or rarely purple, but over time sand sticks to their bodies covering the blue coloration. Mildly aggressive, Cephalos are known for gathering in packs and hunt alongside their leaders, Cephadrome. They are also known for migrating to different parts of the desert when food sources are drained.



CEPHALOS

Large wyvern (piscine), unaligned

Armor Class 11 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	7 (-2)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Sensitive Ears. While underground the cephalos ears are very sensitive, Thunder skills or spells used within 60 feet force the cephalos to use its reaction to move towards the surface. If it reaches the surface while still having movement left, it launches into the air and lands prone on the ground.

Keen Hearing. The cephalos has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

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

Sand Blast. *Range Weapon Attack.* +6 to hit, reach 30/120 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

CEPHADROME

Cephadrome have yellow eyes, yellow or pink fins and blue or purple scale covered skin. This skin appears brownish black due to sand covering their body. They have a flat, diamond-shaped head (much like a hammerhead shark or a Diplocaulus, an extinct prehistoric amphibian), fins, and tail, which helps propel them through the sand.

Cephadrome are very aggressive, however, it will assume evasive maneuvers if it senses that the threat is too dangerous. Cephadrome swims in sand to avoid danger, then attacks unexpectedly to startle its foe. It also uses a sand "spray" to attack from a distance. A leader its role may be as a main attacker. A Cephadrome is also very protective of the Cephalos in its pack. They will attack larger predators or even the aggressive Diablos to distract the foe away from its pack.

Interestingly, the life of these creatures begins in water. The females will lay their eggs in an oasis and those eggs will hatch during the dry season. After the offspring hatch they will swim in the mud and as it dries it will become much tougher for the hatchlings to swim in. When the mud begins to turn into sand the hatchlings will slowly learn to swim through the sands of the desert and it is very important that they do so.

CEPHADROME

Huge wyvern (piscine), unaligned

Armor Class 16 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	23 (+6)	9 (-1)	10 (+0)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 7 (2,900 XP)

Sensitive Ears. While underground the cephadrome ears are very sensitive, Thunder skills or spells used within 60 feet force the cephadrome to use its reaction to move towards the surface. If it reaches the surface while still having movement left, it launches into the air and lands prone on the ground.

Keen Hearing. The cephadrome has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The cephadrome makes two attacks: one with its hipcheck and one with its tail; or two with its sand blast.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Sand Blast. *Range Weapon Attack.* +8 to hit, reach 30/120 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.



DELEX

They have, like the Cephalos, the ability to "swim" through sand and even expel small sand blasts from their mouth at attackers. Due to their nimbleness they are difficult to hit. Several appear in the fights with Jhen Mohran and Dah'ren Mohran, jumping onto the boat and attacking Hunters that get in their way. Delex hunt in small groups of six or seven individuals and likely prey upon small animals. They also scavenge off the remains left by larger desert-dwelling monsters.

DELEX

Small wyvern (piscine), unaligned

Armor Class 9 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	1 (-5)	8 (-1)	10 (+0)

Senses tremorsense 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Tunnel. The delex doesn't provoke an opportunity attack when it burrows out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Sand Blast. *Range Weapon Attack.* +3 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

GAJAU

Gajau have greenish scales with orange dorsal fins. They resemble catfish in appearance. Gajau are vicious predatory fish that will attack anything. Gajau will even jump out of the water to capture prey.

GAJAU

Small wyvern (piscine), unaligned

Armor Class 11 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	1 (-5)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

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

Actions

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



PLESIOTH

Plesioth are bipedal monsters with a wyvern-esque body structure. They have webbed feet and a paddle-like tail, and are covered in shiny, fish-like scales. Their mouth is filled with shark-like teeth, and their eyes glow a bright yellow. Their head and back feature large fins which can fold in and out at will.

Plesioth do not possess gills for breathing underwater, so they have to come up for air every so often to fill their lungs with air. In addition to having lungs these creatures can also breath through their skin like an amphibian or sea snake. The fins of Plesioth allow it to swim fast enough to pass a galloping horse. Covering a Plesioth's body is these shiny black scales used to hold in moisture. A scale from older Plesioth can fend off claw and fang attacks. Plesioth have powerful jaws that can crush the shell of Carapaceon, and other armored species, making preying on those species easier. One of its most well-known features is its ability to breath high-pressurized water at its foes. The water that it uses is swallowed while swimming before Plesioth actually uses it as a weapon.



Plesioth can fire highly pressurized jets of water at foes, and can use their massive size and weight to crush and batter attackers. They are highly adept at swimming and are both agile and deadly in the water. Plesioth are ambush predators, adapted to stalking prey from the water and attacking by surprise. They can occasionally be seen on land. Plesioth are commonly found in large bodies of water in a wide variety of environments, such as the jungle, flooded forests, great lake and the coastal ocean waters.

PLESIOTH

Huge wyvern (piscine), unaligned

Armor Class 14 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 30 ft., swim 40 ft.

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

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 9 (5,000 XP)

Countershading. While in water, the plesioth can take the Hide action as a bonus action.

Actions

Multiattack. The plesioth makes two attacks: one with its hipcheck and one with its tail.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Water Jet (Recharge 5-6). The plesioth releases a high pressure stream of water in an 60-foot line that is 5 feet wide or across a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage and not on a successful one.

Slither. The plesioth up to its speed on its belly without provoking attacks of opportunity, during this move it may move through other creatures. Any creatures the plesioth moves through must succeed on a DC 15 Dexterity saving throw or take 17 (3d8 + 4) bludgeoning damage and be knocked prone.

JYURATODUS

Huge wyvern (piscine), unaligned

Armor Class 16 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 11 (7,200 XP)

Wallow. The jyratodus wallows in mud, covering itself in a thick layer, which grants the jyratodus +3 AC for 1 minute or until it takes 25 damage in a single turn.

Actions

Multiattack. The jyratodus makes two attacks: two with its mud ball; or one with its bite and one with its tail. It can replace one of the melee weapon attacks with a hip check attack while on land.

Hip Check. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Mud Ball. *Range Weapon Attack:* +9 to hit, reach 30/120 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Constricting Ambush (Recharge 5-6). The jyratodus swims underwater and sends a target creature, within 60 feet flying into the air as it leaps up from the depths below. The target creature must make a DC 16 Dexterity saving throw, taking 49 (9d10) bludgeoning damage on a failed save or half as much on a successful save. If the target is Large or smaller, it is grappled (escape DC 16) Until this grapple ends, the target is restrained and takes 3 (1d6) bludgeoning damage at the start of the jyratodus's turn. The jyratodus can't Ambush another target while this target is grappled.

JYURATODUS

Jyratodus is related to Lavasioth, and as such resembles a bipedal coelacanth fish. Jyratodus's scales are vulnerable to extreme heat, becoming brittle and weak when left to dry. If jyratodus becomes too hot, it'll have a hard time breathing through its skin as well. To stay moist and keep cool, jyratodus is always covering its body in mud to protect itself from the harsh sun, which is the main reason why it lives in swampy environments. Adorning its body are many fins that are primarily used for balance. Although these appendages assist it as it swims, jyratodus will turn and adjust them while walking on land, aiding it as it moves over the uneven ground. Inside of its mouth are bone-crunching teeth used for crushing and tearing into prey. Once it has slain its victim, it'll feed the internal organs of its quarry. While swimming, jyratodus will swallow some mud and combine it with water from its water sac, making thick globs of mud that restrict the movements of predators and prey alike.

Jyratodus are highly territorial, attacking all monsters that invade its turf. It spends most of its time hidden away in its swamp, soaking in mud to stay moist, before hunting later in the day. While in its territory, it'll leave behind tracks in the water and on rocks as a warning to intruders, as well as kick up mud to scare off rivals. Barroth will unintentionally destroy these perimeters as it moves through the marsh, causing jyratodus to attack the Brute Wyvern because it sees that as a challenge for its turf.

Jyratodus only ever breed during the wet season in the Wildspire Waste. Males and females will gather together in the swamps to spawn, but only a handful of their eggs will hatch. By the time the wet season is over, most of the water will have evaporated in the swamp, drying out the eggs. Once the young hatch, they'll search for a large monster and enter into the body of the organism by swimming into an opening (Wound, nostrils, mouth, etc.) before attaching their spine-like gills to its insides. The young jyratodus will sneak into the bodies of larger creatures and feed on their insides until they get older.



BEOTODUS

Beotodus has the same body structure as the other New World's piscine wyverns – stocky body and short fins – but has a differently shaped head. Its head is slim with intense green eyes. Also unlike the others is a large black horn-like fin that projects far from its head. Beotodus's scales are black with yellow on the underbelly and head. Beotodus has a single shark-like dorsal fin and two small ear-like fins on its head. Like jyratodus, it covers its head, body, and tail in snow.

Beotodus swims through ice and deep snow as if it were water, not unlike zamtrios. This allows it to easily sneak up on and overwhelm prey hindered by the snow, though they are vulnerable to sonic bombs. They can also spit ice.



BEOTODUS

Huge wyvern (piscine), unaligned

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	8 (-1)	14 (+2)	8 (-1)

Damage Immunities cold, necrotic

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

Languages —

Challenge 12 (8,400 XP)

Frostblight. Whenever a creature takes cold damage from one of the beotodus attacks or is within 5 feet of the beotodus when it moves for the first time on its turn, it must make a DC 17 Constitution saving throw or become afflicted with iceblight for 1 minute on a failed save. A creature that is resistant or immune to cold damage automatically succeeds on their saving throw.

Sensitive Ears. When a thunder spell is used within 60 feet of the beotodus while it is underground or partially submerged, it must make a DC 15 Constitution saving throw. On a failed save, the beotodus must immediately use its reaction to move toward the surface and fully emerged if it has the movement speed to do so. The beotodus automatically fails this saving throw if a sonic bomb is used within range of it.

Snow Armor (3/day). While in snowy terrain, the beotodus can use its bonus action to cover itself in a thick layer of snow. While covered in this snow, it gains a +2 bonus to its AC and it has resistance to bludgeoning damage. Additionally when a creature touches the beotodus or hits it with a melee attack while within 5 feet of it they must make a DC 17 Constitution saving throw or become afflicted with iceblight until the end of their next turn.

Whenever the beotodus takes fire damage there is a 50% chance that the snow armor melts, reducing its AC bonus by 1. Once its bonus AC from this effect is reduced to 0, the effect ends.

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

Wade. The beotodus can partially submerge itself in snowy or icy terrain. While partially submerged, it has three-quarters cover (+5 bonus to AC and Dexterity saving throws) and can only use the following actions: horn attack, deadly Leap, and slip 'n' slide.

Actions

Multiattack. While above ground, the beotodus makes three attacks: one with its horn, one with its tail, and one with its hip check. It can replace any attack with the ice chunk attack. While partially submerged it uses its deadly leap and makes one attack with its horn.

Horn. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Hip Check. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage.

Ice Chunk. *Range Weapon Attack:* +7 to hit, reach 20/40 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) cold damage.

Deadly Leap (Must be partially submerged). If the beotodus jumps at least 15 feet as part of its movement, it can then use this action to land partially submerged in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) taking 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) cold damage and be knocked prone. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the beotodus's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the beotodus's space.

Slip 'n' Slide (Recharge 5-6). The beotodus moves up to its speed, while spinning at an incredible speed, without provoking attacks of opportunity. During this move it may move through other creatures. Any creatures the beotodus moves through must succeed on a DC 18 Dexterity saving throw, taking 17 (3d8 + 4) bludgeoning damage plus 13 (3d8) cold damage and knocked prone on a fail.

Legendary Actions

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

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

Attack (Costs 2 Actions). The beotodus makes one attack with its tail while on land, or one attack with its horn while partially submerged.

LAVASIOTH

Huge wyvern (piscine), unaligned

Armor Class 15 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	16 (+3)	14 (+2)	12 (+1)

Damage Immunities fire, bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 13 (10,000 XP)

Lava Armor. The lavasioth body is covered in a lava-like armor which hardens when cooled and softens when heated. At the start of its turn, if lavasioth is above ground, it gains +1 AC and its movement speed is reduced by 5 feet. to a maximum of +4 AC and -20 feet of movement. If the lavasioth takes fire damage, the bonus AC from this skill is reduced by 1 and movement is increased by 5 feet. The lavasioth can reset this effect by staying submerged in lava for one round.

Actions

Multiattack. The lavasioth makes three attacks: one with its bite, one with its tail, and one with its hip check. It can replace any attack with the magma rock attack.

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

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

Hip Check. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Magma Rock. *Range Weapon Attack:* +9 to hit, reach 80/320 ft., one target. *Hit:* 15 (3d6 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Slither (Recharge 5-6). The lavasioth up to its speed on its belly without provoking attacks of opportunity, during this move it may move through other creatures. Any creatures the lavasioth moves through must succeed on a DC 18 Dexterity saving throw, taking 18 (3d8 + 5) bludgeoning damage plus 13 (3d8) fire damage and knocked prone on a fail.

Legendary Actions

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

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

Check (Costs 2 Actions). The lavasioth makes one Hip Check attack.

LAVASIOTH

Lavasioth is a bipedal Piscine Wyvern that resides in lava rather than water. Its body is covered with hardened magma, forming a tough outer shell. Its head is fish-like in nature, with rounded features and large, circular eyes. Its mouth is filled with sharp, needle-like fangs. Its legs are large with hard rock scales and end in fins rather than claws. Unlike other Piscine Wyverns, Lavasioth lacks wing-like fins. Instead, it has only a pair of medium-length pectoral fins. It has a long, thick tail to assist in when swimming through the thick magma it resides in.

Lavasioth are very well adapted to live in their habitat. Having a layer of hardened lava, coal, and ore on its skin makes it very durable. They also have the ability to spit lava, which is used to attack prey, or any other monsters that may pose a threat. Lavasioth are powerful swimmers in lava and their speed in swimming through the volcanic rock is matched only by the magma-dwelling Leviathan known as Agnaktor. During the mating season, female Lavasioth will cover themselves in rare volcanic ores in order to attract a mate, giving them a reddish-crimson color.

Lavasioth are extremely territorial and will attack any monster or human that enters its area with ferocity, excluding one of its own kind.



NEOPTERONS

Neopterons are insectoid monsters known for their rigid carapaces. These monsters can range in size from tiny to enormous, and some species can fly, while others cannot. Neopterons are situated in large groups rather than individually. Most carry poisonous stingers that can paralyze prey, and their bodies are made up of acidic substances. Their weak outer-shell structures means that they are easily damaged, making it difficult to obtain adequate materials from their remains. Their materials are often used to make very sharp weapons.

ALTAROTH

Insects that widely inhabit many areas. Noted for absorbing fruit, mushrooms and honey, then carrying them back to their nest. Materials can thus be collected from their swollen abdomens, whose color is related to what is being carried. Altaroth have large mandibles used for absorbing their favorite foods. To help them feed, special enzymes are used to digest these foods. The foods are changed before they're held in Altaroth's abdomen and brought back to the colony. Altaroth are quite fragile in nature.

ALTAROTH

Small monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses passive Perception 8

Languages —

Challenge 0 (10 XP)

Actions

Corrosive Spit. *Range Weapon Attack.* +2 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) acid damage. If the creature is in either metal armor or has a metal shield being worn or carried, it takes a temporary -1 penalty to the AC it offers for 24 hours.

A **altaroth** is a nocturnal creature that can absorb mushrooms, berries, and other resources into the sacs on their backs. Alchemists and adventurers prize these creatures, for a altaroth sac contains a liquid said to cure any natural poison or disease. Though the sac is said to only hold its potency for 1d6 days after the neopteron dies. Altaroth are most commonly found in forests and in mushroom groves.



BNAHABRA

Bnahabra are similar to the Vespoidea. Bnahabra fly in a similar fashion, but there are various subspecies of the Bnahabra which vary between the regions, each with distinctly colored wings. Bnahabra are often seen attached to the sides of the walls seemingly lifeless, until a adventurer is close enough - then they fly away or attack. Unlike the Vespoidea, Bnahabra can shoot a corrosive liquid which will reduce a adventurer's elemental resistance.



BNAHABRA

Small monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)

Hit Points 5 (1d6 + 2)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

Actions

Corrosive Spray. *Range Weapon Attack.* +4 to hit, range 20/40 ft., one target. *Hit:* 2 (1d4) acid damage. Roll 1d6, the number 1=fire; 2=poison; 3=lightning; 4=cold; 5=acid; 6=necrotic. Target creature is vulnerable to the damage type rolled for 1 hour.

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

HORNETAUR

Hornetaurs sport a large horn for their size that may be used for defense. Their legs are strong, much like a Grasshopper's, so they can jump great distances. Their wings are sharp enough to cut human skin just by brushing against them. Hornetaurs will frequently attack the adventurer in groups, making it irksome to fight other monsters in the area. Hornetaurs are ravenous eaters that can eat away whole fields in a days time. They will pretty much eat everything in a area like a locust, causing major amounts of damage while doing so.

HORNETAUR

Tiny monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)
Hit Points 4 (2d4 - 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	9 (-1)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +3
Senses passive Perception 7
Languages —
Challenge 1/4 (50 XP)

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

Actions

Horn. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

VESPOID

Tiny monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)
Hit Points 5 (2d4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP)

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

Actions

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage. On hit target must make a DC 10 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

VESPOID

Vespidoids are wasp-like insects roughly the size of a housecat. They have barbed stingers at the end of their abdomens, and fly using three pairs of wings. They are known to be a nuisance for adventurers, due to their stingers loaded with a neurotoxin that can paralyze foes. Vespidoids are simple workers to a single large Vespidoid Queen. They come in two varieties. The small worker Vespidoid is charged with gathering food, maintaining the hive, and caretaking the queen and her eggs. The large, sturdier soldier vespidoids exist for the sole purpose of defending the queen. They will frequently attack any intruders, no matter how large or small. Their stingers don't penetrate the thick shells of most wyverns, but pose a significant deterrent to humans and Fanged Beasts alike.



VESPOID QUEEN

The Vespoïd Queen looks similar to the average Vespoïd but is several times larger, with a more pronounced abdomen and giant, rainbow coloured wings. She has a rigid exoskeleton covering her soft innards and she has a crown-like structure atop her head.

Vespoïd Queen rarely leave their nests as they send out workers to forage for food. They feed on smaller insects, birds, small mammals, lizards, and some vegetation. Whenever the queen does leave the nest she puts herself in serious danger as she can be preyed upon by creatures such as Gypceros, Yian Kut-Ku, Hynocatrice, and Plesioth.

The Vespoïd Queen rarely does battle; when it does, it essentially performs the same attacks as Vespoïds with more power; however, it does possess an additional attack: it sprays body fluid at hunters that halves defense. It also produces a beating sound in order to command swarm of Vespoïd in battle. The queen spends a vast majority of her time staying within the nest and laying eggs.



VESPOID QUEEN

Medium monstrosity (neopteron), unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

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

Actions

Sting. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 11 (4d4) poison damage. On hit target must make a DC 11 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

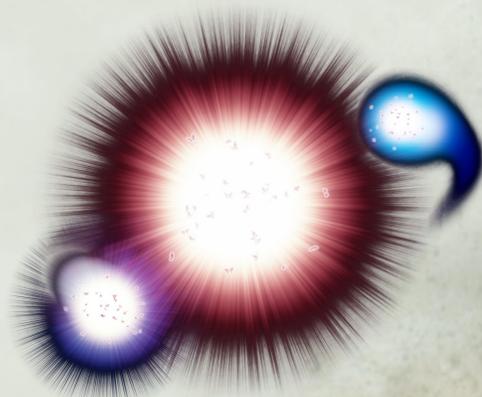
Corrosive Gas (Recharge 5-6). The vespoïd Queen releases a corrosive gas from her stinger in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much on a successful one. If a creature in that area has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

GREAT THUNDERBUG

Great Thunderbug are Thunderbug that have been living in a special environment, in most cases an Elder Dragon. From being in a special environment for so long, this Thunderbug has become giant, making it larger and brighter than other Thunderbugs. A Great Thunderbug's extracts still conduct electricity, even after dying.

Great Thunderbug can be seen most commonly and widespread in any location that is very warm and humid, and are known to feed on the electrical organs of other species, once the creature is dead.

Great Thunderbug are calm until threatened by a predator. In reality, there is only one Great Thunderbug in a swarm. Around this individual are smaller, normal Thunderbugs that are attracted to its glow. Due to the Great Thunderbug's glow, it becomes the leader of the Thunderbug swarm. By being together in a swarm, the Thunderbugs, along with their leader, the Great Thunderbug, are able to release powerful shocks that can actually paralyze threats quite easily. By swarming around a Great Thunderbug, the smaller Thunderbugs are able to generate a more powerful shock that is stronger than a regular Thunderbug's shock. The Great Thunderbug is always in the center of the swarm and if killed the other Thunderbugs will go their separate ways.



GREAT THUNDERBUG

Small monstrosity (neopteron), unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Actions

Shock. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 5 (2d4) lightning damage. On hit target must make a DC 10 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.



KONCHU

Konchu are highly adaptable and can be found in just about every type of environment. Interestingly, Konchu have a hard shell used for protection against threats. Konchu can curl themselves up into small balls, allowing them to roll around at high speeds. This adaptation can be used as both a means of escape and a form of attack. Konchu also possess powerful jaws used for grasping on to food. Variations of Konchu can have different colors depending on their environment, which they use as a form of camouflage to protect themselves from possible predators.

Konchu mostly stay hidden until they are threatened or smell food. Konchu will swarm around kills but they will wait until the predator is finished with that kill before feeding on the leftovers. When threatened, Konchu will attempt to frighten their attacker away by raising themselves onto their back feet and waving their fan-like pincers. If this does not work, they will proceed to launch themselves at their attacker in an attempt to tackle them. Oddly enough, some hunters have witnessed Konchu crawling on to the bodies of larger monsters and remaining there. This strange phenomenon seems to act as a natural form of armor for the large monsters on which the Konchu place themselves, making it difficult for hunters to damage the monster while it is covered in Konchu and their strong shells. It is uncertain whether this behavior is a sign of some sort of symbiotic relationship between Konchu and other monsters or not.

KONCHU

Small monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Skills Stealth +4

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the konchu moves at least 20 feet straight toward a target and then hits it with a roll attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

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

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

SELTAS

Seltas is a large, mantis like insectoid with a brightly-colored, highly resistant exoskeleton, which is covered in spines and knobs. He has six legs, the foremost pair are armored and weaponized for combat, and a pair of collapsible wings. His head is hidden beneath a large, armored canopy that extends far beyond the rest of his upper body. He has a pair of compound eyes and powerful slicing mandibles. Seltas is the male counterpart to the Seltas Queen.

Seltas is predatory in nature, both large and powerful enough to prey on both hunters and small monsters alike. He is known to attack from the skies and use his weaponized forelimbs to attack. In addition, he is commonly known to attach himself to his massive female partner and transport her with his powerful wings.

When he is forced to merge with Seltas Queen, he will struggle at first to escape. But when the merge has been completed, he will fight alongside Seltas Queen without question as if hypnotized. He won't even fight back when being eaten by his mate, indicating that Seltas Queen has full control of Seltas.

Seltas possess an organ within their body that produces a disgusting liquid. This liquid can be used as a weapon, and as a means of feeding, as the liquid is highly corrosive by itself. Seltas have a long, armored canopy that can be used to pierce through predators and prey alike, which is also able to pierce through rock with their powerful speed. The main weapon of the Seltas, his claws, are used as weapon and as tool to hold down and subdue prey.

SELTAS QUEEN

The Seltas Queen is a very large, beetle-like Neopteron with an armor-like exoskeleton covering its body. She is primarily a lustrous green color, but also features beige stripes and orange spines. She has six limbs, four of which make contact with the ground, the other two being used for digging and grasping prey. In addition, she has a long, segmented tail with a large pincer-like structure at the end. Seltas Queen is the female counterpart to Seltas, although she is physically very different.

These creatures are the largest known species of Neopteron to date. In fact, they are so heavy that whenever they walk the ground will shake. Seltas Queen have massive and powerful legs that end with two claws. These powerful limbs not only enable the giant insect to climb up rocky, uneven terrain, but greatly make the task of burrowing easy. The large pincers on the tail are mainly used for defense but, can also be used as another limb for both grabbing objects and prey alike. In its tail, there are specialized organs that produce pheromones that'll send a Seltas flying to a female's exact location. When the male is within range, the female will quickly grab it and inject a special pheromone-like substance that causes the male to cease struggling. The male is then under the female's complete control and will do whatever she requires of him. If in battle, both the male and female will fight as one, this makes fighting the deadly Seltas Queen even deadlier as the two Neopterons will fight as one. A Seltas Queen is also capable of spitting balls of high-pressured watery mucus from its mandibles to slow down and injure prey.

Leading a mainly solitary lifestyle, Seltas Queen will only seek out the company of a Seltas if needed. Whether it be for food, mating, transportation, or added protection a Seltas Queen won't hesitate in releasing her specialized pheromones to bend a male to her will. Amazingly if in battle and in dire need of sustenance a Seltas Queen will not hesitate in violently killing and then eating her male counterpart to survive.



SELTAS

Medium monstrosity (neopteron), unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	15 (+3)	15 (+2)	8 (-1)	9 (-1)	3 (-4)

Senses passive Perception 9

Languages —

Challenge 3 (700 XP)

Actions

Multiattack. The seltas makes three attacks: two with its claws and one with its tail.

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

Tail. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage, or half as much damage on a successful one.

SELTAS QUEEN

Huge monstrosity (neopteron), unaligned

Armor Class 18 (natural armor)

Hit Points 142 (15d12 + 45)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 11 (7,200 XP)

Drone Slave. As a Bonus Action, the seltas queen can take a seltas as a drone slave. The seltas and the queen take up the same spaces (though they can be targeted separately) and the seltas queen gains a flying speed of 60 feet. The seltas must use its action every turn to hold onto the seltas queen.

Actions

Multiattack. The seltas makes two attacks: one with its claws and one with its horn; or it makes three water orb attacks.

Claws. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d12 + 3) piercing damage. If the target is large or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The seltas queen cannot use her tail attack on another target until this grapple ends.

Water Orb. *Range Weapon Attack.* +8 to hit, reach 40/160 ft., one target. *Hit:* 10 (3d6) cold damage.

Call for Aid (1/day). The seltas queen calls out for assistance, summoning 2 seltas to aid her.

Legendary Actions

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

Attack. The seltas queen makes one water orb attack.

Devour. The seltas queen eat a seltas that is within 5 feet of her, healing for the seltas remaining hit points.

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



AHTAL-KA

"In some places, there have been legends about this Walking Treasure that wanders from place to place. This treasure is said to raid fortresses, leaving behind mass destruction, and defeat whole armies in a matter of minutes. It is even capable of taking over a whole fortress if it wants to. Though dangerous, inside this giant monster is a treasure that very few are lucky enough to see." Ahtal-Ka is a legendary Mantis-like Neopteron that has been running wild for a few decades now.

Ahtal-Ka is a legendary Mantis-like Neopteron that has been running wild for a few decades now. Ahtal-Ka are predators, though it is unknown what their common prey is. However, female Ahtal-Ka are well-known for feeding on males, showing that this species is cannibalistic in nature.

It somewhat resembles a devil's flower mantis in appearance and the color scheme is similar to that of a classical Egyptian Pharaoh. The majority of the body is golden. It has a large headpiece that has alternating gold and blue lines like those on a Pharaoh's crown. It has a pair of purple eyes, each with a minuscule black pupil (much like a mantis). It has six limbs, each of which are yellow with a set of purple triangles beneath them. There are four "legs" and two "claws"; at the end of the "legs" are small claws/talons while the "claws" have elaborate wing like extensions at the base and have a pair of large hooks at the ends. Though these claws are weapons, they are mostly used as tools in manipulating the goldensilk that Ahtal-Ka produces. This beautiful silk is sticky and strong, allowing for Ahtal-Ka to pull and hold objects together with little ease. This silk is also strong enough to hold a whole fortress together. Ahtal-Ka mostly uses the golden silk to weave together debris it has stolen from fortresses. It uses this debris to construct something truly monstrous, a "giant walking puppet" for itself called Ahtal-Neset.



Its "walking fortress", the Ahtal-Neset, is a towering war machine crudely assembled from scrap metal, debris from ruins, and the Ahtal-Ka's own silk. It is quadrupedal in structure, with a "head" vaguely reminiscent of a wyvern's and a tail tipped with metal spikes. The Ahtal-Ka's silk is visible through gaps in the joints and armor plating, and allows the Ahtal-Ka to control the movement of its creation like a marionette. When controlling the Ahtal-Neset, the Ahtal-Ka itself is covered in a silken cocoon hidden in the "chest" of the machine.



AHTAL-KA

Huge beast (neopterons), chaotic evil

Armor Class 22 (natural armor)

Hit Points 310/310 (20d12 + 180)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	28 (+9)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Dex +9, Con +16, Wis +10, Cha +12

Skills Perception +17, Acrobatics +9

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

Condition Immunities charmed, frightened, stunned

Senses darkvision 120 ft., passive Perception 27

Languages —

Challenge 23 (50,000 XP)

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

Golden Silk. When a creature makes a melee weapon attack against the ahtal-ka's webbing and misses, the weapon becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free.

Magic Resistance. The ahtal-ka has advantage on saving throws against spells and other magical effects.

Paragon Creature. The ahtal-ka counts as a number of creatures equal to its paragon multiplier (3 counting the ahtal-nest) for the purposes of determining combat encounters. The XP value for a ahtal-ka is multiplied by its paragon multiplier.

Reel in. The ahtal-ka has a 10-foot beam on its back. When it *throws* the rusted beam it can pull it back to itself as a bonus action. Any creature in the path of the beam as it is pulled in must make a DC 26 Dexterity saving throw, taking 40 (9d8) bludgeoning damage on a failed save, or half as much on a successful one.

Actions

Multiattack. The ahtal-ka uses its dragonator lance and then makes four attacks: one with its claw swipe, two with its rusty beam, and one with its spiderweb burst.

Claw swipe. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If there is another creature within 5 feet of the target, the other creature must make a DC 26 Dexterity saving throw, taking 19 (3d6+9) slashing damage on a failed save.

Rusted Beam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Dragonator Lance. The ahtal-ka pulls a 20-foot long by 5-foot wide dragonator lance from the ground within 15 feet of it. It then sends it flying along a 120-foot line. Each creature along the line must make a DC 20 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much on a successful one.

Throw (Recharge 5-6). The ahtal-ka uses its claws to pull its webbing attached to the rusted beam sending it crashing down in a 10-foot cube within 60 feet of it. Each creature within the 10-foot cube must make a DC 26 Dexterity saving throw. On a failed save the creature is knocked prone and takes 40 (9d8) bludgeoning damage. On a successful save, the target takes half as much damage and is not knocked prone.

Spiderweb burst. *Melee Weapon Attack:* +16 to hit, reach 80/320 ft., one target. *Hit:* The target is Restrained by golden webbing. As an action, the Restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Scatter Webs (Recharge 6). The ahtal-ka releases ten 120-foot long 5-foot wide strands of golden webbing from its abdomen. Each strand goes in a different direction and if it impacts a hard surface, such as a wall, it immediately stops creating a line of webbing. Any creature that starts its turn within the line or moves into it for the first time, must make a DC 26 Dexterity saving throw or they are restrained by the webbing. As an action, the Restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 20; hp 40; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Paragon Trait

Paragon Fortitude. The ahtal-ka has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, the ahtal-ka immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the ahtal-ka dies. When it takes a long rest, the ahtal-ka heals all hit points in the current pool and fully heals one depleted hit point pool.

Paragon Fury. The ahtal-ka rolls initiative with advantage. The ahtal-ka starts with 1 paragon action. If a hit point pool is depleted, the ahtal-ka gains one additional paragon action. The ahtal-ka may use a paragon action after any other creature takes a turn. If the ahtal-ka does so, they regain their reaction. *A paragon action is a complete turn. They have an action, bonus action and may move up to their full speed.* The paragon actions refresh at the start of the ahtal-ka's turn and any remaining actions from the previous turn are lost.

Ahtal-ka stat block continued on next page.

Paragon Transformation. When the first pool of hit points becomes inactive, the ahtal-ka wrap itself in a cocoon and pull its collection of scrap metal, debris, and silk forming "walking fortress" known as the Ahtal-Nest. The ahtal-nest stat block can be found below.

When the ahtal-nest is destroyed or if it is unable to form it, the ahtal-ka enrages. While enraged, the ahtal-ka changes as follows:

It gains the following abilities:

- **Dragonator Barrier.** Four dragonators constantly spin 5 feet above the ahtal-ka with the point of the lance cutting into the ground. When a creature starts its turn within 10 feet of the ahtal-ka or enters a space within 10 feet of the ahtal-ka for the first time on a turn they take 14 (2d6) slashing damage.
- **Freedom of Movement.** The ahtal-ka 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.

Its gains the following action:

- **Dragonator Swarm.** The ahtal-ka pulls out six dragonators from the ground attached to it by golden threads. When it uses this action, and as a bonus action on subsequent turns, the ahtal-ka can hurl up to two dragonators to a location within 120 feet of it. Each creature within 5 feet of the location must make a DC 26 Dexterity saving throw. The dragonator deals 22 (4d10) piercing damage on a failed save, or half as much damage on a successful save.

The following action change:

- **Rusted Beam** attack is renamed to **Rusted Wheel.**
- **Multiattack.** The ahtal-ka makes 5 attacks; two spiderweb burst attacks, one claw swipe attack, and two rusted wheel attacks.
- **Throw (Recharge 5-6).** The ahtal-ka throws the 20-foot tall, 5-foot wide rusted wheel on its back. The rusted wheel travels along the ground for 120 feet in any direction. The ahtal-ka travels with the wheel without provoking attacks of opportunity, pulling it onto its back when the wheel stops. If the rusted wheel enters a creature's space during its travel, that creature must make a DC 26 Dexterity saving throw. On a failed save the creature is knocked prone and takes 81 (18d8) bludgeoning damage. On a successful save the creature takes half as much damage and is not knocked prone.



AHTAL-NESET

Gargantuan Construct, unaligned

Armor Class 23 (natural armor)

Hit Points 259 (14d20 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	16 (+3)	17 (+3)	21 (+5)

Skills Perception + 17

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

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 27

Languages —

Challenge 23 (50,000 XP)

Cocoon. At the heart of the ahtal-neset, a ahtal-ka resides within a golden cocoon. This cocoon acts as if it was a *resilient sphere* meant for a huge sized creature. While in the cocoon, the ahtal-ka controls the ahtal-neset's actions and movement. Once the ahtal-neset reaches 0 hit points, it falls apart and the ahtal-ka is released from its cocoon.

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

Golden Orb. The ahtal-neset has 3 golden orbs made up of webbing, that fit in a 5 foot cube each, on its body; two are on either side of back between its front and hind leg, the other is located 15 feet above its back on its neck. Each orb has an AC of 20 and 50 hit points.

Golden Silk. When a creature makes a melee weapon attack against the ahtal-neset's webbing and misses, the weapon becomes stuck to it, requiring an action and a successful DC 19 Strength check to pull free.

Golden Regeneration. The ahtal-neset regenerates 90 hit points a round as it reconnects its scrap metal and debris with its golden threads. For each Golden Orb that is destroyed, the ahtal-neset's regeneration is reduced by 30.

Axiomatic Mind. The ahtal-neset can't be compelled to act in a manner contrary to its nature or its instructions from the ahtal-ka.

Siege Monster. The ahtal-neset deals double damage to objects and structures.

Walking Fortress. The ahtal-neset is a walking fortress, with four 20-foot tall climbable legs (Climb DC 20). Its back has two 20-foot long by 5-foot wide walkways adjacent to its legs.

At the start of the ahtal-neset's turn. Each creature on it that cannot fly, or has not attached itself to the ahtal-neset in some way, must succeed on a DC 20 athletics or acrobatics check or fall off the ahtal-neset.

Actions

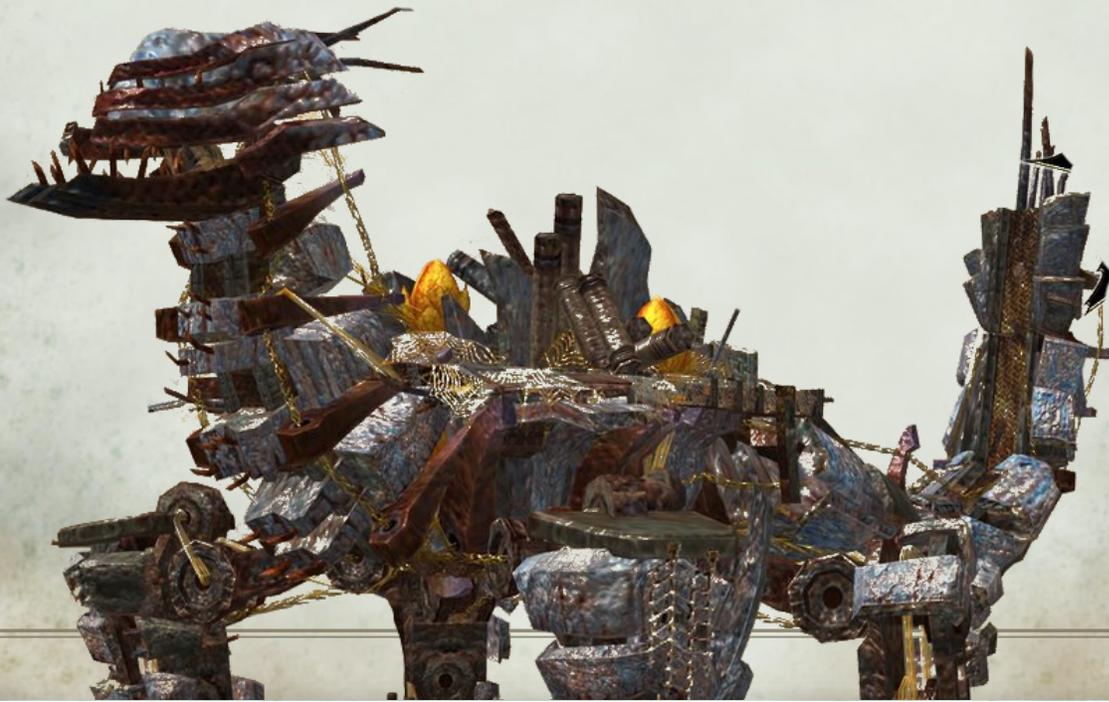
Stomp. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target on its body. *Hit:* The ahtal-neset grabs a Large or smaller creature and throws it 60 feet in the direction of its choosing. 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 is not on the ahtal-ka, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

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

Tail. The ahtal-neset makes one tail attack.



TEMNOCERAN

Temnoceran, are a class of monster characterized by its arachnoid characteristics, such as the ability to produce silk, though they have six limbs similar to Neopterons or Carapaceons. This class includes only one type of monster, the Nerscylla.

NERSCYLLA

Nerscylla physically resembles a real life Arachnid, but is much larger in size. Nerscylla is armed with four powerful legs and two claws, each one tipped with a formidable barbed hook, used for holding prey as well as keeping its grip while scaling walls. In addition, it possesses a massive pair of retractable jaws which can inflict a poisonous bite. It can produce a strong, sticky webbing that it uses to trap prey and build nests.



NERSCYLLA

Large monstrosity (temnoceran), unaligned

Armor Class 15 (natural armor)
Hit Points 144 (17d12 + 34)
Speed 30 ft., climb 30 ft.

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

Skills Perception +4, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages —
Challenge 6 (2,300 XP)

Reel in. As a bonus action, the nerscylla can pull a webbed target up to 15 feet towards the it. If the webbed creature is pulled within 5 feet of the nerscylla, it can make a stinger attack against it.

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

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

Web Sense. While in contact with a web, the nerscylla knows the exact location of any other creature in contact with the same web.

Web Swing. As a bonus action the nerscylla can fire a string of webbing as thick as a rope towards an object or terrain that is above it and is within 60 feet of it. It can then use the webbing to pull itself up to 30 feet in the direction of the object or terrain.

Nerscylla physically resembles a real life Arachnid, but is much larger in size. Its long, strong legs allow it to move at fast speeds, even sideways. At the tip of its abdomen is a large stinger it may use to attack. Sharp, poisonous spikes protrude from its back.

These large Temnocerans are ambush predators that will readily attack from behind, below, and above. When making a web they'll wisely construct it in an area where potential prey is most likely to appear. They are most commonly seen to construct their webs near farming settlements where they will attack and kill any livestock that wander into the vicinity of their web for food. Occasionally, they will even snatch away any unwary villagers/farmers that wander into their territory. As stated earlier Gypceros are the favorite prey of the Nerscylla but the food isn't the only reason why the Bird Wyvern is targeted. When killing a Gypceros the large arachnid not only eats it but disturbingly rips the skin off the avian Wyvern's body and wears it's skin as a cloak. This shocking behavior is both horrifying and intriguing to naturalists. The reason why Nerscylla do this is to increase their strength, use as camouflage, and for protection.

Web Walker. The nerscylla ignores movement restrictions caused by webbing.

Actions

Multiattack. The nerscylla makes three attack: one with its poisonous maw and two with its claws.

Poisonous Maw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage + 13 (3d8) poison damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. On hit, the target is grappled (escape DC 14).

Stinger. The nerscylla impales a webbed creature within 5 feet of it with its stinger. That creature must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the target falls unconscious for 1 hour, or until it takes damage or another creature uses an action to shake it awake.

If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Webbing Shot (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The creature is no longer restrained if the webbing is destroyed. The webbing has AC 12, 10 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

ELDER DRAGONS

A very broad term, the only thing in common amongst all elder dragons is their power which seems to border the mystical as opposed to the wyverns which are all limited to natural laws. It is said that an elder dragons is powerful enough to single handedly bring about the destruction of an ecosystem. In ancient times, they would be mistaken for gods. Many elder dragons feature four legs and wings that are separate limbs, unlike wyverns with two legs and winged forelimbs.

Although all are called dragons, the genus isn't limited to four-legged, winged creatures. Spanning to beasts such as Kirin and Yama Tsukami as well as the more traditional Fatalis. Aside from these are the 'second generation' breed that all feature a similar build, the Teostra and Kushala Daora are members of this type with all featuring some form of barrier or aura to protect them.

DIRE MIRALIS

Dire Miralis is a very large, semi-aquatic Elder Dragon. Its body structure is reminiscent of Fatalis, with relatively short limbs and a long tail and neck. Its body is filled with a magma-like substance which pools at the base of the tail, the chest, and at each shoulder. Each of these pools directs magma flow to certain parts of the body. On its back are a pair of wing-like appendages. Seemingly useless in terms of flight, these "wings" feature cannon-like chutes which can extrude globules of magma, both as a means of defense and as a way to jettison excess magma. Dire Miralis head features a frill-like structure and an upturned snout.

Due to the hot fluids inside of Dire Miralis, an intense heat is known to come from its body, boiling any sources of water around it. This intense heat can easily wipe out all living creatures within Dire Miralis's range.

Interestingly, long after a Dire Miralis dies, its heart continues to beat even if removed—just as legend states. It is said that Dire Miralis can regenerate its whole body with its heart alone, and that Dire Miralis is even immortal.

Dire Miralis is extremely hostile to all living things and can destroy an entire ecosystem just from its intense heat. A Dire Miralis actually destroyed the Tainted Sea and killed all living things in the area, filling the water with blood, until it was driven off in ancient times. This monster is one that many hunters don't live to tell about.

DIRE MIRALIS

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 155 (10d20+50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	16 (+3)	21 (+5)	12 (+1)	15 (+2)	9 (-1)
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Saving Throws Wis +6, Cha +3

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 120 ft., passive Perception 12

Languages Draconic

Challenge 11 (7,200 XP)

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

Magma Armor. When the dire miralis is below half of its maximum hp, its body cools and AC increases by +4.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiaction. The dire miralis makes two claw attacks.

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

Magma Glob. *Range Weapon Attack.* +7 to hit, reach 80/320 ft., one target. *Hit:* The target and the space it is in, are covered in lava, taking 27 (5d10) fire damage. The space is covered in lava for 24 hours before cooling. Any creature that starts its turn or enters the space for the first time, takes 11 (2d10) fire damage. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage + 18 (4d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball within 150 feet of its location. Each creature in a 25-foot radius Sphere centered on that point must make a DC 17 Dexterity saving throw. A target takes 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

TEMPERED DIRE MIRALIS

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 214 (13d20 + 78)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Con +12, Wis +8, Cha +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 120 ft., passive Perception 12

Languages Draconic

Challenge 18 (20,000 XP)

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

Magma Armor. When the dire miralis is below half of its maximum hp, its body cools and AC increases by +5.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiattack. The dire miralis makes two claw attacks. Or it makes two magma glob attacks.

Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Magma Glob. *Range Weapon Attack.* +9 to hit, reach 80/320 ft., one target. *Hit:* 33 (6d10) fire damage and the space it is in, is covered in lava for 24 hours before cooling. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried and creature that starts its turn in the lava or enters the space for the first time on a turn, takes 11 (2d10) fire damage.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage plus 22 (5d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball within 150 feet of its location. Each creature in a 25-foot-radius sphere centered on that point must make a DC 20 Dexterity saving throw. A target takes 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tremor. The dire miralis stomps on the ground sending a tremor out in a 60-foot radius around it. Each creature other than the dire miralis on the ground in that area must succeed on a DC 21 Dexterity saving throw or be knocked prone.

Magma Attack (Costs 2 Actions). The dire miralis makes a magma glob attack.



ARCHTEMPERED DIRE

MIRALIS

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)

Hit Points 437 (25d20 + 175)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	25 (+7)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Con +15, Int +9, Wis +10, Cha +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 12

Languages Draconic

Challenge 26 (90,000 XP)

Legendary Resistance (4/Day). If the dire miralis fails a saving throw, it can choose to succeed instead.

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

Magma Armor. When the dire miralis is below half of its maximum hp, its body cools and AC increases by +6.

Siege Monster. The dire miralis deals double damage to objects and structures.

Actions

Multiattack. The dire miralis makes two claw attacks. Or it makes two magma glob attacks.

Claw. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 25 (4d8+7) slashing damage.

Magma Glob. *Range Weapon Attack.* +11 to hit, reach 80/320 ft., one target. *Hit:* 38 (7d10) fire damage and the space it is in, is covered in lava for 24 hours before cooling. On a miss, an unoccupied space within 5 feet of the target is covered in lava. The lava ignites flammable objects in the area that aren't being worn or carried and creature that starts its turn in the lava or enters the space for the first time on a turn, takes 11 (2d10) fire damage.

Crush. The dire miralis slams its body on the ground in a 40-foot square in front of it. Each creature in that area must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (4d8) bludgeoning damage plus 31 (7d8) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the dire miralis's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the dire miralis's space.

Greater Fireball (Recharge 5-6). The dire miralis exhales a massive fireball within 150 feet of its location. Each creature in a 25-foot-radius sphere centered on that point must make a DC 23 Dexterity saving throw. A target takes 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tremor. The dire miralis stomps on the ground sending a tremor out in a 60-foot radius around it. Each creature other than the dire miralis on the ground in that area must succeed on a DC 23 Dexterity saving throw or be knocked prone.

Magma Attack (Costs 2 Actions). The dire miralis makes a magma glob attack.



KIRIN

Kirin resembles a unicorn, though a closer look reveals that it is covered in scales rather than a coat. Its majestic white mane and hair stand on end, as if charged with static. The monster often crackles with stray electricity.

Kirin have white fur used for picking up electricity. When enough electrical currents are picked up in the fur, Kirin will glow brightly and its hide will deflect most attacks. From this, the Adventurer's Guild believe that Kirin's high metabolism helps it pick up electricity as well. A Kirin's most vital feature is its longhorn. This horn is used to summon lightning from the sky, even when there isn't a storm cloud in sight, to strike any foes that threaten it. However, even if this horn is destroyed, Kirin can still summon lightning bolts with little effort.

Some of the more rare, older, or just stronger individuals are known for having unusually strong electrical powers that are yet to be fully understood. Some of the larger, more stronger muscles are located in its legs, capable of delivering deadly kicks. Equipped with such powerful legs, all Kirin possess the ability to run at speeds so unexpectedly fast they appear to teleport, leaving behind a trail of blue electricity.

Kirin are a highly unpredictable species. Sometimes Kirin are calm, other times they are aggressive. In one legend, it was said that a Kirin actually destroyed a whole village with its electrical powers.



KIRIN

Large celestial (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 127 (15d10+45)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	20 (+5)

Skills Perception +9, Insight +9, Religion +8
Damage Immunities lightning
Condition Immunities paralyzed
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 12 (8,400 XP)

Control Lightning. The kirin can choose any location within 30 feet of it as the starting location of the lightning bolt spell.

Innate Spellcasting. The kirin's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *control weather, expeditious retreat, gust of wind, see invisibility*

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

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

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

Spellcasting. The kirin is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *light, shocking grasp, thaumaturgy, thunderclap*

1st-5th level (4 5th-level slots): *call lightning, destructive wave, elemental bane (lightning), lightning bolt, storm sphere, thunder step, thunder wave*

Actions

Multiattack. The kirin makes three attacks: two with its hooves and one with its horn.

Hooves. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Legendary Actions

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

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

Smite. The kirin makes a hoof attack or casts thunderclap.

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

LUNAISTRA

Lunastra is colored blue as opposed to Teostra who is red. Her horns are flatter and wider, making a sort of crown structure. They are known to breathe concentrated streams of fire, as well as cloak themselves in a scalding aura. Lunastra are high in the food chain, feeding on both coal, to fuel her fire abilities, and live prey like Apceros. Though Lunastra are powerful, they have to compete with other species like Rajang, Deviljho, and Akantor.

Lunastra, as a fire dragons, naturally have expert control over fire. They can use this ability when hunting to ensure quick and devastating kills. Despite her large size, she is quick on foot and can easily chase down fast moving prey. Lunastra can also generate a fire aura around their bodies from their horns, which helps prevent brazen monsters like Tigrex from dealing serious damage to them. These adaptations enable Lunastra to become a formidable apex predator wherever she is. Their wings are covered in a powder that can be released and, at will, set a flame burning in the air resulting in explosions. This explosive powder is actually the Lunastra's old skin.

Lunastra are brutal female elder dragons, quick to attack at the first sign of trouble, though not as much as Teostra. In the ruins of the old Towers, Lunastra are commonly found in their nest together with Teostra.



LUNAISTRA

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)
Hit Points 150 (12d12+72)
Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	18 (+2)	10 (+0)

Saving Throws Str +9, Wis +6, Cha +4

Skills Perception +6

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 12 (8,400 XP)

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

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

Charge. If the lunastra moves at least 20 ft. straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage.

This suggest that both actually stay in the nest together and guard their young. Though both haven't been seen in the nest together, both of their footprints can be found in the old nests and the active nests together.

Actions

Multiattack. The lunastra makes three attacks: two with its claw and one with its bite or tail.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Claws. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. On hit, the target must make a DC 17 Strength saving throw or be knocked prone.

Fire Breath (Recharge 5-6). The lunastra exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

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

Attack. The lunastra makes a bite attack.

Devil's Powder (Costs 2 Actions). The lunastra beats its wings releasing an explosive powder and creating a spark with her teeth. Each creature within 20 feet of the lunastra must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) fire damage plus 11 (2d10) force damage and be knocked prone.



TEMPERED LUNAstra

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 187 (15d12+90)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	22 (+6)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Str +11, Dex +9, Wis +8, Cha +6

Skills Perception +8

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 19 (22,000 XP)

Charge. If the lunastra moves at least 20 ft. straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage.

Fire Aura. At the start of each of the lunastra's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the lunastra or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Goddess of the Blue Flame. Fire damage dealt by the the lunastra ignores fire resistance.

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

Actions

Multiattack. The lunastra makes three attacks: two with its claw and one with its bite or tail.

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. On hit, the target must make a DC 17 Strength saving throw or be knocked prone.

Blue Flame Breath (Recharge 5-6). The lunastra exhales blue flames in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much on a successful one.

Deadly Leap. If the lunastra jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 19 (4d6 + 5) bludgeoning damage plus 19 (4d6 + 5) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the lunastra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the lunastra's space.

Supernova Pulse (1/day). The lunastra beats its wings rising 20 feet into the air and releases a large burst of blue flames all around it. Each creature within 45 feet of the lunastra must succeed on a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage.

For the next 3 rounds, at the start of the lunastra's turn, the blue flames pulse around her in a 30-foot radius. Each creature in that area must make a DC 20 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

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

Attack. The lunastra makes a bite attack.

Devil's Powder (Costs 2 Actions). The lunastra beats its wings releasing an explosive powder and creating a spark with her teeth. Each creature within 20 feet of the lunastra must succeed on a DC 20 Dexterity saving throw or take 16 (3d10) fire damage plus 16 (3d10) force damage and be knocked prone.

TEOSTRA

Teostra is a dragon with leonine features and a fiery coloration. It has a grand mane, large fangs, and a pair of horns that curve backward. Its wings are covered in fur. Teostra is the male counterpart to Lunastra. Being predatory Elder Dragons Teostra are powerful top predators and are easily capable of killing weaker animals such as Aptonoth, Conga, Bulldrome, Iodrome, Apceros, and Cephadrome. Armed with razor sharp claws and flesh ripping teeth these Elder Dragons make short work of prey and smaller predators.

Possessing mastery over flame, there are few creatures that can hope to last against Teostra for long. To defend itself, the Teostra also utilizes a heat shield which damages enemies that get too close. To keep its flame powers going, they consume coal in volcanic environments. It also has detachable wing scales or powder that explode when ignited from a spark made when Teostra bites. It uses these to defend itself from attackers, although they give little protection against enemies with resilience to extreme heat such as Akantor or Lavasioth.

Teostra can even use the powder for many close range attacks but more skilled Teostra have learnt to use the powder at long range. When Teostra angered, it will fly into the air and ignite the powder all at once. When the powder is all ignited, Teostra will be covered in a large burst of fire, that is sometimes referred to as the Supernova.

Some extremely rare individuals have more control over their flaming powers than most. They have a different appearance also including more yellow wing webbing, a more reddish mane, red claws, orange tail end and golden eyes. New flame techniques include leaving pockets of explosive powder across the area in the air as it fights and setting them all a flame at will.

Teostra are a very aggressive monster. It will show dominance to anything that it encounters. Compared to Lunastra, who give warnings to get out of its territory, Teostra will ruthlessly attack intruders until they are dead. As one of the most aggressive Elder Dragons, Teostra are highly feared. It is not advised to go out into the Desert, Volcano, Swamp, or Tower when pairing with Lunastra, as the prospect of fighting both Lunastra and Teostra together is often considered suicidal.

A TEOSTRA'S LAIR

Teostras lair in high mountains or volcanos, dwelling in caverns under ground in the desert, or within the deep halls of abandoned mines and dwarven strongholds. Caves with volcanic or geothermal activity are the most highly prized teostras lairs, creating hazards that hinder intruders and letting searing heat and volcanic gases wash over a teostra as it sleeps. On rare occasions they can be seen living in more temperate areas such as a swamp or ancient forest, changing the area around it to suit its needs.

A teostras lair is sometimes confused with the a red dragon's lair due to both of them mainly preferring areas with intense heat. On many occasions a teostra will attempt to take a red dragons lair for its own, either by killing the red dragon or causing it to flee while gravely injured, leaving its horde of treasure behind. The teostra will guard this horde, mainly because it now belongs to him, but will typically not add to its treasure, being more concerned with intruders than riches.

A teostra encountered in its lair has a challenge rating of 14 (11,500 XP). A tempered teostra's challenge rating remains the same.

LAIR ACTIONS

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

- A tremor causes the ground to crack and magma to bubble up in a 60-foot radius centered the teostra. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be knocked prone.
- Magma erupts from a point on the ground within 120 feet of the teostra, The magma erupts in a 120-foot long, a 20-foot-high, 5-foot-wide line. Each creature in that line must make a DC 15 Dexterity saving throw, taking 11 (3d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the line that aren't being worn or carried ignite.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the teostra can see within 120 feet of it. The sphere spreads a round corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.



TEOSTRA

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)

Hit Points 156 (12d12 + 78)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	23 (+6)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Str +11, Wis +7, Cha +5

Skills Perception +7

Damage Immunities fire

Condition Immunities charmed, frightened, poisoned

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

Languages Draconic

Challenge 13 (10,000 XP)

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

Explosive Cloud. At the start of the teostra's turn, it beats its wings and four clouds of explosive powder appear in unoccupied 5-foot cubes of air within 60 feet of the teostra. Additionally every 15 feet the teostra moves, it leaves a cloud of explosive powder in a 5-foot cube. The clouds disperse after detonation, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the teostra dies.

As a Bonus action, the teostra can move up to two of these clouds 10 feet in any direction.

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

Actions

Multiattack. The teostra makes three attacks: two with its claw and one with its bite or tail.

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

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

Tail. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. On hit, the target must make a DC 19 Strength saving throw or be knocked prone.

Deadly Leap. If the teostra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 19 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 33 (6d8 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the teostra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the teostra's space.

Fire Breath (Recharge 5-6). The teostra exhales fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 32 (9d6) fire damage on a failed save, or half as much on a successful one.

Supernova (1/day). The teostra beats its wings rising 20 feet into the air and releases a large burst of fire all around it. Each creature within a 25-foot-radius sphere of the teostra must succeed on a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage and are pushed back 10 feet on a failed save, or half as much on a successful one and not pushed back.

Legendary Actions

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

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

Attack. The teostra makes a bite attack.

Detonate (Costs 2 Actions). All Explosive Clouds detonate and burst into flames. Each creature within 10-foot of a explosive cloud must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one. If a creature is within range of more than one explosive cloud, they take an additional 22 (4d10) fire damage for each additional cloud.

TEMPERED TEOSTRA

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	16 (+3)	15 (+2)	10 (+0)

Saving Throws Str +13, Con +12, Wis +8, Cha +6

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened, poisoned

Senses blindsight 60 Ft., darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 20 (25,000 XP)

Fire Aura. At the start of each of the teostra's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the teostra or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Explosive Cloud. At the start of the teostra's turn, it beats its wings and four clouds of explosive powder appear in unoccupied 5-foot cubes of air within 60 feet of the teostra. Additionally every 15 feet the teostra moves, it leaves a cloud of explosive powder in a 5-foot cube. The clouds remain until detonation, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the teostra dies.

As a Bonus action, the teostra can move up to three of these clouds 20 feet in any direction.

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

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

Actions

Multiattack. The teostra makes three attacks: two with its claw and one with its bite or tail.

Bite. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Claws. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. On hit, the target must make a DC 21 Strength saving throw or be knocked prone.

Deadly Leap. If the teostra jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 33 (6d8 + 6) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the teostra's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the teostra's space.

Fire Breath (Recharge 5-6). The teostra exhales fire in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much on a successful one.

Supernova (1/day). The teostra beats its wings rising 20 feet into the air and releases a large burst of fire all around it. Each creature within a 40-foot-radius sphere of the teostra must succeed on a DC 21 Dexterity saving throw, taking 63 (14d8) fire damage and are pushed back 10 feet on a failed save, or half as much on a successful one and not pushed back.

Legendary Actions

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

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

Attack. The teostra makes a bite attack.

Detonate (Costs 2 Actions). All Explosive Clouds detonate and burst into flames. Each creature within 10-foot of an explosive cloud must make a DC 21 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one. If a creature is within range of more than one explosive cloud, they take an additional 22 (4d10) fire damage for each additional cloud.

CHAMELEOS

Chameleos's body is covered by a purple and white hide, and its head ends with a protruding horn at the tip of its nose. Its eyes are similar to a real life chameleon's; large and orb-like, with the ability to control eye movement individually. The long and elastic tongue can extend to grasp and steal items from a distance. Its wings are a purple color with a grayish white membrane, and are used for flight and controlling the direction of its poison fog. Chameleos's large tail is reminiscent of a leaf and has a curled, spiraling tip.

Chameleos are different from other Elder Dragons, as they are not nearly as "elegant" in their appearance as other Elder Dragon species. Chameleos have a number of biological adaptations that make them extremely unique. Most notably is the Chameleos's trademark camouflage mechanism. Each species of Chameleos has a different way of camouflaging itself. By generating a weak electric current in its skin that interacts with the mist it can breathe, the Elder Dragon can bend light around itself, rendering it effectively invisible. Some Chameleos use special ore to enable their camouflage. Chameleos have independently moving eyeballs that protrude from the sides of its head to create a wider field of vision. Chameleos have several nasty defenses should it ever come under attack. They possess an extremely strong poison, which can be released from its mouth at will and often whipped into a thick cloud by the dragon's wings. Some Chameleos also possess an extra vocal cord paralysis poison in their acid globs. Finally, it can exhale large amounts of mist to further hinder the vision of hunters, allowing it to either make a swift getaway or launch a surprise attack with ease.

Chameleos are ambush hunters, waiting patiently for prey to pass by while they blend perfectly into their surroundings. Chameleos can and will eat almost anything, and can use different tactics to take down varying sizes of prey. Should its prey be a Neopteron such as a Vespoid, Altaroth, Bnahabra, or Konchu it will simply snatch it out of the air using its long sticky tongue. If it is a supply camp, it'll steal with each opportunity it gets.

Chameleos are very intelligent creatures. They will wait patiently at a spot of importance such as a water source or natural crossroads, waiting for prey to pass by. Chameleos are well known for stealing items from adventurers. Chameleos do this in order for the adventurers to lose motivation in hunting them down.

A CHAMELEOS'S LAIR

The Forest-Dwelling Chameleos very rarely share their territory with other dragons. With its ability to become invisible at will, it steals the treasures from anything that attempts to invade and take over. A chameleos lair is sometimes confused with the a green dragon's lair due to both of them having a perpetual fog hanging in the air, the chameleos carrying a sweeter whiff of its poison mist. Tiny mushrooms, known has toadstool, litter the ground releasing poisonous spores at the slightest touch. Growing bigger as you deeper into the forest.

At the center of the forest, the chameleos chooses a grove typically covered in mushrooms. The tree lining the grove are sparse, allowing the chameleos to move freely in and out. A hole has been dug out in the middle and has been filled with the treasures the chameleos has gathered from lost folk, adventurers, and anything else it has stolen in its travels

LAIR ACTIONS

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

- The Chameleos exhales a thick fog from its lungs filling the area. The fog is a 60-foot-radius, 30-foot-high cylinder centered on the chameleos, spreads around corners, and its area is heavily obscured. The fog lasts for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or when the chameleos dies. While the chameleos remains in this fog, it can use its Invisible Passage as a free action at the end of its turn
- Poisonous mist billows around one creature the chameleos can see within 120 feet of it. The creature must succeed on a DC 15 Constitution saving throw or be poisoned until initiative count 20 on the next round.
- Chameleos causes 8 small poisonous mushrooms to grow in unoccupied spaces that it chooses within the lair. While the mushrooms are heavily obscured they are considered invisible. A creature that enters a space that the poisonous mushrooms occupy must make a DC 17 Constitution saving throw, taking 11 (3d6) poison damage and become poisoned for 1 minute on a failed save, or half as much damage and are not poisoned on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.



CHAMELEOS

Huge dragon (elder), unaligned

Armor Class 16 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +7, Con +9, Wis +7, Cha +7

Skills Perception +7

Damage Immunities poison

Condition Immunities poisoned

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

Languages Draconic

Challenge 14 (11,500 XP)

Elder Sight. Magical Darkness doesn't impede the chameleos's darkvision.

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

Chameleon Skin. The chameleos has advantage on Dexterity (Stealth) checks made to hide.

Silent Step. While invisible, as a bonus action, the chameleos teleports up to 30 feet to an unoccupied space.

Actions

Multiattack. The chameleos makes three attacks: two with its horn and one with its tongue lash attack. It can replace any of these attacks with a poison spit attack.

Horn. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tongue Lash. *Melee Weapon Attack.* +10 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. On hit, if the target has an object in at least one hand, they must make a DC 15 Strength saving throw or have the object swallowed by the chameleos. If the chameleos takes 30 damage in one turn, it regurgitates all swallowed objects in an 5 foot area adjacent to it.

Poison Spit. *Range Weapon Attack.* +10 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) poison damage. On hit, a poisonous cloud appears in a 5-foot-radius, 10-foot-high cylinder centered on the target that lasts for 24 hours or until strong wind disperses the cloud. On a miss, the cloud appears in an area adjacent to the target. A creature that starts its turn in the cloud or moves through it for the first time must make a DC 17 Constitution saving throw, taking 7 (2d6) poison damage and become poisoned for 1 minute on a failed save. On a successful save the creature takes half damage and is not poisoned.

Poison Mist (Recharge 5-6). The chameleos exhales a poisonous mist in an 60-cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one. The Mist lingers until the start of the chameleos next turn. A creature that starts its turn in the mist or move through it for the first time on a turn must make a DC 17 Constitution saving throw, taking 28(8d6) poison damage and become poisoned for 1 minute on a failed save. On a successful save the creature takes half damage and is not poisoned.

Invisible Passage. The chameleos magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, the chameleos leaves no physical evidence of its passage, so it can be tracked only by magic.



NAMIELLE

Namielle is a Elder Dragon that has aspects of manta rays, deep sea fish, and jellyfish. Its massive wings are colored black on top and a light blue on the underside, with rainbow luminescence that pulses constantly. Its head is red and blue with the same pulsing luminescence but when drained of its water and dried out, it has a milky tan coloring that affects both its body and the underside of its wings. It also has multiple long whiskers on the lower jaw.

As with most Elder Dragons, most monsters flee from its mere presence. It asserts itself as the top of the food chain. What it consumes, however, is a mystery. Based on its needle-like dental structure, it can be assumed it preys on fish and possibly piscine wyverns. Only other Elder Dragons and the recently discovered Savage Deviljho, of which the Brute Wyvern is capable of equaling its strength, seem to be willing to challenge it.

Namielle is a very unique Elder Dragon its body carries semblance of various creatures found in the ocean. Its wings resemble that of a manta ray's, while the tips can discharge electricity like an electric eel. The membrane of its wings and parts of its face glows with a bioluminescent light that pulses with the color of the rainbow and it has large, needle-shaped teeth like deep-sea fish. There are also combs on its wings like a comb jelly, gifting it further bioluminescence. Its most notable feature, however, is its ability to produce, control and absorb water.

However, said water doesn't appear to be pure water but a mix of its internal saliva and water mixed together to create a slime like water that adheres and stays moist for extended periods of time. This water is shot out of its mouth and can be absorbed back in freely and with a wave of its wings or front claws it can make hunters standing on this water slide back and forth at will. It can also shoot this water at the ground causing a tidal wave to surge up. Even more interesting is that Namielle can actually produce electricity and use the lightning to cause its water patches to electrify then explode violently into steam.

Something rather unique to Namielle is that it can fly even when barely flapping its wings and glide through the air as a manta ray does in water. Namielle also seems to have the ability to blot out the sun with its body, which causes instant darkness. However, it should be noted that this ability was only demonstrated upon initially finding it.



NAMIELLE

Huge dragon (elder), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Dex +7, Con +9, Cha +6

Skills Athletics +9, Perception +7

Damage Immunities cold, lightning

Condition Immunities paralyzed, stunned

Senses darkvision 120 ft., passive Perception 17

Languages Aquan, Draconic

Challenge 14 (11,500 XP)

Amphibious. The namielle can breathe air and water.

Innate Spellcasting. The namielle's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *create or destroy water*, *control water*

Flooded. Any space that has been flooded by one of namielle's actions is filled with two to three feet of water, and it is difficult terrain for any creature without a innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

Actions

Multiattack. The namielle makes two attacks: one attack with its bite and one with its claw, or it makes two attacks with its water globule.

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

Claw. *Melee Weapon Attack:* +9 to hit, Reach 5 ft., one target. *Hit* 14 (3d6 + 4) slashing damage.

Water Globule. *Range Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 10 (3d6) cold damage and the target must succeed on a DC 17 Constitution saving throw, or become affected with waterblight 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. On a hit or miss, the 5 foot area below the target is flooded.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Maelstrom. The water in a 30-foot radius around the namielle is pulled towards it and absorbed into its body, increasing its AC by 2 until the end of its next turn. Each creature in flooded terrain must make a DC 18 Strength saving throw or take 21 (6d6) bludgeoning damage and be pulled 10 feet toward the namielle on a failed save, or half as much on a successful one and is not pulled.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 30-foot radius around it. It then rises into the sky while gathering electricity and comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 30 feet of the namielle must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much on a successful one. If the creature is within 10 feet of the namielle, it takes an extra 11 (2d10) lightning damage.

Legendary Actions

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

Attack. The namielle makes one attack with its bite or water globule.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in an 60-foot cone, flooding the area. Each creature in that area must make a DC 18 Dexterity saving throw, taking 17 (5d6) cold damage and be affected with waterblight on a failed save, or half as much damage and not affected with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space causing an explosion of steam in each space as it travels through them. Each creature in those spaces must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage plus 10 (3d6) lightning damage on a failed save, or half as much on a successful one. Spaces affected by this ability then lose the flooded status.

TEMPERED NAMIELLE

Huge dragon (elder), Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	22 (+6)	16 (+3)	15 (+2)

Saving Throws Dex +9, Con +11, Cha +8

Skills Athletics +11, Perception +9

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

Condition Immunities charmed, frightened, paralyzed, stunned

Senses darkvision 120 ft., passive Perception 19

Languages Aquan, Draconic

Challenge 19 (22,000 XP)

Amphibious. The namielle can breathe air and water.

Innate Spellcasting. The namielle's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *control water*, *wall of water*

Flooded. Any space that has been flooded by one of namielle's actions is filled with three to four feet of water, and it is difficult terrain for any creature without an innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

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

Actions

Multiattack. The namielle makes two attacks: one attack with its bite and one with its claw, or it makes two attacks with its water globule.

Bite. *Melee Weapon Attack:* +11 to hit, Reach 5 ft., one target. *Hit* 18 (3d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, Reach 5 ft., one target. *Hit* 15 (3d6 + 5) slashing damage.

Water Globule. *Range Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 14 (4d6) cold damage and the target must succeed on a DC 19 Constitution saving throw, or become affected with waterblight 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. On a hit or miss, the 5-foot area below the target is flooded.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 40 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 20 Dexterity saving throw, taking 24 (7d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Maelstrom. The water in a 40-foot radius around the namielle is pulled towards it and absorbed into its body, increasing its AC by 3 until the end of its next turn. Each creature in flooded terrain must make a DC 20 Strength saving throw or take 24 (7d6) bludgeoning damage and be pulled 10 feet toward the namielle on a failed save, or half as much on a successful one and is not pulled.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 35-foot radius around it. It then rises into the sky while gathering electricity and comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 40 feet of the namielle must make a DC 19 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save, or half as much on a successful one. If the creature is within 15 feet of the namielle, it takes an extra 16 (3d10) lightning damage.

Legendary Actions

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

Attack. The namielle makes one attack with its bite or water globule.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in a 90-foot cone, flooding the area. Each creature in that area must make a DC 20 Dexterity saving throw, taking 17 (5d6) cold damage and be affected with waterblight on a failed save, or half as much damage and not affected with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space causing an explosion of steam in each space as it travels through them. Each creature in those spaces must make a DC 19 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) lightning damage on a failed save, or half as much on a successful one. Spaces affected by this ability then lose the flooded status.

ARCHTEMPERED NAMIELLE

Huge dragon (elder), Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 325 (26d12 + 156)

Speed 40 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	24 (+7)	16 (+3)	15 (+2)

Saving Throws Dex +11, Con +13, Cha +9

Skills Athletics +11, Perception +10

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

Damage Resistances acid

Condition Immunities charmed, frightened, paralyzed, stunned, unconscious

Senses darkvision 120 ft., passive Perception 20

Languages Aquan, Draconic

Challenge 24 (62,000 XP)

Amphibious. The namielle can breathe air and water.

Innate Spellcasting. The namielle's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *control water*, *wall of water*

Flooded. Any space that has been flooded by one of namielle's actions is filled with four to five feet of water, and it is difficult terrain for any creature without an innate or magical swimming speed. The flooded areas remain flooded for 24 hours, until the namielle absorbs the water, or until it is turned to steam.

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

Magical Resistance. The namielle has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The namielle makes three attacks: one attack with its bite and two with its claw, or it makes three attacks with its water globule.

Bite. *Melee Weapon Attack:* +14 to hit, Reach 5 ft., one target. *Hit* 20 (3d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, Reach 5 ft., one target. *Hit* 17 (3d6 + 7) slashing damage.

Water Globule. *Range Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 17 (5d6) cold damage and the target must succeed on a DC 21 Constitution saving throw, or become affected with waterblight 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. On a hit or miss, the 5 foot area below the target is flooded.

Tidal Wave. The namielle conjures up a wave of water that crashes down on an area in front of it. The area can be up to 45 feet long, up to 15 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 22 Dexterity saving throw, taking 31 (9d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Maelstrom. The water in a 45-foot radius around the namielle is pulled towards it and absorbed into its body, increasing its AC by 4 until the end of its next turn. Each creature in flooded terrain must make a DC 22 Strength saving throw or take 31 (9d6) bludgeoning damage and be pulled 15 feet toward the namielle on a failed save, or half as much on a successful one and is not pulled.

Electric Divebomb (Recharge 5-6). The namielle releases a torrent of water from its body, flooding the ground in a 40-foot radius around it. It then rises into the sky while gathering electricity and comes crashing down at its same location causing a massive eruption of water and a shockwave of steam. Each creature within 40 feet of the namielle must make a DC 21 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much on a successful one. If the creature is within 20 feet of the namielle, it takes an extra 22 (4d10) lightning damage.

Legendary Actions

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

Attack. The namielle makes one attack with its bite or water globule.

Water Beam (Costs 2 Actions). The namielle exhales a torrent of water in an 90-foot cone, flooding the area. Each creature in that area must make a DC 22 Dexterity saving throw, taking 35 (10d6) cold damage and be affected with waterblight on a failed save, or half as much damage and not affected with waterblight on a successful one. The water then spreads out 15 feet across the ground in all directions, flooding the area.

Electric Current (Costs 3 Actions). The namielle touches the tip of its wing to a flooded space within 10 feet of it, sending an electric current coursing through it. This current travels through each connected flooded space causing an explosion of steam in each space as it travels through them. Each creature in those spaces must make a DC 21 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) lightning damage on a failed save, or half as much on a successful one. Spaces affected by this ability then lose the flooded status.

KUSHALA DAORA

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

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

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

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



KUSHALA DAORA

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)

Hit Points 189 (18d12+72)

Speed 40 ft., fly 80 ft.

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

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

Skills Perception +7, Stealth +9

Damage Vulnerabilities poison

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

Languages Draconic

Challenge 15 (13,000 XP)

Wind Barrier. A barrier of strong wind surrounds the kushala daora in a 5-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or Objects can't pass through the barrier. Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the kushala daora are deflected upward and automatically miss. (Boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier. When a Medium sized creature enters the Wind Barrier's area for the first time on a turn or starts its turn there, they must make a DC 19 Strength saving throw or be pushed back 10 feet. If a creature fails the saving throw by more than 5 they are also knocked prone.

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

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

Actions

Multiattack. The kushala daora makes two bite attacks.

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

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

Tornado (Recharges after a long or short rest). The kushala daora conjures an tornado that lasts for 1 minute. The tornado is a 20-foot-radius, 60-foot-high spiraling cylinder of wind centered on a location within 100 feet of the kushala daora. This cylinder becomes difficult terrain for the duration, even for flying creatures. Unattended objects in this cylinder that are Large or smaller are pulled towards the center. When a creature enters the tornado's area for the first time on a turn or starts its turn there, it is struck by debris the tornado has picked up, and it must make a DC 19 Strength saving throw or taking 14 (4d6) bludgeoning damage plus 14 (4d6) slashing damage, they are pulled to the center of the cylinder, and are restrained on a failed save. On a successful save the creature takes half as much damage and they are not pulling into the center or restrained.

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

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

Legendary Actions

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

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

Bite Attack. The kushala daora makes a bite attack.

Dust Devils (Costs 2 Actions). The kushala daora chooses 3 unoccupied 5-foot cube within 60 feet of it. An elemental force that resembles a dust devil appears in the cube and lasts for 1 minute. Any creature that starts its turn within 5 feet of the dust devil must make a DC 19 Strength saving throw. On a failed save, the creature takes 9 (2d8) bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

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

VALSTRAX

Valstrax is a slender Elder Dragon covered in gleaming silver scales. Its most notable feature is its wings, which have fused into a trident-like structure. Its back is lined with fin-like projections. Its head has a small crest and its eyes are blue.

Valphalk is covered in reflective silver scales that give this monster its slim appearance. Like most other Elder Dragons, valstrax has six limbs: four legs and a pair of wings. Unique to valstrax are its trident shaped wings. The wings of the valstrax are versatile and flexible being able to stretch the arm appendages to hit far-reaching targets, expanding its wings resembling a three-fingered claw for wider area of attack or closing the wings to make use of the blade-like tip on the frontal end of the wings that is commonly used with the stretching appendages as "jabs" akin to that of a spear for accurate attacks. On the ends of both of the wings are three openings that fire off energy produced via a special organ in its chest that sucks in the air before releasing it out through the wings as a form exhaust. This allows it to fly at outrageous speeds, making it the fastest flying monster known today. When flying at high speeds, it looks like a "red comet" in the sky, showing that at its highest speed no one can identify it easily.

Valstrax can also flip its wings in two different directions: Backwards; for flying at high speeds, and Forward; attacking foes from a distance by using the energy as projectiles. valstrax's breathing methods are nearly identical to birds in a sense. The special organ in its chest is constantly glowing red and occasionally pulses whenever valstrax decides to use it for certain actions, such as flying.

Valstrax are quite calm when not disturbed, but will turn extremely aggressive if they feel threatened in anyway. No matter the foe, valstrax have a variety of ways of fighting off threats. This is the reason why it is sometimes called the Silver Wing of the Evil Star or Sky Comet Dragon. Though valstrax are quite calm in the sky, they occasionally will mistakenly crash into objects in the air from their shocking flying speeds. These objects can be about the size of an Airship or even a Flying Wyvern.



VALSTRAX

Huge dragon (elder), unaligned

Armor Class 17 (natural armor)
Hit Points 189 (18d12+72)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	12 (+1)	10 (+0)	10 (+0)

Skills Acrobatics +8, Perception +10
Senses passive Perception 20
Languages -
Challenge 16 (15,000 XP)

Brutal Wings. The valstrax deals one extra die of its damage when the valstrax hits with its wing attack (included in the attack).

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

Actions

Multiattack. The valstrax makes five attacks: one with its bite, two with its claw, and two with its wing.

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Wing. *Melee Weapon Attack.* +9 to hit, reach 15 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Firebolt. *Range Weapon Attack.* +8 to hit, reach 80/320 ft., one target. *Hit:* 14 (4d6) fire damage.

Ignition (Recharge 5-6). The valstrax spread its wings out around itself and ignites them. Fire spreads out from the wings in a 20-foot radius around the valstrax. Each creature in that area must make a DC 17 Dexterity saving throw, taking 41 (9d8) fire damage on a failed save or half as much on a successful one.

Legendary Actions

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

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

Attack. The valstrax makes a firebolt attack.

Dragon Rush (Costs 2 Actions). The valstrax moves up to half its fly speed in a straight line, during this move it may move through other creatures without provoking attacks of opportunity. Any creatures the valstrax moves through must succeed on a DC 17 Dexterity saving throw or take 22 (4d8+4) slashing damage plus 10 (3d6) fire damage and are knocked prone on a failed save. On a successful save, the target takes half damage and is not knocked prone.

AMATSUMAGATSUCHI (AMATSU)

The Amatsumagatsuchi, Amatsu for short, have a unique body structure. The head itself is quite small, though it is adorned with massive golden horns, flanked by tendrils of flesh. Amatsu's body is largely pale white in color, and covered entirely in fins that stretch along all four limbs. From its back rise more pointed fins, whereas its underside is grey and scaled, because it flies through the air and spends no time on land, Amatsu has almost vestigial feet and small, nearly useless back legs. The front legs are bordered by more white fins. When angered, red veins stand out more prominently in its wing membranes, and when near death, its chest, horns and eyes shine with a faint golden luminescence.

The average size of an Amatsu is 3133.8cm. The Amatsu has a large number of fins and wings along its body, which contribute to its ability to fly smoothly through the air. Its horns are large compared to the size of its head, much closer to the size of the fins. These horns show that nothing will attack Amatsu due to its sheer power. Its forearms are long, they are slender and designed for flight, not for walking. The amount of webbing in its fins and wings makes the Amatsu seem larger than it actually is, as they billow out in the wind. Its actual body structure is very close to a Leviathan, long and curvy, with small back legs and a fairly large tail. Its control over storms surpasses even that of Kushala Daora, this power comes from a unique jade colored organ called the "Storm Vesicle".

This organ stores large amounts of water and is how Amatsu is able to produce its terrifying storms. Unlike Kushala Daora, its wind aura does not protect it from attacks; instead, it seems to be used more aggressively as a way of making its charging attacks more dangerous. Its most deadly form of attack is a massive beam of wind and water fired from its mouth; when the beam hits the ground, it releases a torrent of water on anything nearby the point of impact. Once a Amatsu dies, the storm it made will dissipate within seconds. Showing this unique hard jade colored organ has great power.

Living mainly in the sky and mountain tops, the Amatsu is a mainly passive Elder Dragon, but the frequency that it creates storms is dependent on its mood. It does not take kindly to anything invading its airspace, as shown when it shoots down an airship on a discovery mission. When truly angered, it does not calm down easily. It is also known to take claim of a resting ground for its territory going as far as chasing out predators as powerful as groups of Zinogre if it wants their home as its own.



AMATSUMAGATSUCHI

Gargantuan dragon (elder), unaligned

Armor Class 17 (natural armor)

Hit Points 181 (11d20+66)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9

Skills Acrobatics +6, Perception +8

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, prone

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Draconic, Primordial

Challenge 17 (18,000 XP)

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

Wind Barrier. A barrier of strong wind surrounds the amatsu in a 10-foot radius around it. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or Objects can't pass through the barrier. Loose, lightweight materials brought into the barrier fly upward. Arrows, bolts, and other ordinary projectiles launched at the amatsu are deflected upward and automatically miss. (Magic arrows, boulders hurled by Giants or siege engines, and similar projectiles, are unaffected.) Creatures in Gaseous Form can't pass through the barrier.

Suppressed Power. The amatsu is unable to use its Grand Vortex Beam while it is above (90) half of its maximum hit points.

Actions

Multiattack. The amatsu makes one tail attack and one bite attack. It can replace any of these attacks with a water beam attack.

Bite. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. On hit, the target must make a DC 21 Strength saving throw or be knocked prone.

Water Beam. *Range Weapon Attack.* +6 to hit, reach 150/600 ft., one target. *Hit:* 23 (5d8) cold damage.

Wind Vortex (Recharge 5-6). The amatsu conjures an swirling vortex of hurricane winds centered on its self. Each creature within 100 feet of the amatsu must make a DC 20 Strength saving throw or are pulled 30 feet towards the amatsu. A creature that is pulled within 30 feet of the amatsu or is already within that range must make a DC 20 Strength saving throw or be thrown 130 feet straight up into the air on a failed save, or half as high on successful one. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it fell.

Grand Vortex Beam (Recharge 6). The amatsu exhales three high pressure beams of water in different directions in front of it. Each beam is a 60-foot line that is 5 feet wide. Each creature in a line must make a DC 20 Dexterity saving throw, taking 82 (15d10) cold damage on a failed save, or half as much damage on a successful one.

Control Weather (1/day). The amatsu can alter the weather in a 6-mile radius centered on it. The amatsu doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.

Legendary Actions

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

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

Bite Attack. The amatsu makes a bite attack.

Whirlwind (Costs 3 Actions). The amatsu chooses 3 unoccupied 5-foot cube within 5 feet of it. An elemental force that resembles a dust devil appears in the cubes and they move in a straight line 60 feet away from the amatsu before dispersing. Each creature in one of the lines must make a DC 20 Strength saving throw, taking 18 (4d8) force damage on a failed save or half as much on a successful one.



VELKHANA

Velkhana is a traditional dragon with the slim, upright body structure of elder Dragons like kushala kaora. Its scales and shell are a unique crystalline blue. Its head has a tiara-like crown of small horns. It summons ice to cover its wings, limbs, and tail. Its thin, lance-like tail is highly flexible and can jab at enemies.

Velkhana freely controls ice and cold wind, and can cover wide areas in ice in an instant. It breathes beams of supercooled fluid that can instantly freeze monsters. When covered in its ice armor, ice crystals form nearby, and when struck by Velkhana's ice breath they form large spires that soon explode. Small ice platforms sometimes form, which can be jumped off of. Occasionally, spikes of ice rain from clouds close to the ground when it is enraged.



VELKHANA

Huge dragon (elder), unaligned

Armor Class 17 (natural armor)

Hit Points 216 (16d12+112)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con+13, Wis +9, Cha +11

Skills Perception +9

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 19

Languages Draconic

Challenge 17 (18,000 XP)

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 3 (1d6) cold damage and is grappled by the frost (Escape 19).

Ice Armor (2/day). The velkhana can use a bonus action to coat its body in ice, giving it +2 AC for 1 minute, or until it takes 50 points of damage from a single creature on a turn.

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

Actions

Multiattack. The velkhana makes three attacks with its tail.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 21 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 21 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, three 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 19 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much on a successful one.

Each 10-foot section of the wall has 12 AC and 30 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 21 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much on a successful one.

Legendary Actions

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

Bite. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Wing Attack (costs 2 Actions). The velkhana covers the ground in a 15-foot radius in rime for 1 minute and it beats its wings. Each creature within 15 feet of it must succeed on a DC 19 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms four boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 60 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 19 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

TEMPERED VELKHANA

Huge dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 275 (19d12+152)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	14 (+2)	16 (+3)	21 (+5)

Saving Throws Dex +8, Con+15, Wis +10, Cha +12

Skills Perception +10

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 20

Languages Draconic

Challenge 22 (41,000 XP)

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 7 (2d6) cold damage and is grappled by the frost (Escape 20).

Ice Armor (2/day). The velkhana can use a bonus action to coat its body in ice, giving it +2 AC for 1 minute, or until it takes 55 points of damage from a single creature on a turn.

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

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

Actions

Multiattack. The velkhana makes three attacks with its tail.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 10 (3d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 23 Dexterity saving throw, taking 66 (12d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 23 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, four 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 19 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much on a successful one.

Each 10-foot section of the wall has 12 AC and 30 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 22 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much on a successful one.

Legendary Actions

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

Bite. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Wing Attack (costs 2 Actions). The velkhana covers the ground in a 15-foot radius in rime for 1 minute and it beats its wings. Each creature within 15 feet of it must succeed on a DC 20 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms five boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 90 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 20 Dexterity saving throw. A creature takes 9 (2d8) cold damage and 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

ARCHTEMPERED VELKHANA

Huge dragon (elder), unaligned

Armor Class 19 (natural armor)

Hit Points 341 (22d12+198)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	10 (+0)	18 (+4)	22 (+6)

Saving Throws Str +16, Dex +10, Con+17, Wis +12, Cha +14

Skills Perception +12

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 27 (105,000 XP)

Rime. An area covered in rime is difficult terrain. Additionally any creature that ends its turn while touching a frost covered area takes 10 (3d6) cold damage and is grappled by the frost (Escape 22).

Hoarfrost Armor (2/day). The velkhana can use a bonus action to coat its body in ice, granting it a +2 bonus to its AC and resistance to bludgeoning, piercing, slashing damage for 1 minute, or until it takes 60 points of damage from a single creature on a turn.

Legendary Resistance (4/Day). If the velkhana fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The velkhana makes four attacks: three attacks with its tail and one attack with its bite.

Bite. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 14 (4d6) cold damage.

Breath Weapons (Recharge 5-6). The velkhana uses one of the following breath weapons.

Cold Breath. The velkhana exhales an icy blast in a 90-foot line that is 5 feet wide. That area is covered in rime for 1 minute and each creature in that line must make a DC 25 Dexterity saving throw, taking 88 (16d10) cold damage on a failed save, or half as much damage on a successful one.

Hoarfrost Breath. The velkhana exhales an icy blast of hoarfrost in a 60-foot cone. The area is covered in rime for 1 minute and each creature in that area must make a DC 25 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Additionally, five 1 foot thick, 10-foot-square walls of ice form within the area and last for 10 minutes. If the wall is formed on a creature's space, the creature is pushed to one side of the wall and must make a DC 22 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much on a successful one.

Each 10-foot section of the wall has 15 AC and 50 hit points, and is vulnerable to fire damage. If damaged to 0 hit points, it leaves a hole filled with freezing air. The first time a creature moves through the air on a turn, it makes a DC 25 Constitution save, taking 17 (5d6) cold damage on a failed save or half as much on a successful one.

Legendary Actions

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

Bite. The velkhana makes one bite attack.

Wing Attack (costs 2 Actions). The velkhana covers the ground in a 15-foot radius in rime for 1 minute and it beats its wings. Each creature within 15 feet of it must succeed on a DC 24 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The velkhana can then fly up to half its flying speed.

Hail Storm (Costs 3 Actions). The velkhana forms six boulder-sized chunks of ice from the water in the air that plummet to the ground at different points within 120 feet of it. Each creature in a 5-foot-radius sphere centered on each point that it chooses must make a DC 22 Dexterity saving throw. A creature takes 13 (3d8) cold damage and 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one ice chunk is affected only once.

DALAMADUR

The Dalamadur has a snake-like face, with bright red eyes, numerous fangs, and many hook-like spikes along its body which start out clustered around its head and neck, and becoming more spread out along its long body, with a small cluster near the tip of its tail, which is topped with a pair of red barbs that it can rattle in a manner similar to rattlesnakes. Its has a pair of large clawed forearms, but the only remnant of hind legs it has are small spurs, similar to anacondas. Its chest has glowing vents, which huff steam. Its face and tail will also glow red when in its Raged state.

Dalamadur are quite aggressive in nature, willing to destroy adventurers at all cost. Dalamadur can easily destroy whole mountains with their coils and cause pieces of rumble to fall from them. For unknown reasons, large numbers of Dalamadur are known to raise from underground during certain times of the year.



DALAMADUR

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)
Hit Points 201 (13d20 + 65)
Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	21 (+5)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Wis +8 Cha +8
Skills Perception +14, Stealth +13
Damage Resistances fire, poison
Condition Immunities charmed, frightened, paralyzed
Senses truesight 120 ft., passive Perception 24
Languages Common, Draconic, Sylvan, Telepathy 120 ft.
Challenge 18 (20,000 XP)

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

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

Actions

Multiattack. The dalamadur can use its frightful presence. It then makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack.* +13 to hit, reach 25 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the dalamadur can't constrict another target.

Frightful Presence. Each creature of the dalamadur's choice that is within 120 feet of the dalamadur 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 dalamadur's Frightful Presence for the next 24 hours.

Rattle. Using the hypnotic sounds from the rattle on its tail, the dalamadur chooses one humanoid it can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the dalamadur's spoken and telepathic commands. If the target suffers any harm from the dalamadur or another creature or receives a suicidal command from the dalamadur, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the dalamadur's Fiendish Charm for the next 24 hours. A creature that is Deafened is immune to this effect.

Fire Breath (Recharge 5-6). The dalamadur exhales fire in a 90-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Squeeze. The dalamadur makes a Constrict attack.

Rattle (Costs 2 Actions). The dalamadur uses its Rattle.

Meteor (Costs 3 Actions). The dalamadur opens its mouth and magically creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the dalamadur can see within 120 feet of it. A target must make a DC 21 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

YAMA TSUKAMI

Yama Tsukami is an unusual Elder Dragon with an octopus-like body. It is covered in moss, algae, and other plant life, and boasts a set of four thick tentacles. In addition, it possesses two large whiskers and an oddly human-like set of teeth and gums. It produces gas within its body in order to keep itself afloat.

Yama Tsukami are constantly traveling through different areas in order to find suitable fertile land for them to feed on, even traveling over vast seas. Yama Tsukami is a dangerous monster that can potentially swallow a whole village or town. However it is believed that the winds in environments can send Yama Tsukami unintentionally into some areas so it might not intentionally be heading to attack towns. Though, most heavily forested areas are most at risk of getting eaten by a Yama Tsukami. Strangely around parts of a Great Forest, Yama Tsukami of different colors and sizes have been seen. Its theorized that they are either adults and juveniles, subspecies, or just environmental conditions. Most believe that it is due to environmental conditions that there are many different Yama Tsukami.

Yama Tsukami's most notable adoption is its ability to float with no obvious method of propulsion. From the large amounts of dirt and rotting flesh that a Yama Tsukami has swallowed, it all produces a gas inside its body that allows it to float in the air without wings. It is able to control the amount of gas it uses and able to use it as a rudder as it floats in the air.

It can even use the gas as a weapon and as a defensive shield. Despite being able to control it, Yama Tsukami can be knocked out the air if enough damage is done to it and even by crashing into the ground randomly. The creature has four large tentacles that may serve as multipurpose appendages. These tentacles are light yet very slimy. It could use these to snare prey, uproot plants, or anchor itself to landmasses or trees. At the end of these tentacles, there seem to be claws. It also uses them like whips when defending itself, crushing anything that tries to challenge it. Yama Tsukami also has a pair of large whiskers, which it uses as tentacles as well. Yama Tsukami has the parasitic Dragonwood and the mysterious Dragonmoss growing from its back along with trees and many different plants. The exact cause of this is its feeding on forest and on lakes along with its blood which is the nutrients for many different species of plants. Due to this, Yama Tsukami have become a "special" environment for some living things such as the Great Thunderbug. Sometimes as it eats whole forests and lakes, Yama Tsukami will also suck up or eat Great Thunderbugs that are caught in its mouth. From the Yama Tsukami being a "special" environment for them, they become quite different from the normal Great Thunderbugs and develop differently compared to them. They even seem to develop a bond with Yama Tsukami and will defend it from any potential threats. Yama Tsukami have incredibly long lifespans numbering in the thousands of years.



YAMA TSUKAMI

Gargantuan monstrosity (Elder), unaligned

Armor Class 17 (natural armor)

Hit Points 264 (16d20+96)

Speed 10 ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+8)	10 (+0)	23 (+6)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Str +14, Dex +6, Con, +12, Wis +9

Damage Immunities lightning

Condition Immunities charmed, frightened, paralysis, prone

Senses truesight 120 Ft., passive Perception 13

Languages Primordial but can't speak, telepathy 120 ft.

Challenge 18 (10,000 XP)

Freedom of Movement. The yama tsukami 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.

Siege Monster. The yama tsukami deals double damage to Objects and structures.

Actions

Multiattack. The yama tsukami makes three tentacle attacks, each of which it can replace with one use of fling.

Tentacle. *Melee Weapon Attack.* +14 to hit, reach 20ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, and the target is Grappled (escape DC 18). Until this grapple ends, the target is Restrained. The yama tsukami has six tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature Grappled by the yama tsukami 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 18 Dexterity saving throw or take the same damage and be knocked prone.

Bite. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage. If the target is a Large or smaller creature Grappled by the yama tsukami, that creature 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 yama tsukami, and it takes 42 (12d6) acid damage at the start of each of the yama tsukami's turns. If the yama tsukami takes 40 damage or more on a single turn from a creature inside it, the yama tsukami 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 yama tsukami. If the yama tsukami dies, a swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of Movement, exiting prone.

Summon Great Thunderbugs (Recharge 6). The yama tsukami releases 6 (1d10) great thunderbugs from its mouth that occupy a space within 20 feet of the yama tsukami.

When a great thunderbug summoned by the yama tsukami dies, it explodes in a burst of lightning. Each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Fire Plume (Recharge 5-6). The yama tsukami releases a plume of fire from its underside in a 30-foot radius around it. Each creature in that area must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much on a successful one.

Legendary Actions

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

Summon Great Thunderbugs or Fire Plume. The yama tsukami uses its Summon Great Thunderbugs or Fire Plume.

Tentacle Attack or Fling. The yama tsukami makes a tentacle Attack or uses its Fling.

Whirlwind (Costs 2 Actions). The yama tsukami extends out all of its tentacles and spins in circles. Each creature within a 20 foot radius of the yama tsukami must succeed on a DC 18 Dexterity saving throw, taking 22 (4d10) bludgeoning damage and are knocked prone on a failed save.

GOGMAZIOS

Gogmazios is a massive Elder Dragon with a body structure similar in nature to that of Gore Magala and Shagaru Magala. It has a large, heavy head with red eyes and rows of sharp teeth. When it uses its Oil laser attack, a glowing pattern, reminiscent of a scowl, is present beneath its chin, giving it the semblance of a second face. Its wingarms feature membranes that almost completely retract when not in use, and its body is covered in thick, powerful scales, carapaces, and spines of an indigo colouration. Perhaps the most notable features of Gogmazios body are the ever-present covering of a sticky, tar-like substance which it uses to incapacitate prey. It is unknown where Gogmazios exactly lives but it is theorized by scholars that it comes from swamps along with some mountainous habitats.

Despite Gogmazios habitat being unknown, Gogmazios are known to feed sulfur, which can be found in gunpowder and explosives. This was discovered after one raided Dundroma's Weapon Warehouse for many years and was seen feeding on the explosives. From this it can be assumed that Gogmazios may also feed on ore though Gogmazios hasn't been seen interacting with other monsters so this is just a hypothesis by scholars.

Gogmazios aren't the most aggressive Elder Dragons, but certainly aren't harmless and will attack if threatened. Gogmazios are known to hibernate underground for a very long period of time, spanning to a few years or even several decades, when it has obtained enough food, but waking up to feed again when food is needed. This plus it destroying some villages while searching for food is the reason why it hasn't been seen very much by people.

An adult Gogmazios is approximately 4920.5cm long and standing at a height at about 1708.5cm. Unlike most other Elder Dragons, Gogmazios has an extra pair of limbs that allow it to walk better and allow it to walk upright. From the large amounts of muscles found inside these limbs, Gogmazios is able to walk upright with very much ease and to battle some threats at close range. These extra pair of limbs even allow Gogmazios to fly with its powerful wings. The wings of Gogmazios aren't tattered. The oil on its body has actually stuck the wings to its arms due to it hardening. When greatly angered, the heat will cause the oil to evaporate from its wings and Gogmazios forces itself in the air to fly. Gogmazios don't fly easily and rarely ever fly. Gogmazios has oil circulating throughout its body, while some of the oil pours out of its body. The oil coming out of a Gogmazios is impurities, such as waste or sweat, from its skin due to its diet. The oil pours out from its chest and back, dripping onto the ground below it. This oil is very sticky, attaching to anything that it touches. Inside some of the oil is objects that were picked up by Gogmazios accidentally. These objects can be weapons, artifacts, arrows, and living organisms. Some of the oil has hardened on Gogmazios body, increasing the strength of its scales and shell, giving it better defense against potential threats. Also, found inside of its body and inside its extra limbs are special organs that allow it to produce heated fire. Gogmazios uses this fire as a tool to ignite the oil and to make its attacks deadlier than before. When greatly enraged, Gogmazios's body temperature will increase greatly, making the oil it produces ignite faster and heat up faster without much warning.



CONDITION: TARRED

A creature, object, or area who is tarred is covered in a dark brown or black viscous liquid. This liquid sticks to anything it touches and is highly flammable.

- A creature who is *tarred* is restrained, immune to being disarmed, and cannot use an object or weapon not already in hand.
- A *tarred* Object cannot be moved or used.
- An area that is *tarred* is considered difficult terrain.
- The condition ends if a creature, object, or area that has this condition takes fire damage. When the condition ends in this way the creature, object, or area ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.
- When an area ignites, any object or creature in that area also ignites.
- An area that ignites in this way burns for 1 minute.

GOGMAZIOS

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +6, Wis +9, Cha +8

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 13

Languages Draconic

Challenge 19 (22,000 XP)

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

Pitch. The gogmazios secretes tar from its body like sweat. Every 10 feet the gogmazios moves, it leaves tar in a unoccupied 5-foot area. Each creature in that enters the area or starts its turn in that area must make a DC 19 Strength saving throw, or become *tarred*.

Combustible. A creature with the *tarred* condition takes an additional 11 (2d10) fire damage if the *tarred* condition ends from taking fire damage.

Actions

Multiattack. The gogmazios can use its Frightful Presence. It then makes three attacks: one with its tail and two with its claws. It can't make a tail attack against the same target it used its claw attacks on.

Claw. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 5 (1d10) fire damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. and the target is *tarred* (escape DC 20).

Frightful Presence. Each creature of the gogmazios's choice that is within 120 feet of the gogmazios 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, 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 gogmazios's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The gogmazios uses one of the following breath weapons:

Fire Breath. The gogmazios exhales fire in a 90-foot line that is 5-feet wide. Each creature in that area must make a DC 20 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Oil Breath. The gogmazios exhales tar in a 90-foot cone. That area becomes *tarred* for one hour. Each creature in that enters the area or starts its turn in that area must make a DC 20 Strength saving throw, or become *tarred*.

Legendary Actions

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

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

Tail Attack. The gogmazios makes a tail attack.

Wing Attack (Costs 2 Actions). The gogmazios beats its wings. Each creature within 15 feet of the gogmazios must succeed on a DC 21 Dexterity saving throw or take 20 (4d6 + 6) bludgeoning damage and be knocked prone. The gogmazios can then fly up to half its flying speed.



NAKARKOS

Nakarkos are massive cephalopod-like monsters. They have glowing yellow eyes, and massive, sharp beaks. They have blue skin with spots of turquoise bioluminescence. The most unique feature of a Nakarkos body is its self-made covering of bones which it uses to protect and camouflage itself. Under normal circumstances, the Nakarkos face cannot be seen. Its two primary tentacles are covered in vertebrae and tipped with skulls, creating the appearance of a two-headed skeletal dragon. Nakarkos have been reported in many different regions by eyewitnesses, though Nakarkos are known to make huge bone-covered lairs in caves. These lairs are known as Wyvern's End. Nakarkos are also known to be found in the sea.

Nakarkos easily assert themselves as top predators, no matter what the environment is. These Elder Dragons have been identified feeding on the armored prey, such as Uragaan and Diablos, and even top predators like Glavenus, Brachydios, and Agnaktor. Even monster species capable of flight aren't safe from this monster. The most shocking creatures these Elder Dragons have been found to take down are Shen Gaoren and Ceadeus pups. Other prey includes Hermitaur and Daimyo Hermitaur. The only real likely things that could potentially threaten a Nakarkos are other Elder Dragons like older Ceadeus, their only known predator.

Nakarkos are gluttons that can eat a whole ecosystem if left unchecked. Due to Nakarkos having huge appetites, they can easily wipe out all life in surrounding areas. Nakarkos have even been reported shooting down airships for food. Though Nakarkos can destroy an ecosystem, it doesn't actually want to do that. It prefers to leave its nest in search of prey so, it still have plenty of food at the environment it is living within. If the adventurer's Guild finds a Nakarkos' lair, they will immediately send adventurer to repel it before it can bring further damage to that ecosystem. However, it is said that Nakarkos will eventually return to said area in order to feed themselves further.

Nakarkos is able to produce an eerie, blue mucus from its body. This mucus is sticky, allowing it to capture prey and even shoot prey items out of the air. Though this mucus is used for capturing prey, Nakarkos has another use for the mucus. This mucus is used to help prevent bones from corroding, sticking bones together, and to prevent the bones from collapsing. With this mucus, it can make a protective bone armor to protect its whole body from attacks and even use some bones as weapons. Like a cuttlefish, it has sticky tentacles used to drag prey back to its lair. These tentacles are usually covered in bones for protection, ending with a huge skull. But this isn't just limited to skulls. Nakarkos has been seen using various monster parts to attack foes or to kill prey with. Some of these parts are hard to identify due to Nakarkos altering their shapes in order for it to use them. Some parts that it has been seen using is a fused together Glavenus jaw and tail, a Lagiacrus shell shockers, a Brachydios pounders, and a Uragaan's chin.

These various parts give the appearance that it has "two heads" but Nakarkos's true head is hidden away underground most of the time. When it feels its life is truly in danger, it will eventually reveal its true face. Its true face is cephalopod-like, resembling a cuttlefish. By revealing its face, it can use its bone-crunching beak. So to make it easier for itself to use the Fire Beam, it will fire the element from its tentacles and build it up in its mouth before firing a massive beam. To move quickly, Nakarkos has jet propulsion like squids. It uses this to return to its nest at a quicker rate, so it can avoid getting eaten itself.

NAKARKOS

Huge aberration (elder), Chaotic Evil

Armor Class 22 (Dragon Bone)

Hit Points 232 (16d12 + 128)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	27 (+8)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +8, Wis +10, Cha +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 14

Languages Draconic

Challenge 20 (25,000 XP)

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

Poison Aura. At the start of each of the nakarkos's turns, each creature within 5 feet of its body takes 11 (3d6) poison damage. A creature that touches the nakarkos body or hits it with a melee attack while within 5 feet of it takes 7 (2d6) poison damage.

Bone Tentacles. The nakarkos has two tentacles (Size: Large, AC 22, HP 30). Damaging a bone tentacle deals no damage to the nakarkos. When a bone tentacle reaches 0 hit points, it becomes a Broken Tentacle. As a bonus action, the tentacles retract underground and reappear in an unoccupied space within 15 feet of the nakarkos body.

Broken Tentacles. A broken tentacle has had the bones protecting it destroyed reducing its AC by 2. (Size: Large, AC 20). Damaging a broken tentacle deals damage to the nakarkos. At the end of the nakarkos turn, a broken tentacle retracts into the ground. It reappears at the start of the nakarkos next turn with the bones of a new creature, roll a d4 to determine what type of tentacle it becomes. On a 1, Lagiocrus Tentacle; On a 2, Galvenus Tentacle; On a 3, Uragaan Tentacle; On a 4, Brachydios Tentacle.

True Face. The Nakarkos is sunken into the ground, revealing only its body parts that are covered in dragon bone giving the appearance that it has "two heads" but nakarkos's true head is hidden away underground. When the nakarkos is below half of its maximum hit points (131), it will reveal its unprotected true face reducing its AC by 2 and replacing its multiattack and fire beam with:

- **Multiattack.** The nakarkos makes two tentacle attacks and one beak attack. It can replace its tentacle attack with a sticky mucus attack.
- **Fire Beam (Recharge 5-6).** The nakarkos exhales a beam of fire in a 90-foot line that is 10-foot wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 50 (9d10) fire damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The nakarkos makes two tentacle attacks. It can replace either of these attacks with a Sticky Mucus attack.

Sticky Mucus. *Range Weapon Attack.* +8 to hit, range 30/120 ft. from tentacles location, one target. *Hit:* 17 (5d6) poison damage. On hit, the target is grappled by the mucus (escape DC 20).

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Fire Beam (Recharge 5-6). The nakarkos tentacles releases two beams of fire, one from each tentacle. Each beam fires in a 45-foot line that is 5-foot wide. Each creature in either line must make a DC 22 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

Tentacles. The nakarkos uses one of the following tentacle attacks depending on which bones they are using:

Broken Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Lagiocrus Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage plus 5 (1d10) lightning damage.

Galvenus Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 5 (1d10) fire damage.

Uragaan Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage.

Brachydios Tentacle. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage and each creature within 5 feet of the target, including the target, must make a DC 20 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Legendary Actions

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

Mucus Ball. The nakarkos launches a ball of mucus from its back at a target. The target must make a DC 19 Dexterity saving throw or become restrained by the mucus (escape DC 20).

Tentacle Attack (Costs 2 Actions). The nakarkos makes a tentacle attack.

Trample (Costs 2 Actions). The nakarkos moves up to its speed, during this move it may move through other creatures without provoking attacks of opportunity. Any creatures the nakarkos moves through must succeed on a DC 20 Dexterity saving throw or take 16 (2d8 + 7) bludgeoning damage and be knocked prone.

ALATREON

Known as the "Blazing Black Dragon", alatreon possesses control over the fire, thunder, and ice elements, and is said to be elementally unstable. In its scales are each of the three elements which it constantly produces, even when it is dead. However, it is unknown how its scales are able to harness the elements. On top of alatreon's head are two large horns, these horns seem to play some part in alatreon's control over the three elements, however, it known to scholars if they actually do.

From alatreon living isolated from all other monsters, it is hard to say where it fits in the ecological niche. Due to alatreon living in the Sacred Land, it has changed the area into an inhospitable environment. No living things, including plants, can live in the area due to the constant weather changes that occur in the Sacred Land. alatreon are monsters capable of destroying the world. Some locals even believe that the alatreon is a god or demon which is transformed into an Elder Dragon. Many of alatreon's abilities seem to be unnatural, much like the Fatalis, but not much else is really known about the Elder Dragon.



ALATREON

Huge dragon (elder), unaligned

Armor Class 20 (natural armor)

Hit Points 261 (18d12+144)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	26 (+8)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +6, Con +12, Wis +8, Cha +8

Skills Perception +14

Condition Immunities charmed, frightened

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

Languages Draconic

Challenge 21 (33,000 XP)

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

Actions

Multiattack. The alatreon makes three attacks: two with its claw and one with its bite or tail.

Bite. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 8) piercing damage. If the target is a large or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the alatreon can't use its bite on another target.

Claws. *Melee Weapon Attack.* +14 to hit, reach 10ft., one target. *Hit:* 19 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 20ft., one target. *Hit:* 22 (3d8 + 8) bludgeoning damage. On hit, the target must make a DC 22 Strength saving throw or be knocked prone.

Ice Storm. The alatreon magically creates a hail of rock-hard ice that pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within 120 feet of the alatreon, centered on a point within 150 feet. Each creature in the cylinder must make a DC 21 Dexterity saving throw. A creature takes 17 (3d10) bludgeoning damage and 17 (3d10) slashing damage on a failed save, or half as much damage on a successful one.

Lightning Storm. The alatreon magically creates three bolts of lightning, each of which can strike a target the alatreon can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Flame Strike. The alatreon magically creates a vertical column of fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within 40 feet of the alatreon must make a DC 21 Dexterity saving throw, taking 41 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Breath Weapons (Recharge 5-6). The alatreon uses one of the following breath weapons:

Lightning Breath. The alatreon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Cold Breath. The alatreon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Attack. The alatreon makes a Bite attack.

Storm (Costs 2 Actions). The alatreon uses its Lightning Storm or Ice Storm.

Tail Sweep(Costs 3 Actions). The alatreon sweeps its tail and rises into the air. Each creature within 30 feet of the alatreon must succeed on a DC 20 Strength saving throw, taking 28 (5d10) bludgeoning damage and are knocked prone on a failed save. On a successful save the target takes half damage and isn't knocked prone. The alatreon can then rise 30 feet into the air.

KULVE TAROTH

Kulve Taroth is an Elder Dragon that has a metallic coat that shines golden but is made up of a variety of metals and minerals that it uses to protect itself. It appears every so often to the surface and must be hunted quickly before it disappears into the depths of the earth again.

Kulve Taroth is unique among Elder Dragons in that does not interact with any monsters of any kind apart from the Gajalaka's that reside in the caves who mostly take pieces of her fallen metal coat for their own purposes. However considering her size, power, and speed it would be safe to assume she would be the top of the food chain along with most elder dragons. Curiously she seems to be utterly safe from the rabid hunger of the infamous Nergigante.

Even amongst Elder Dragons Kulve Taroth is a very passive aggressive monster, it will not attack until excessively provoked and once provoked it will not stop till it's aggressors are eliminated. Kulve Taroth once spotted will do all it can to escape conflict forcing hunters to retrack it again. Kulve Taroth has some displays of intelligence particularly when driven to a corner when she uses her breath to heat the ceiling of caves to off-balance hunters.

The most striking trait of the Kulve is the metal coat which it wears like a royal robe fit for a queen. Kulve's body is covered by the same materials that make up it's coat, which all shine a bright golden glow but is not gold itself. Another striking trait is Kulve's size, she is massive far larger than most elder dragons and is strong enough to carry her massive metal coat. Her horns are rather unique in that they must be broken twice the first time to get rid of the coating and the final time to remove the horns themselves. When removed of the coating they are a dazzling color of sapphire and emeralds. Kulve uses both her massive body and her coat as both a means of defense and attack, often diving down to ram her body against hunters while her coat allows her to attack in ranges she wouldn't normally be able to attack.

It's not until one removes her metal coat that we see the Kulve Taroth's true prowess, not only does she move much more nimbly but also more aggressively as well, using her horned head to ram and smash hunters with extreme aggression. She also uses her breath more offensively heating up the floor and the ceiling to herd hunters into tight spaces to better smash them while they try to break her horns.

KULVE TAROTH

Gargantuan beast (Elder), unaligned

Armor Class 19 (22 with gold mantle)
Hit Points 292/292/292 (15d20 + 135)
Speed 60 ft. (40 ft with gold mantle)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	29 (+9)	20 (+5)	21 (+5)	21 (+5)



Saving Throws Str +15, Dex +7, Con +16, Wis +12

Skills Perception + 12

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

Damage Immunities fire

Condition Immunities charmed, frightened, paralyzed, poisoned, stunned

Senses darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 21 (33,000 XP)

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

***Gold Mantle.** The Kulve Taroth is covered in a gold plating. While it remains intact, its AC is increased by 3 and its speed is reduced by 20 feet.

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

Paragon Creature. The kulve taroth counts as a number of creatures equal to its paragon multiplier (3) for the purposes of determining combat encounters. The XP value for a kulve taroth is multiplied by its paragon multiplier.

Actions

Multiattack. The kulve taroth makes three attacks: one with its ram, one with its claw, and one with its tail.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Ram. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage and the target must make a DC 23 Strength saving throw or they are knocked prone.

Fireball. The kulve taroth exhales a fireball to a point within 120 feet of it. Each creature in a 20-foot radius Sphere centered on that point must make a DC 26 Dexterity saving throw. On a failed save, the creature takes 38 (11d6) fire damage, or half as much damage on a successful one.

Molten Gold Breath (Recharge 5-6). The kulve taroth release a gout of molten gold across the ground in a 90 foot cone in front of it. Each creature in that area, that is touching the ground, must make a DC 26 Dexterity saving throw taking 67 (15d8) fire damage and begin to burn on a failed save. On a successful save, the target takes half as much damage and do not burn. A creature that is burning takes 6 (1d12) fire damage at the start of their turn. A creature can use its action on its turn to dose the flames.

Roll Over. The kulve taroth can move up to half its movement speed, without provoking an attack of opportunity, by rolling over and crushing anything in its path. Each creature in that area must make a DC 23 Dexterity saving throw, taking 45 (7d10+7) bludgeoning damage and are knocked prone on a failed save. On a successful save the creature takes half damage and is not knocked.

Paragon Trait

Paragon Fortitude. The kulve taroth has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, the kulve taroth immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the kulve taroth dies. When it takes a long rest, the kulve taroth heals all hit points in the current pool and fully heals one depleted hit point pool.

Paragon Fury. The kulve taroth rolls initiative with advantage. The kulve taroth starts with 0 paragon actions. If a hit point pool is depleted, the kulve taroth gains one additional paragon action. The kulve taroth may use a paragon action after any other creature takes a turn. If the kulve taroth does so, they regain their reaction. *A paragon action is a complete turn. They have an action, bonus action and may move up to their full speed.* The paragon actions refresh at the start of the kulve taroth's turn and any remaining actions from the previous turn are lost.

Paragon Transformation. When the kulve taroth has only one hit point pool remaining, its golden mantle breaks and falls off it, and gains the following actions:

- **Fire Lane.** The kulve taroth rears up on her hind legs and releases an explosion of lava in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 44 (8d10) fire damage and begin to burn on a failed save, or half as much damage on a successful one and does not burn. A creature that is burning takes 6 (1d12) fire damage at the start of their turn. A creature can use its action on its turn to dose the flames.
- **Consecutive Molten Pools (Recharge 6).** The kulve taroth rears up slightly, fires a an orb of molten gold at two creatures within 60 feet of it. The orb impacts, the orb impacts the ground at the feet of the targets creating a pool of molten gold that spreads out in a 20-foot radius. That area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 6 (1d12) fire damage for every 5 feet it travels. At the start of the kulve taroth's next turn, the pool of molten gold begins to cool and harden. At the start of its 2nd turn after using this action, the molten gold hardens and restrains (escape 20) any creature still standing within it.

NERGIGANTE

Like most other Elder Dragons, Nergigante possesses six limbs; four legs and two wings. On its head are two large horns resembling a bull.

Nergigante is able to regenerate at a rapid rate. When the spikes on its tail, arms, or back are broken, they'll immediately grow back. These spikes are white in color when they regrow, but will turn black if left to harden. Once these spikes have hardened, they will deal more damage to foes and repel attacks. These spikes will also be launched from Nergigante's body when it performs certain attacks, giving these attacks more range and making them more dangerous.

Nergigante is an extremely aggressive monster that'll continue to fight, even if it means harming its own body. It'll attack anything without hesitation, especially if a creature dares attack it. Nergigante is particularly ferocious towards other Elder Dragons, since it feeds on them.



NERGIGANTE

Huge dragon (elder), Chaotic Evil

Armor Class 21 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

25 (+7) 14 (+2) 23 (+6) 12 (+1) 18 (+4) 16 (+3)

Saving Throws Str +14, Dex +9, Wis +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, petrified

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 23 (50,000 XP)

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

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

Spiked Regrowth. The nergigante has spikes covering its body, granting it +2 AC. These spikes regrow at the start of the nergigante's turn if they are lost. After using an action or legendary action, the nergigante can use its spiked explosion as a bonus action.

Actions

Multiattack. The nergigante can use its frightful presence. It then makes four attacks: one with its bite, one with its horn, and two with its claws.

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Horn. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

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

Wing. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Meteor Crash (Recharge 5-6). The nergigante leaps into the air using its wings to hover briefly and comes crashing down in a 15-foot square area within 60 feet of it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 59 (17d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spiked Explosion. The spikes on the nergigante explode outward, removing the AC bonus it receives spiked regrowth and strikes all targets within 30-foot sphere of it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save or half as much on a successful one.

Dragon Eater. The nergigante feeds on the corpse of a dragon. A large or smaller dragon is consumed whole, while the nergigante can feed on a Huge or bigger dragon for up to 30 seconds. For each round the Nergigante feeds on a dragon, it heals for an amount equal to the dragons Challenge rating.

Legendary Actions

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

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

Wing Attack. The nergigante makes a wing attack.

Trample (Costs 2 Actions). The nergigante moves up to its speed, during this move it may move through other creatures without provoking attacks of opportunity. Any creatures the nergigante moves through must succeed on a DC 20 Dexterity saving throw or take 29 (4d10 + 7) bludgeoning damage and be knocked prone.

RUINER NERGIGANTE

Ruiner Nergigante is built similarly to Nergigante, albeit with darker scale and carapace. The variant's defining feature are the metallic spikes that grow in between their regular bone spikes on its forelimbs, nape, and wings. These spikes are much tougher and make deadlier weapons compared to the normal ones, increasing its spike explosion radius and causing a bleeding effect.



RUINER NERGIGANTE

Huge dragon (elder), Chaotic Evil

Armor Class 23 (natural armor)
Hit Points 462 (28d12 + 280)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	30 (+10)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Str +16, Dex +11, Wis +13, Cha +12
Damage Resistances lightning
Damage Immunities cold, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, petrified, stunned
Senses darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 30 (155,000 XP)

Legendary Resistance (4/Day). If the nergigante fails a saving throw, it can choose to succeed instead.

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

Spiked Regrowth. The nergigante has spikes covering its body. When used, broken, or removed in any way; the spikes regrow instantly.

Additionally, the nergigante can use its spiked explosion immediately after it uses an action or legendary action as part of the same action or legendary action.

Actions

Multiattack. The nergigante can use its frightful presence. It then makes four attacks: one with its bite, one with its horn, and two with its claws.

Frightful Presence. Each creature of the nergigante's choice that is within 120 feet of the nergigante and aware of it must succeed on a DC 21 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 nergigante's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Horn. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Claw. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Meteor Crash (Recharge 5-6). The nergigante leaps into the air using its wings to hover briefly and comes crashing down in a 15-foot square area within 90 feet of it. Each creature in that area must make a DC 22 Dexterity saving throw, taking 80 (23d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spiked Explosion. The spikes on the nergigante explode outward in a 40-foot-sphere around it. Each creature in that area must make a DC 24 Dexterity saving throw, taking 10 (3d6) piercing damage and begin to bleed from a vicious wound on a failed save or half as much damage and do not bleed on a successful one.

A creature that suffers from a vicious wound loses 4 (1d8) hit points at the start of each of its turns. Each time the creature suffers from another vicious wound, the damage dealt by the wound increases by 4 (1d8). Any creature can take an action to stanch the wound with a successful DC 18 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Dragon Eater. The nergigante feeds on the corpse of a dragon. A large or smaller dragon is consumed whole, while the nergigante can feed on a Huge or bigger dragon for up to 30 seconds. For each round the Nergigante feeds on a dragon, it heals for an amount equal to the dragons Challenge rating.

Legendary Actions

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

Hunger. The nergigante uses its dragon eater, but only heals for half the amount it normally would.

Wing Attack. The nergigante makes a wing attack.

Trample (Costs 2 Actions). The nergigante moves up to its speed, during this move it may move through other creatures without provoking attacks of opportunity. Any creatures the nergigante moves through must succeed on a DC 24 Dexterity saving throw or take 32 (4d10 + 7) bludgeoning damage and be knocked prone.



VAAL HAZAK

Vaal Hazak is a dragon that appears to have long sickle-like claws on each finger. Its face has long, sinewy features that look like decaying tissue. When it flaps its wings, it appears to stir up toxic clouds, possibly exuding the Effluvium bacteria found in the Rotten Vale. It is shown to have a mottled maroon hide with a rather dull greenish-gray underbelly. Its wings are also sinewy — looking like spider webs when outstretched.

Vaal Hazak appears to consume the life force of other wildlife nearby in the form of a grayish ash-like fog that trails from the victim back to patches on Vaal Hazak's body. It has also demonstrated necromancer-like abilities, bringing Girros corpses back to life as allies. The ash-fog it exudes limits the maximum life of Hunters in contact with it.

BLACKVEIL VAAL HAZAK

Blackveil Vaal Hazak is similar to its counterpart in terms of general appearance. The main difference is that it's covered in strange moss-like pustules that emit Effluvium constantly. These pustules even go as far to cover its head, rendering it blind. Should they be removed/broken however, it is able to see again. Contrasting regular Vaal Hazak's dark red and silver coloring, Blackveil is a green and milky-white coloring.

Blackveil Vaal Hazak is a passive monster, that only attacks when provoked. Like its counterpart, it mainly uses its Effluvium as a form of attack, but also as a form of finding prey and infecting other monsters. The moss that grows on its body can be spread about to infect not just monsters but its surrounding area as well, transforming the environment into its ideal area of operation. One can tell if a Blackveil Vaal Hazak is near if the air is shrouded in a thick green fog of effluvial spores.



VAAL HAZAK

Huge undead (elder), Chaotic Evil

Armor Class 19 (natural armor)

Hit Points 345 (30d12 + 150)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Dex +13, Con +12, Int +10, Cha +9

Damage Immunities necrotic

Condition Immunities charmed, frightened, petrified

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 24 (62,000 XP)

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

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

Effluvium Aura. At the start of each of the vaal hazak's turns, each creature within 5 feet of it takes 11 (3d6) necrotic damage. A creature that touches the vaal hazak or hits it with a melee attack while within 5 feet of it takes 11 (3d6) necrotic damage.

Regeneration. The vaal hazak regains 30 hit points at the start of its turn if it has at least 1 hit point. If the vaal hazak takes radiant damage or damage from holy water, this trait doesn't function at the start of the vaal hazak's next turn.

Actions

Multiattack. The vaal hazak makes four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Claw. *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. On hit, the target must make a DC 17 Strength saving throw or be knocked prone.

Effluvium Breath (Recharge 5-6). The vaal hazak exhales a cloud of effluvium bacteria in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 70 (20d6) necrotic damage and are cursed as if by the bestow curse spell for 1 minute on a failed save, or half as much damage on a successful one and are not cursed.

Return from the Dead (3/day). The vaal hazak raises a recently deceased CR 6 or lower creature from the dead to fight by its side. A creature raised in this way is considered undead, heals to its hit point maximum and gains the undead fortitude trait.

Legendary Actions

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

Tail Attack. The vaal hazak makes a tail attack.

Frightening Gaze (Costs 2 Actions). The vaal hazak fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the vaal hazak's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the vaal hazak must make a DC 20 Constitution saving throw against this magic, taking 38 (11d6) necrotic damage on a failed save, or half as much damage on a successful one.

BLACKVEIL VAAL HAZAK

Huge undead (elder), Chaotic Evil

Armor Class 20 (natural armor)

Hit Points 356 (31d12 + 155)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Dex +8, Con +13, Int +11, Cha +10

Damage Immunities necrotic

Condition Immunities charmed, frightened, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15

Languages Draconic

Challenge 26 (90,000 XP)

Effluvium Spores. The vaal hazak's body is covered with four white spore pods. Whenever a creature touches or hits the vaal hazak with an attack or spell, or when the vaal hazak uses its effluvium breath, it releases two spore clouds that fall to the ground in adjacent spaces next to the vaal hazak.

The clouds fill a 10-foot square cube, spreads around corners, and its area is lightly obscured. It lasts for the 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

A creature that starts its turn in one of these clouds takes 11 (3d6) necrotic damage and must succeed on a DC 21 Constitution saving throw, or be cursed. While cursed in this way, the vaal hazak's attacks deal an extra 1d8 necrotic damage to the cursed creature.

The white spore pods on the vaal hazak can be attacked and destroyed (AC 15; hp 30; vulnerability to fire damage; immunity to acid, poison, and psychic damage).

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

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

Regeneration. The vaal hazak regains 30 hit points at the start of its turn if it has at least 1 hit point. If the vaal hazak takes radiant damage or damage from holy water, this trait doesn't function at the start of the vaal hazak's next turn.

Actions

Multiattack. The vaal hazak makes four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Claw. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. On hit, the target must make a DC 17 Strength saving throw or be knocked prone.

Effluvium Burst (Recharge 6). The vaal hazak lets out an ear shattering roar causing effluvium spores to erupt from its body in a 300-foot radius around that remains until the start of the vaal hazak's next turn. Each creature that starts its turn in that area, or enters it for the first time must make a DC 21 Constitution saving throw or become cursed for 1 minute. A creature that succeeds on its saving throw, is immune to this effect for 24 hours.

While cursed in this way, the target must make a DC 21 Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

When the effluvium disperses at the start of the vaal hazak's next turn, all destroyed spore pods regrow on the vaal hazak and ten spore clouds remain in the area that are at least 20 feet apart from each other.

Legendary Actions

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

Tail Attack. The vaal hazak makes a tail attack.

Siphon Curse (Costs 2 Actions). Each cursed creature within 60 feet of the vaal hazak must make a DC 21 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. The cursed creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the creature finishes a Long Rest.

Effluvium Fog Breath (Costs 3 Actions). The vaal hazak exhales a cloud of effluvium bacteria in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 70 (20d6) necrotic damage and be cursed 1 minute on a failed save, or half as much damage on a successful one and are not cursed. If a creature's saving throw is successful, the creature is immune to this curse for the next 24 hours.

While cursed in this way, the creature has disadvantage on attack rolls against the vaal hazak.

SHARA ISHVALDA

Shara Ishvalda is a large dragon which can be found in two different forms. It will initially take on an appearance covered in rocks, sand, and other minerals. This gives it a very bulky shape, and the form of its head is impossible to make out. Most distinctively, instead of wings, it has adapted its appendages into a four-fingered hand-like structure.

In its true form, exposed from underneath the shell, it is a lithe and athletic creature, and boasts a variety of bright colors, mainly yellows, purples, and white. Its face bears two large, forward-facing eyes, and crests around its head make the shape of a crown. The distinct arms are well-muscled, and the fingers are shown to be spindly and misshapen, bearing specialized tips for sound production. Spikes, markings, plates and indentations run along its neck, back, sides, and limbs, some invoking skeletal structures such as a ribcage. The tail ends in an entwining series of snaking structures, failing to form any one tip.

Shara Ishvalda can manipulate the earth using its innate ability to control vibration. Using vibrations from its wingtips, it can break down and reshape solid ground around it, forming quicksands which hunters will struggle to move in, but allows it to move around without issue. It can also direct these vibrations as direct attacks against hunters, combining their energy into powerful aimed rays. For its most powerful attack, it digs underground, churning up all the land around it, before re-appearing, kicking up all the sand, and combining its vibration-energy into a large sphere which it then sends down, creating a huge explosion. Beyond the vibrations, it will use its wingtips to swat at the hunter directly. In its initial, rock-covered state, it will burrow partially into the ground and attack the hunter while sending out waves of energy.

Shara Ishvalda prefers to rest underground until disturbed. When awakened, it will attempt to ward off its aggressor while in a heavily defended, rock-covered state, performing less aggressive attacks to fend off foes. If this outer hide is destroyed, it instantly becomes hyper-aggressive. In this state, Shara Ishvalda will focus its full power towards destroying direct threats. It does not give up a fight easily, choosing to try and attack one last time after being nearly killed as opposed to retreating back underground.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shara ishvalda takes a lair action to cause one of the following effects:

- The shara ishvalda sends vibrations through the ground creating quicksand pits (*DMG p.110*) at five points it can see within 120 feet of it. Each quicksand pit covers a 10-foot-square area and is 10 feet deep and lasts for 1 minute or until the shara ishvalda uses this lair action again. When it ends, the area then becomes difficult terrain and any creature in the sand no longer sinks, but is still restrained by the sand.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the shara ishvalda can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw or be blinded 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.
- A tremor shakes the lair in a 60-foot radius around the shara ishvalda. Each creature other than the shara ishvalda on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

REGIONAL EFFECTS

The region containing a shara ishvalda's lair is warped by the it's magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the shara ishvalda's lair.
- As the shara ishvalda moves through the area, a song that plays through the ground can be heard while within 1 mile of it. Beasts and dragons that hear this song become extremely aggressive.
- The shara ishvalda creates a disturbance in the ecosystem within its region. Because of this, creatures appear in the area that are not commonly seen (elder dragons, fiends, monstrosities, powerful beasts, etc).

Shara Ishvalda (Shell)



SHARA ISHVALDA (SHELL)

Gargantuan dragon (elder), unaligned

Armor Class 25 (natural armor)

Hit Points 388 (21d20 + 168)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	26 (+8)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Str + 16, Dex +7, Con +15

Skills Perception +10

Damage Resistances fire, necrotic, piercing, slashing, thunder

Damage Immunities lightning

Condition Immunities charmed, frightened, restrained, unconscious

Senses tremorsense 60 ft., truesight 120 ft., passive Perception 23

Languages Draconic, Terran

Challenge 25 (75,000 XP)

Breakaway. When the shara ishvalda (shell) reaches 0 hit points it breaks away revealing the *shara ishvalda (true form)*.

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

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

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

Soft Rock. The shara ishvalda is vulnerable to bludgeoning while it is prone.

Sturdy. The shara ishvalda has advantage on saving throws against being paralyzed or stunned.

Actions

Multiattack. The shara ishvalda can use its frightful presence. It then makes two attacks: one with its stomp, and one with its wing.

Stomp. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target is pulled to an unoccupied space within 5 feet of the shara ishvalda.

Crush. The shara ishvalda jumps 20 feet straight up into the air as part of its movement. While in the air it spreads its wings out, each covering a 20-foot-square area. The shara ishvalda then comes crashing down to the ground, landing prone. Each creature in the shara ishvalda's space (including its the area the wings covered) or within 5 feet of it must make a DC 24 Strength or Dexterity saving throw (target's choice) or be knocked prone and takes 49 (9d10) bludgeoning damage on a failed save. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shara ishvalda's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shara ishvalda's space.

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

Legendary Actions

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

Attack. The shara ishvalda makes a wing attack.

Bulldoze (Costs 2 Actions). The shara ishvalda digs the tip of its wings into the ground, creating a 60 foot wide wall with its body and wings. It then moves up to its speed without provoking opportunity attacks. Each creature the shara ishvalda moves through must succeed on a DC 24 Strength or Dexterity saving throw (target's choice) or take 26 (4d8 + 8) bludgeoning damage and be knocked prone.

Piercing Roar (Costs 3 Actions). The shara ishvalda lets out an ear shattering roar. Each creature that is within 20 feet of the shara ishvalda must succeed on a DC 21 Constitution saving throw or be incapacitated until the end of its next turn. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

SHARA ISHVALDA

(TRUE FORM)

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 455 (26d20 + 182)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	24 (+7)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Str +16, Dex +9, Con +15

Skills Perception +10

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

Damage Immunities lightning, thunder

Condition Immunities charmed, frightened, restrained, unconscious

Senses tremorsense 60 ft., truesight 120 ft., passive Perception 20

Languages Draconic, Terran

Challenge 26 (90,000 XP)

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

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

Sturdy. The shara ishvalda has advantage on saving throws against being paralyzed or stunned.

Suppressed Power. The shara ishvalda is unable to use its Resonance Bomb while it is above half of its maximum hit points (225).

Actions

Multiattack. The shara ishvalda can use its frightful presence. It then makes three attacks: one with its bite, one with its claw, and one with its wing.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack.* +16 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage and the target is pulled to an unoccupied space within 5 feet of the shara ishvalda.

Sonic Blast (Recharge 5-6). The shara ishvalda focuses its wingtips into a single point, and then fires a sonic blast in a 120-foot line that is 15 feet wide and 15 feet high. The shara ishvalda is pushed back 15 feet and each creature in the line must succeed on a DC 23 Dexterity saving throw, taking 54 (12d8) thunder damage on a failed save or half as much on a successful one. The ground in the line becomes difficult terrain.

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

Resonance Bomb (1/day). The shara ishvalda raises its wings above its head. Using the vibration from its wingtips, it creates a massive bomb of swirling sonic waves. The shara ishvalda then throws the bomb at a point within 120 feet of it. Upon impact, the bomb explodes, sending out a shockwave out in a 60-foot radius from that point. Each creature in that area must make a DC 23 Constitution saving throw, taking 76 (17d8) thunder damage and is deafened for 1 minute on a failed save, or half as much damage and is not deafened on a successful one. A creature that is 40 feet or further away from the point of impact makes their save with advantage. A creature that is within 20 feet of the point of impact makes their save with disadvantage.

Legendary Actions

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

Attack. The shara ishvalda makes a wing attack.

Detect. The shara ishvalda makes a Wisdom (Perception) check.

Wide-Range Sonic Blast (Costs 3 Actions). The shara ishvalda fires sonic blasts from its wingtips, of which three hit the ground at a point within 120 feet of it, causing the ground to become difficult terrain in a 5-foot radius centered on that point. The other five can strike a target the shara ishvalda can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one.

XENO'JIIVA

Xeno'jiiva is a large dragon with an otherworldly appearance. It has two eyes and six orange glowing spots running up the length of its horns. Parts of its body glow ethereal blue, making its skin appear crystalline and translucent. Its wings are frayed at the edge of the membrane and are grayish-blue in color.

Little is known about Xeno'jiiva since it is an entirely new species of Elder Dragon unknown to the Guild. The Third Fleet Master proposes that Xeno'jiiva might be a creature that needs to consume the energies of other lifeforms to grow. Although she admits that it might've been a coincidence that Xeno'jiiva wounded up thriving in the Elder's Recess, she doesn't believe in coincidence.

It is unknown whether Xeno'jiiva is the cause of the Elder Crossing, or if the New World was already a graveyard for dragons and Xeno'jiiva was merely exploiting the resident energies of the land. Either way, it incubated in the bioenergy and craved more, using some sort of pheromone to draw more Elders across the sea.

From its wings being folded up tightly in its cocoon, they aren't yet fully functional, meaning Xeno'jiiva can't immediately fly upon emergence. Once energy has flowed into its wings, it's capable of flight. It has five fingers on its hands and four toes on its feet, both ending in razor-sharp claws. It uses its hands to attack enemies, cleaving flesh right off the bone, while it can stand upright for short periods by using its rear legs. Xeno'jiiva is often called the "Dark Light Dragon" from a red glowing organ inside of its chest. This heat organ distributes large amounts of energy to Xeno'jiiva's arms, tail, and head to amplify its strength. By concentrating its energy in those parts of its body, Xeno'jiiva can release mounds of it all at once when it attacks. Its energy is most concentrated in its head. Instead of destructive explosions like its other parts, Xeno'jiiva can breathe powerful beams that burn just about anything that comes in contact with them, including the ground. By firing those beams out of its mouth, it is able to maintain the amount of energy inside of its body.

If its heat organ is left to produce large amounts of energy, and the build-up of it reaches a certain level, an explosion of energy will engulf Xeno'jiiva's body. In this state portions of Xeno'jiiva's body are covered in blue flames, and its strength, as well as the amount of energy it uses, is increased. Xeno'jiiva becomes unstable when it builds up too much energy inside of its body, affecting its mass, so it needs to release as much as possible. Xeno'jiiva is known to become exhausted for a long period of time after releasing so much energy.

Although Xeno'jiiva is already an adult, it's believed that it'll further change as it grows. Scholars in the commission theorize that Xeno'jiiva will lose its transparent skin as it further grows and that it'll be able to generate energy infinitely in its body via its heat organ, meaning it won't ever need to feed on other creatures for subsistence. They also think that Xeno'jiiva could learn to maintain a high energy state permanently over time. Since much about Xeno'jiiva is still a mystery, it's up in the air whether it could become stronger in the future or not.

Xeno'jiiva can attract other Elder Dragons to its location with its immense energy pulses or special pheromones, causing the Elder Crossing to happen every ten years instead of every hundred. This also causes the geography of an area, the New World, in this case, to change constantly from all the natural phenomena, which is caused by other Elder Dragons, going off at once. From it feeding on the bioenergy of dead Elder Dragons for decades, it has gained enough power to be considered the Emperor of Elder Dragons and could bring mass destruction to whole ecosystems if one was ever allowed to leave its nest.

Xeno'jiiva is immediately hostile the moment it emerges from its cocoon, making it dangerous to other species. Although it had just awakened, its powers are already considered to be great compared to most Elder Dragons, but it can't control all of its energy. It's believed that if Xeno'jiiva was left alone to master its powers it would've been a greater threat.



XENO'JIIVA

Gargantuan dragon (elder), unaligned

Armor Class 18 (natural armor)

Hit Points 425 (23d20 + 184)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	27 (+8)	3 (-4)	20 (+5)	14 (+2)

Saving Throws Int +4, Wis +13, Cha +10

Skills Perception +13

Damage Resistances fire, cold, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 23

Languages —

Challenge 25 (75,000 XP)

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

Magic Resistance. The xeno'jiiva has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The xeno'jiiva can use its frightful presence. It then makes five attacks: three with its bite, and two with its claws. Or it makes three blue flame attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the xeno'jiiva can't bite another target.

Claw. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Blue Flames. *Ranged Weapon Attack.* +8 to hit, range 80/320 ft., one target. *Hit:* 36 (8d8) fire damage.

Fire breath (Recharge 5-6). The xeno'jiiva exhales a beam of blue fire in a 120-foot line that is 10-feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the xeno'jiiva choice that is within 120 feet of the xeno'jiiva 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, 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 xeno'jiiva's Frightful Presence for the next 24 hours.

Swallow. The xeno'jiiva makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite 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 xeno'jiiva, and it takes 38 (11d6) acid damage at the start of each of the xeno'jiiva's turns. If the xeno'jiiva takes 50 damage or more on a single turn from a creature inside it, the xeno'jiiva 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 xeno'jiiva. If the xeno'jiiva 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 xeno'jiiva 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 xeno'jiiva regains spent legendary actions at the start of its turn.

Detect. The xeno'jiiva makes a Wisdom (Perception) check.

Tail Attack. The xeno'jiiva makes a tail attack.

Wing Attack (Costs 2 Actions). The xeno'jiiva beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 28 (4d8 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Chomp (Costs 2 Actions). The xeno'jiiva makes one bite attack or uses its Swallow.

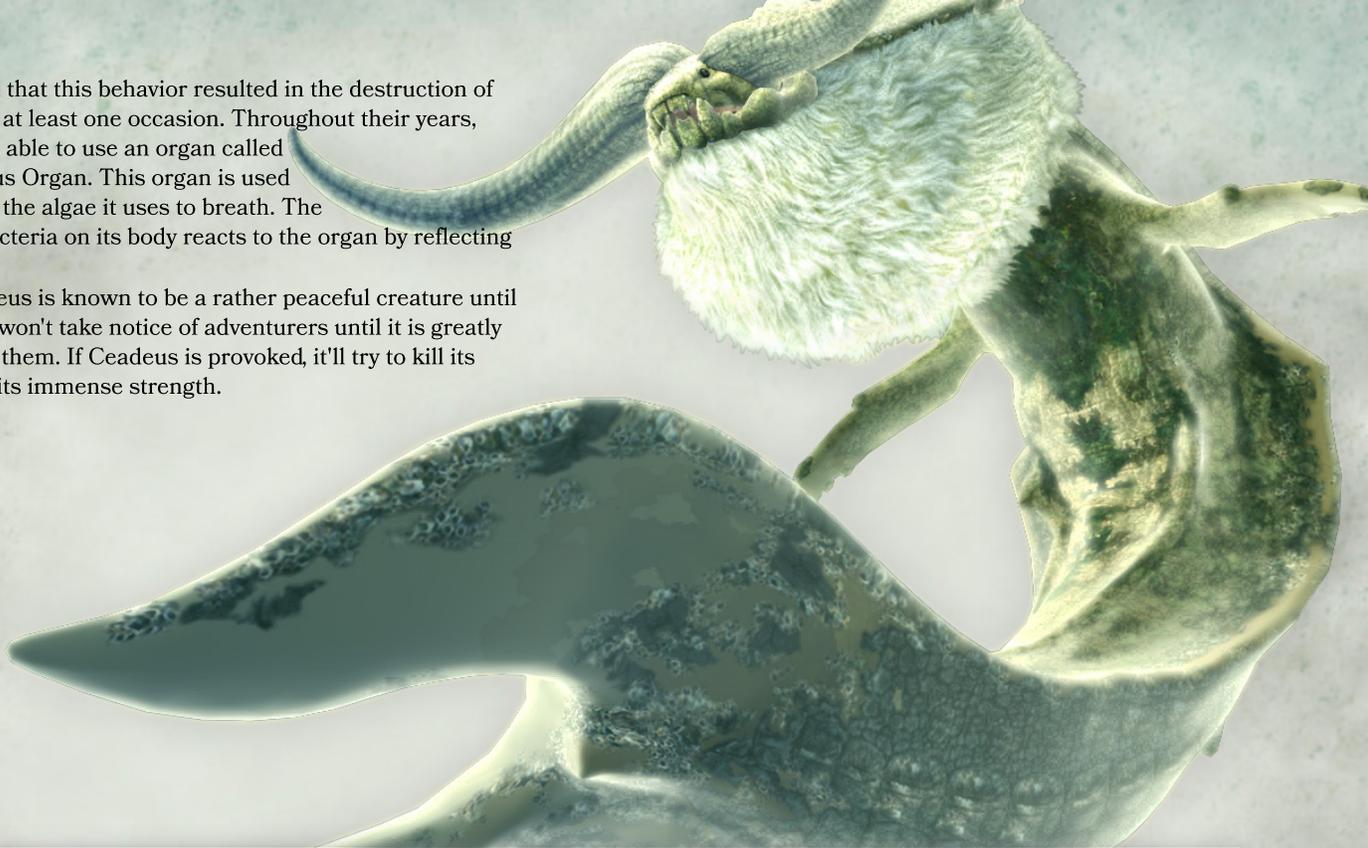
CEADEUS

Ceadeus are giant sea dwelling Elder Dragons that have only been recently discovered. Older Ceadeus individuals are called Goldbeard Ceadeus. It is said that Ceadeus and Jhen Mohran share the same common ancestor. Ceadeus is up to 5837.2cm in length. Ceadeus has a special relationship with an algae, which is the reason why it has its beard. It farms for the algae with its beard and uses the glow from the luminous bacteria as a form of photosynthesis.

With this algae, Ceadeus can spend longer times under the depths without having to come up for air. When it needs air, it will swim up with a burst of speed and jump out of the water for a breath. It is estimated a Ceadeus can hold its breath for about several months. Ceadeus has powerful fins and a tail fin designed for swimming in the sea with both power and grace. The horns of a Ceadeus never stop growing, and at times, the Elder Dragon will grind them against the sea floor, with enough force to produce earthquakes and tsunamis.

It is believed that this behavior resulted in the destruction of an island on at least one occasion. Throughout their years, Ceadeus are able to use an organ called the Luminous Organ. This organ is used to help farm the algae it uses to breath. The luminous bacteria on its body reacts to the organ by reflecting the light.

The Ceadeus is known to be a rather peaceful creature until provoked. It won't take notice of adventurers until it is greatly damaged by them. If Ceadeus is provoked, it'll try to kill its enemy with its immense strength.



CEADEUS

Gargantuan dragon (elder), unaligned

Armor Class 15 (natural armor)
Hit Points 604 (31d20+279)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	28 (+9)	9 (-1)	11 (+0)	10 (+0)

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

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

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

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses blindsight 120 ft., passive Perception 10

Languages Draconic

Challenge 26 (90,000 XP)

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

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

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

Actions

Multiattack. The ceadeus makes one tail attack and one bite attack.

Bite. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 20ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.

Hydropump (Recharge 5-6). The ceadeus releases a high pressure stream of water in an 120-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage and not on a successful one.

Legendary Actions

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

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

Tail Attack. The ceadeus makes one Tail attack.

Torpedo (Costs 2 Actions). The ceadeus swims up to its swim speed, during this move it may swim through other creatures without provoking attacks of opportunity. Any creatures the ceadeus moves through must succeed on a DC 17 Dexterity saving throw or take 21 (4d6 + 7) bludgeoning damage and be knocked prone.

JHEN MOHRAN

Jhen Mohran is a giant Elder Dragon that swims within the sand. It feeds very much like a baleen whale. It swallows large amounts of sand to filter in any type of nutrients found within the sands.

Jhen Mohran's main adaptation is its huge size. Jhen Mohran is up to 11161.9 cm, twenty percent of this length is its tusks. Its body is streamlined and equipped with immensely powerful limbs, which allows it to travel through the sand at great speeds. It uses the front limbs and tusks to push aside sand. Though Jhen Mohran feeds on the nutrients found within the sand, it will expel the unnecessary materials outside of its body with the help of multiple blowholes. The expelled sand alone can cause a change in flow to the quicksand in the Great Desert. Occasionally, seasonal winds can catch the expelled sands and blow the sands in the direction of settlements, causing massive sandstorms.

Jhen Mohran has powerful lungs that helps it hold its breath for long periods of time. Some older Jhen Mohran can even use their lungs to fire a destructive beam of sand at foes. If sand wasn't covering Jhen Mohran than it would be a beautiful blue color. By spending long periods in the sand, the ore has formed from be polished by the sands.

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



JHEN MOHRAN

Gargantuan dragon (elder), unaligned

Armor Class 20 (natural armor)
Hit Points 553 (36d20 + 360)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	30 (+10)	9 (-1)	11 (+0)	10 (+0)

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

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

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

Condition Immunities charmed, frightened, paralyzed

Senses blindsight 120 ft., passive Perception 10

Languages Draconic

Challenge 26 (90,000 XP)

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

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

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

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

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

Actions

Body Slam. *Melee Weapon Attack.* +17 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Tusks. *Melee Weapon Attack.* +17 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Rock Toss. *Range Weapon Attack.* +9 to hit, reach 80/320 ft., one target. *Hit:* 24 (7d6) bludgeoning damage.

Horn Sweep (Recharge 5-6). The jhen mohran sweeps its tusks across an area that is 30-foot long and 40-foot wide in front of it. Each creature in that area must make a DC 23 Dexterity saving throw, taking 32 (4d10+10) bludgeoning damage and are knocked prone on a failed save or half as much on a successful one and are not knocked prone.

Legendary Actions

The jhen mohran can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creatures turn. The jhen mohran regains spent legendary actions at the start of its turn.

Summon Delex. Two delex emerge from underground to assist the jhen mohran.

Rock Toss. The jhen mohran makes a Rock Toss attack.

Shake Off (Costs 2 Actions). The jhen mohran thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the jhen mohran must make a DC 25 Strength or Dexterity saving throw (creature's choice), or be thrown, up to 40 feet, off the jhen mohran. If a thrown target strikes a solid surface upon landing, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown.

VARIANT: DAH'REN MOHRAN

A dah'ren mohran has a challenge rating of 27 (105,000 XP). It has the same statistics as a jhen mohran except that it adds +2 to its Armor Class (AC 22), loses its resistance to lightning but gains resistance to cold, and replaces the jhen mohran's action options with the following action options.

Body Slam. *Melee Weapon Attack.* +17 to hit, reach 5 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage.

Horn. *Melee Weapon Attack.* +17 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Rock Toss. *Range Weapon Attack.* +9 to hit, reach 80/320 ft., one target. *Hit:* 24 (7d6) bludgeoning damage.

Horn Drill (Recharge 5-6). The dah'ren mohran moves up to its swim speed while rotating at high speed. During this move it may swim through other creatures without provoking attacks of opportunity. Each creature the dah'ren mohran moves through must make a DC 23 Dexterity saving throw, taking 34 (4d12+8) bludgeoning damage and are knocked prone on a failed save or half as much on a successful one and are not knocked prone.



BEHEMOTH

The behemoth has a proportion of size, weight and speed that can easily be described as nature-defying. The creature is almost as big as the recently discovered Xeno'jiiva, although it could move as fast as nergigante. It also has powerful horns and claws that while seemingly have no special attribute to them, prove to be dangerous weapons when paired with their very muscular build. The combination of these physical traits allows Behemoth to pull quick and powerful attacks that covers a wide area in a continuous streak; one reason why fighting the monster alone is heavily advised against.

The behemoth also has the ability to cast magical attacks that is rather unnatural even compared to Elder Dragons. While fellow Elder Dragons commonly generate, conduct or manipulate a specific substance or energy to produce powerful effects, Behemoth seemingly conjure natural disasters out of thin air: It can summon meteors, make whirlwind to appear in a specific spot, make lightning strikes and most infamously, summon a titanic mass of rock from the sky to easily destroy would-be opponents, a move called "Ecliptic Meteor". However the Ecliptic Meteor seems to be very self-destructive towards behemoth itself, as they can die from using it to often or in heavily wounded state.

Another unique trait of behemoth is its ability to develop "Enmity" towards a foe, which basically makes behemoth more focused and determined in a fight. This will be indicated with the behemoth's eye turning red and the body gaining reddish hue. However, it is a double-edged sword as in this state, behemoth cannot heed proper attention to multiple opponent, making it vulnerable to flanking attacks.

The behemoth came from the entirely different world of Eorzea and thus does not consider any habitat charted by the Guild its home. The Elder's Recess of the New World is the only locale the monster was ever known to prowl, mostly because it is the site of its entry from the anomalous occurrence that brought some Eorzean creatures into the continent.

In its home world, Behemoth is already considered a powerful creature, often requiring the effort of a dozen or more heroes with various unique and magical abilities to take down.

When it arrived in the Elder's Recess, it easily asserted itself as an unrivaled invader that could easily kill lesser monsters like dodogama with no effort and deter those fortunate enough to flee. Apparently, even Elder Dragons like nergigante, teostra, and kushala daora are reluctant to be in the Elder's Recess during the beast's time there. Behemoth thus made itself a threat to all life in the New World, so much in fact that the Commission deemed it a priority target. It is almost a mandate for any hunter not to tackle the creature alone, a degree of caution reserved by the Guild for very few creatures.

Either shocked for being transported into a different world or because of its natural mentality, behemoth has no tolerance towards Hunters, and will show almost immediate aggression, possibly because the creature also bears terrible relations with humanoids back in its original world. Little else is known of the creature's behavior as there was but one case when it was witnessed to attack another monster in Recess, and it was left to be ambiguous if the attack was done out of predatory or territorial behavior.



BEHEMOTH

Gargantuan monstrosity (elder), Chaotic Evil

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Str +16, Con +16, Wis +12, Cha +14

Skills Athletics +16, Investigation +12, Perception, +12

Damage Resistances fire, thunder; bludgeoning, piercing, and slashing from nonmagical Attacks

Senses truesight 120 ft., passive Perception 22

Languages Abyssal, Deep Speech, Infernal

Challenge 27 (105,000 XP)

Apocalypse. The behemoth can only use its Ecliptic Meteor if it is below one-quarter of its maximum hit points (112), or if it has used Comet action three times in the same battle.

Enmity. As a bonus action, the behemoth chooses a creature that dealt damage to it since the start of its last turn, that it can see. That creature is marked. The behemoth has advantage on attack rolls against the marked creature and can't mark another creature for 1 minute, until it drops to 0 hit points, or falls unconscious. Additionally attack rolls made against the behemoth by any creature other than the marked creature have advantage while it remains marked.

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

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

Siege Monster. behemoth deals double damage to objects and structures.

Actions

Multiattack. The behemoth makes three attacks: one with its horn, one with its tail, and one with its claw.

Frightful Presence. Each creature of the behemoth's choice that is within 120 feet of the behemoth and aware of it must succeed on a DC 22 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 behemoth's Frightful Presence for the next 24 hours.

Claw. Melee Weapon Attack. +16 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage. On a hit or miss, flames erupt from the ground and the target must make a DC 22 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save.

Horns. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Tail. Melee Weapon Attack. +16 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Thunderbolt. The behemoth magically creates two bolts of lightning, each of which can strike a target the behemoth can see within 120 feet of it. A target must make a DC 22 Dexterity saving throw, taking 31 (9d6) lightning damage on a failed save, or half as much damage on a successful one.

Comet (Recharge 5-6). The behemoth conjures a 10-foot wide, 10-foot tall chunk of burning rock from the sky that strikes a location it can see within 120 feet of it. Each creature within a 30-foot radius of the impact must make a DC 22 Dexterity saving throw, taking 33 (6d10) bludgeoning damage and 33 (6d10) fire damage on a failed save, or half as much on a successful one.

Upon impact the comet becomes part of the environment, any creature that was directly under the comets impact pushed 5 feet out of the comets space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls is restrained (Escape DC 20) under the comet, taking 11 (2d10) fire damage at the start of each of its turns while restrained in this way.

Ecliptic Meteor (1/day). The behemoth summons an enormous magic circle in the sky. From it a massive 30-foot wide meteor begins to fall from the sky. At the beginning of the behemoth's next turn, even if it dies, the meteor hits the ground in the location the behemoth summoned it from. Each creature, besides the behemoth, within a 300-foot sphere of the meteor's impact point must make a DC 22 Dexterity saving throw. On a failed save, the creature takes 58 (9d12) fire damage plus 65 (10d12) thunder damage and they are pushed 25 feet away from the meteor location. On a successful save the creature takes half damage and is not pushed back.

A creature that has full cover from the meteor, takes no damage and it is not knocked back.

All comets, tree, rocks, and smaller cover is destroyed with 300 feet of the meteor's impact.

Legendary Actions

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

Tail Attack. The behemoth makes one tail attack.

Charybdis. The behemoth targets a creature within 120 feet of it. Magical winds begin to swirl around the creature. At the end of the creatures next turn, a small 5 foot wide, 10 foot tall tornado appears under them.

The tornado lasts for 1 minute, heavily obscures the area it is in, and a creature that starts its turn or enters a space within 10 feet of the tornado must make a DC 22 Strength saving throw or be pushed back 10 feet and knocked prone.

Thunderbolt (Costs 2 Actions). The behemoth uses thunderbolt.

FATALIS

In legend, it is said that all living things fear Fatalis, including other Elder Dragons, such as Teostra and Lao-Shan Lung. All monsters are said to try to avoid Fatalis at all costs, leading to some leaving areas altogether simply to avoid it.

The Fatalis is a powerful, unnatural beast. The Fatalis scales are extremely thick, while its shell is very durable. This is due to Fatalis melting the armor of its fallen prey on its shell, increasing its protection against some attacks. Fatalis doesn't seem to have very good eyesight, though this may be partially be due to what its eyes are made of. Creepily, a Fatalis's eyes are made out of crystals. How is unknown. Fatalis's wing membrane is flexible, but as hard as metal. From this, Fatalis's wings don't break very easily, allowing it to fly at high speeds and support itself as it becomes airborne. Even on the ground, Fatalis is able to walk on all fours and rush prey at shocking speeds with sheer power behind its bulk. The most powerful feature is its powerful fiery breath. This fire is some of the strongest fire breath out of all monsters and can kill most enemies almost instantly. Recent encounters have revealed that Fatalis possess control over fire on par with Teostra and Lunastra. Its fire breath extends well beyond the length and height of the already large dragon.

In some legends about the Fatalis, there is a legend known by some as the shifting scales of fate. This legend claims that the Second Coming of Fatalis is infinite. The Fatalis in this legend is quite different from the Fatalis seen in the other legends. This Fatalis is described to have six horns, a glowing blue chest, a short mane in between its spikes, bizarre fluids flowing throughout its body, and the ability to shift its scales from black, red, or white. Each set of scales is said to grant the fatalis different abilities and protection. The most well known of these skills are the Black Flame and Crimson Demons breath that are said to combine the elements Fire and Death together, Despite both being combined together with the same elements, Each breath has a different element that seems to overtake this Fatalis's body, allowing it to do things not seen in other legends. This Fatalis is said to be able to send monsters running with a single flap of its wings.

A creepy light coming from its eyes invites those it stares at into its dark depths. The fluids are said to have no exact weight. Its shell is impervious to strikes from weapons and has terrifying power inside of it, which could be unleashed at anytime. The scariest part about this legend is that not only is its strength far beyond the ones from the other legends, but its body shows signs of possible regenerative powers. This means that this Fatalis maybe able to regenerate after taking large amounts of damage, just like Dire Miralis can regenerate from its still beating heart. Thankfully, this legend hasn't been proven as of yet so the Guild has nothing to worry about.

One thing that all the legends share about Fatalis is its equipment. This equipment is much more than what it appears to be. When adventurers wear this monster's armor, they are known to disappear mysteriously without a trace or even die if the armor is worn for too long. Some who have worn the Fatalis's armor report having terrible nightmares, unsettling strength, and a feeling as if they were being possessed by something. They also report feeling a familiar pulse coming from the armor, a feeling as if their legs were taken from them. With some adventurers wearing the armor of the Black Flame, they report feeling as if their body was taken over while they were unconscious. It is said that this equipment might be alive, meaning that Fatalis might not truly be dead. In Pokke Village, a giant black blade embedded in the ice is known to regenerate days after being mined once, which supports this claim that Fatalis is still alive. Other Fatalis weapons also seem to suggest that Fatalis is still alive in some form. Some weapons despair eat at the user's hands while other weapons, when held, have hideous abyssal screams coming from them. Some weapons even have a thirst for blood. From this, it is said that it's best to not to use any equipment from Fatalis in any form at all.

Fatalis is extremely hostile to all living things. It threatens the very existence of not only the Castle Schrade, but the very world around it. In legend, it is said Fatalis could scorch the whole world with its flames in a few days, burning all lands to a crisp. Due to this, the Guild will secretly send adventurers to hunt it down to prevent public panic. However, most adventurers never return. Due to many incidents surrounding Schrade Kingdom and Fatalis, the Adventurer's Guild has classified everything about both away from the public. Fatalis's armor and quest are only allowed to those that have proven they are quite credible.



FATALIS

Gargantuan dragon (elder), chaotic evil

Armor Class 22 (natural armor)

Hit Points 536 (29d20+232)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +16, Wis +11, Cha +13

Skills Insight +10, Intimidation +12, Perception +11

Damage Immunities determined by Shifting Scales

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 28 (120,000 XP)

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

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

Shifting Scales. The fatalis has three forms; black, crimson, and white. At the start of the fatalis turn its scales shift, black to crimson, crimson to white, or white to black. The Fatalis loses its breath weapon, damage immunities, and elemental damage from their bite or claw attacks and gain the benefits below of its new scale color. *Breath attacks all share the same recharge.*

Black Scales

- **Black Fire (Recharge 5-6).** The fatalis exhales a black flame in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 55 (10d10) necrotic damage plus 28 (8d6) fire on a failed save, or half as much damage on a successful one.
- **Bite.** attacks deal an additional 11 (2d10) necrotic damage (not included in the attack action).
- **Damage Immunities.** necrotic, bludgeoning

Crimson Scales

- **Crimson Demons Breath (Recharge 5-6).** The fatalis exhales 90-foot line that is 10 feet wide. Each creature in that area must make a DC 24 Dexterity saving throw, taking 54 (12d8) fire damage plus 28 (8d6) necrotic on a failed save, or half as much damage on a successful one.
- **Bite.** attacks deal an additional 11 (2d10) fire damage (not included in the attack action).
- **Damage Immunities.** fire, slashing

White Scales

- **Emperor's Roar (Recharge 5-6).** The fatalis calls down a giant bolt of red lightning enveloping the area around the fatalis with a bright red glow. Each creature in a 20-foot-radius, 100-foot-high cylinder centered on the ground below the fatalis must make a DC 24 Dexterity saving throw, taking 56 (16d6) lightning damage plus 22 (5d8) fire on a failed save, or half as much damage on a successful one.
- **Claw.** attack deals an additional 7 (2d6) lightning damage (not included in the attack action).
- **Damage Immunities.** lightning, piercing

Actions

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

Frightful Presence. Each creature of the fatalis's choice that is within 120 feet of the fatalis and aware of it must succeed on a DC 21 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 fatalis's Frightful Presence for the next 24 hours.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, 20 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Fireball. The fatalis exhales a fireball radius within 120 ft of its location. Each creature in a 10-foot radius Sphere centered on that point must make a DC 24 Dexterity saving throw. A target takes 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

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

Tail Attack. The fatalis makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the fatalis must succeed on a DC 24 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The fatalis can then fly up to half its flying speed.

SHAH DALAMADUR

Shah dalamadur is the undisputed apex predator of its habitat. Although its diet is unknown, it is almost certainly carnivorous, and herbivorous monsters such as aptonoth, conga, and rhenoplos would be easy prey. Given its incredible size, predators such as tigrex, deviljho, stygian zinogre, azure rathalos, rajang and even the infamous shagaru magala would most likely avoid the beast at all costs.

Shah dalamadur are far more aggressive than any mere dalamadur due to them being in a sort of defenseless state after molting.

Shah dalamadur sport a lighter, sand-colored hide with red-orange spines after molting out of their old skin. After molting, shah dalamadur have no control over their metabolism, meaning their body temperature will constantly change. When cold, a shah dalamadur's hide can repel most attacks. When hot, the hide of a shah dalamadur is vulnerable to most attacks. From their body temperature constantly changing, shah dalamadur are able to perform an ability never seen before by a normal dalamadur. Shah dalamadur are able to burn the very ground with their powerful heated metabolism through just about any part of their body that is heated. This heat can leave behind powerful flames with just a single



SHAH DALAMADUR

Gargantuan dragon (elder), unaligned

Armor Class 23 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	30 (+10)	26 (+6)	21 (+5)	20 (+5)

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

Skills Perception +23, Stealth +18

Damage Resistances fire, poison

Condition Immunities charmed, frightened, paralyzed

Senses truesight 120 ft., passive Perception 33

Languages Common, Deep Speech, Draconic, Sylvan, Telepathy 120 ft.

Challenge 30 (155,000 XP)

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

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

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

Siege Monster. The shah dalamadur deals double damage to objects and structures.

Uncontrolled Metabolism. The shah dalamadur have no control over their metabolism. At the start of its turn roll a d4;

- *On a 1-2,*
The shah dalamadur overheats and gains the following benefits and loses any benefits it had from the previous turn:

Fire Aura. At the start of each of the shah dalamadur's turns, each creature within 10 feet of it takes 14 (4d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the shah dalamadur or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Burn. When the shah dalamadur hits a creature with a bite attack, tail attack, or with its constrict; that creature begins to burn, taking 5 (1d10) fire damage at the start of each of its turns until a creature takes an action to douse the fire.

- *On a 3-4,*
The shah dalamadur cools to almost freezing temperatures and gains the following benefit and loses any benefits it had from the previous turn:
Frozen Hide. The shah dalamadur hide repels most attacks. It has resistance to all damage except psychic

Actions

Multiattack. The shah dalamadur can use its frightful presence. It then makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack.* +18 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage, and the target must make a DC 27 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack.* +18 to hit, reach 25 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 31 (4d12 + 5) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained, and the shah dalamadur can't constrict another target.

Frightful Presence. Each creature of the shah dalamadur's choice that is within 120 feet of the shah dalamadur and aware of it must succeed on a DC 22 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 shah dalamadur's Frightful Presence for the next 24 hours.

Rattle. Using the hypnotic sounds from the rattle on its tail, the shah dalamadur chooses one humanoid it can see within 30 feet of it must succeed on a DC 22 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the shah dalamadur's spoken and telepathic commands. If the target suffers any harm from the dalamadur or another creature or receives a suicidal command from the shah dalamadur, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the shah dalamadur's Fiendish Charm for the next 24 hours. A creature that is Deafened is immune to this effect.

Fire Breath (Recharge 5-6). The shah dalamadur exhales fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Squeeze. The shah dalamadur makes a constrict attack.

Rattle (Costs 2 Actions). The shah dalamadur uses its Rattle.

Meteor (Costs 3 Actions). The shah dalamadur opens its mouth and magically creates three swirling balls of blue fire, launching them into the sky, each of which can strike a different target the shah dalamadur can see within 120 feet of it. A target must make a DC 22 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

LAO-SHAN LUNG

Gargantuan dragon (elder), unaligned

Armor Class 28 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 30 ft.

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

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

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

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

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages Draconic

Challenge 30 (155,000 XP)

Legendary Resistance (4/Day). If the lao-shan lung fails a saving throw, it can choose to succeed instead.

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

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

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

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

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

Natural Instinct. lao-shan Lung ignores medium size or smaller creatures and attempts to flee when it reaches (153) 1/4 of its maximum hit points. While fleeing, the lao-shan Lung speed increases to 50 feet and it can only use its action to dash.

Actions

Stomp. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must make a DC 23 Strength saving throw or be pushed back 10 ft and knocked prone.

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

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

Legendary Actions

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

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

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

Shake Off (Costs 2 Actions). The lao-shan lung thrashes around in an attempt to throw any object or creature that is on its body. Each creature on the lao-shan lung must make a DC 25 Strength or Dexterity saving throw (creature's choice), or be thrown off the lao-shan lung taking 14 (4d6) fall damage upon hitting the ground.

LAO-SHAN LUNG

An Elder Dragon, albeit a gigantic specimen. Lao-Shan Lung was once considered the largest monster in the world until recently. Lao-Shan Lung specializes in feeding on different types of ore and minerals, no matter what region it goes to. Though its size surpasses most other species, it has one natural predator that is considered a myth. That predator is Fatalis.

One of the largest dragons ever documented, rivaled only by colossi such as Ceadeus, Dalamadur, Laviente, Jhen Mohran and Zorah Magdaros. Lao-Shan Lungs are very well armored, although their bellies are vulnerable, as are their heads. Their shells only thicken as the time passes by. A Lao-Shan Lung shell coloration is determined by the kind of mineral particles that float in the atmosphere and get attached to its body as the dragon ages: the ones who dwell in the mountains are colored red because of the abundance of iron particles, while the ones that live near the Volcanic Belt are mostly grey due to ash. Because of their size, getting stepped on or whipped by the tail is very damaging or possibly fatal if the adventurer's armor is low grade.

Extremely docile even when facing multiple foes. They appear to care little about adventurers, as they mainly ignore them. That said, they will put in a great deal of effort to break the fort rather than simply run away. Despite their low aggression, their immense size poses a tremendous risk to adventurers in their general vicinity.



LYNIANS

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

FELYNE

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

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



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

FELYNE

Small humanoid (lynian), chaotic good

Armor Class 15 (chain shirt)

Hit Points 36 (8d6+8)

Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 10

Languages Catonese, Common

Challenge 1 (200 XP)

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

Actions

Multiattack The wild felyne makes two bone pick attacks.

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

MELYNX

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

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

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

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

MELYNX

Small humanoid (lynian), chaotic good

Armor Class 13 (chain shirt)
Hit Points 40 (9d6+9)
Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 11
Languages Catonese, Common
Challenge 1 (200 XP)

Actions

Multiattack The melyn timer makes two mace attacks.

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

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

WILD MELYNX

Small humanoid (lynian), unaligned

Armor Class 13 (hide)
Hit Points 26 (8d6)
Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 10
Languages Catonese, Common
Challenge 1/8 (25 XP)

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

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

Actions

Multiattack The wild melyn timer makes two catspaw mace attacks.

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

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



BOABOA

The Boaboa have the basic shape of a Grimalkyne, but exhibit much thicker, white fur and a bulkier frame. They wear crude imitations of Popo heads as masks, with the tusk's tips painted in colours that correspond to the status ailment each individual Boaboa uses in combat.

The Boaboa are capable of using many different status ailments to damage their foes. They feed on Popo, but also show reverence to the creatures, dressing up to look like them and travelling with the herds through the Hoarfrost Reach. Young Boaboa can undergo a sort of rite of passage where they hunt a Beotodus. If they survive, they are seen as heroes in the tribe.

BOABOA

Small humanoid (lynian), neutral

Armor Class 13

Hit Points 21 (6d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances cold

Senses passive Perception 10

Languages Common, Shakalaka

Challenge 1/4 (50 XP)

Popo Mask The boaboa wear crude imitations of popo heads as masks, with the tusk's tips painted in colors that correspond to the spear it uses. The color on the tusks range from blue to yellow to purple to black. To determine which color the tusks are and which spear the boaboa uses Roll 1d4, On a 1, the tusks are blue and it uses a stone spear; On a 2, the tusks are yellow and it uses a paralysis spear; On a 3, the tusks are purple and it uses a poison spear; and on a 4, the tusks are black and it uses a blind spear.

Actions

Stone Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become petrified 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.

Blind Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become blinded 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.

Paralysis Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack and the target must make a DC 10 Constitution saving throw, or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.



GRIMALKYNE

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

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

GRIMALKYNE

Small humanoid (lynxian), neutral

Armor Class 13 (leather armor)

Hit Points 55 (10d6+20)

Speed 25 ft., burrow 10 ft.

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

Senses passive Perception 12

Languages Catonese, Common

Challenge 1 (200 XP)

Actions

Multiattack The wild grimalkyne makes two war pick attacks.

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

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

SHAKALAKA

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

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

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

KING SHAKALAKA

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

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

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





SHAKALAKA

Small humanoid (lynian), neutral

Armor Class 12
Hit Points 5 (2d6-2)
Speed 25 ft.

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

Senses passive Perception 8
Languages Common, ShakaLaka
Challenge 1/8 (25 XP)

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

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

Actions

Poison knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



KING SHAKALAKA

Medium humanoid (lynian), neutral

Armor Class 14 (bone armor)
Hit Points 42 (6d8+15)
Speed 25 ft.

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

Senses passive Perception 9
Languages Common, Shakalaka
Challenge 1 (200 XP)

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

Actions

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

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

Reactions

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

GAJALAKA

Small humanoid (lynian), neutral

Armor Class 12
Hit Points 5 (2d6-2)
Speed 25 ft.

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

Senses passive Perception 8
Languages Common, Shakalaka
Challenge 1/8 (25 XP)

Tribal Mask The gajalaka wears a red mask. These red masks have different color accents, ranging from blue to yellow to purple to black, to represent what condition their weapons afflict. Roll 1d4, On a 1 blue represents stone knife; On a 2 yellow represents paralysis knife; On a 3 purple represents poison knife; and on a 4 black represents blind knife.

Actions

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

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

Paralysis knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must make a DC 10 Constitution saving throw fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.



GAJALAKA

Like many Lynians, Gajalaka are short humanoids. They resemble Shakalaka more than Felynes or Grimalkynes, lacking any fur and wearing large tribal masks which leave only their bright yellow eyes visible. These red masks have different color accents, ranging from blue to yellow to purple, to represent what status ailment their weapons afflict. The Gajalaka are aggressive towards large monsters and hunters, and will throw projectiles at both.

The Gajalaka are aggressive towards large monsters and adventurers, and will attack with status-afflicting weapons if threatened. The Gajalaka are capable of dealing Sleep, Paralysis, and Poison to both large monsters and players alike. You can tell these apart by the color of their mask's accents; blue represents sleep, yellow represents paralysis, and purple represents poison. Gajalaka can accidentally poison each other if they get crossed up in skirmishes.

HERBIVORE

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

KELBI

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

KELBI

Medium beast, unaligned

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

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

Senses passive Perception 10
Languages —
Challenge 0 (10 XP)

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

Actions

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

ANTEKA

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



ANTEKA

Medium beast, unaligned

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

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

Damage Immunities cold
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP)

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

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

Actions

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



APCEROS

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

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



APTONOTH

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

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



APCEROS

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 19 (3d10+3)
Speed 30 ft.

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

Senses passive Perception 9
Languages —
Challenge 1/4 (25 XP)

Actions

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

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

APTONOTH

Large beast, unaligned

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

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

Senses passive Perception 8
Languages —
Challenge 1/8 (25 XP)

Actions

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

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



POPO

A large grazing herbivore, Popo is somewhat easy prey for anything larger than itself. Its size and tusks only work to deter smaller predators. Popo are very docile creatures and will run when one of their members in a group is under attack or when a threat enters their area. They will also group together when a large monster is near, like the Aptnoth in more temperate climates.

POPO

Large beast, unaligned

Armor Class 11
Hit Points 6 (1d10+1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Trampling Charge. If the popo moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the popo can make one stomp attack against it as a bonus action.

Actions

Multiattack. The popo makes one gore attack and one stomp attack.

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

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

SLAGTOTH

Large beast, unaligned

Armor Class 12
Hit Points 11 (2d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	10 (+0)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1/8 (50 XP)

Trampling Charge. If the slagtoth moves at least 20 feet straight toward a creature and then hits it with a body slam attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the slagtoth can make one headbutt attack against it as a bonus action.

Actions

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

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

SLAGTOTH

Slagtoth have green, saggy hides covering most of their body, most notably drooping near the sides of the head and along their flanks. They are extremely territorial; the males will attack both Adventurers and creatures. They attack Hunters by ramming with the bone lump on their snouts and body-slammng. When unprovoked however, these docile creatures have often been observed to rest in the waters probably because their floppy, frog-like hides require moisture.



EPIOTH

Large beast, unaligned

Armor Class 11
Hit Points 5 (1d10)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 1/8 (25 XP)

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

Water Breathing. The epioth can breathe only underwater.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

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

EPIOTH

The Epioth is described as a marine version of the land dwelling Aptonoth, as both are very low in the food chain. They feed mainly on weeds, water grasses, and algae. They have specialized hides used for their aquatic home, making them perfectly adapted to an aquatic environment. Epioth have finned feet and a fin on their tail, which allows them to swim through water gracefully. When frightened, Epioth can swim at breakneck speeds. Unlike the Aptonoth, Epioth live in small groups rather than large herds. The reason for this is that the water, whether in the sea or jungle river, has abundant hiding places. They are relatively docile when an adventurer is around, but they will defend themselves when an adventurer attacks. Occasionally, Epioth are known to sunbath on land.



RHENOPLOS

Rhenoplos is a quadrupedal, Ceratopsian-like monster with an armored body. Its face features a small nose horn and is surrounded by a frill. While the eyes of Rhenoplos are not particularly proficient, their hearing is. Rhenoplos charge blindly at whatever sound startles them, including large monsters. However, this makes them easy to dodge and easy prey for predators placing them near the bottom of the food chain with most other herbivores. These creatures live in small groups, spending most of their days traversing the hot environments while foraging for shrubs and other plant matter.

RHENOPLOS

Medium beast, unaligned

Armor Class 14
Hit Points 45 (7d8+14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Charge. If the rhenoplos moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Keen Hearing. The rhenoplos has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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



GARGWA

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

GARGWA

Large beast, unaligned

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

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

Senses passive Perception 10
Languages —
Challenge 1/4 (25 XP)

Actions

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



LARINOTH

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

LARINOTH

Huge beast, unaligned

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

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

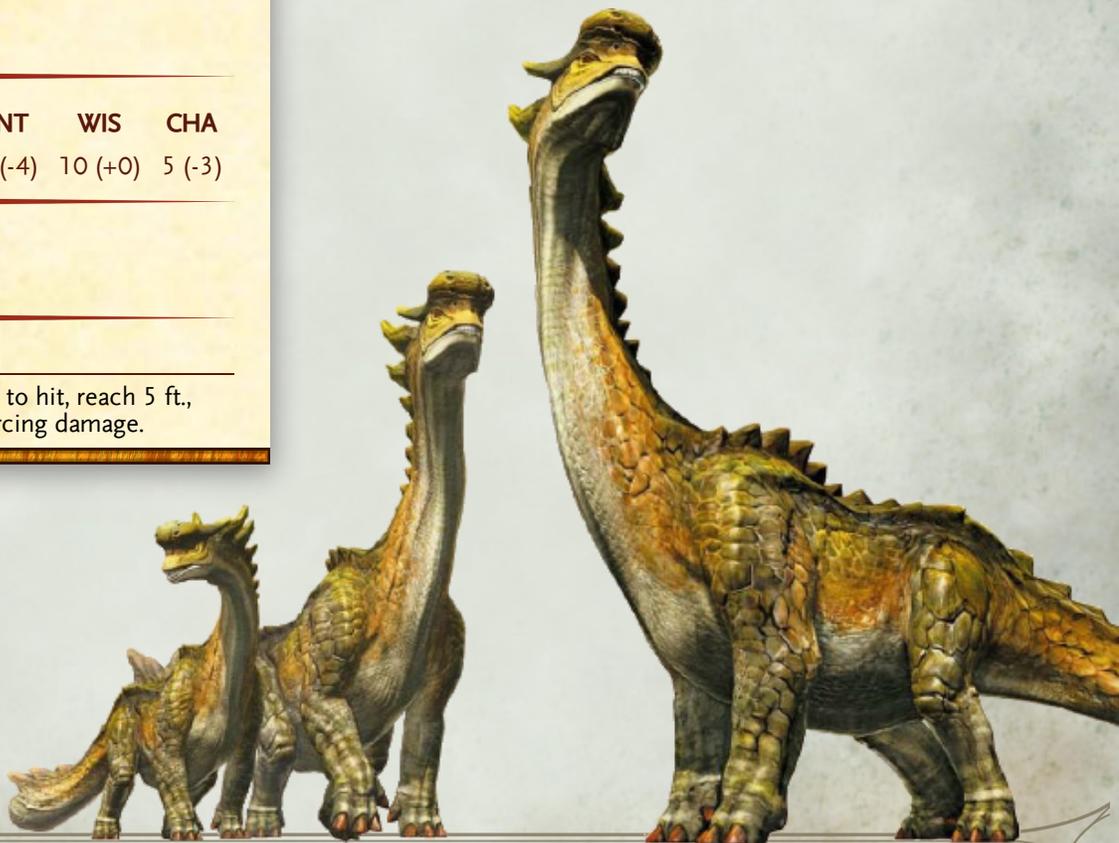
Senses passive Perception 10

Languages —
Challenge 1/4 (50 XP)

Actions

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

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



GASTODON

Medium beast, unaligned

Armor Class 13
Hit Points 13 (2d8+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP)

Charge. If the gastodon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

KESTODON

Medium beast, unaligned

Armor Class 14
Hit Points 19 (3d8+6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Saving throws Str +4
Senses passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Charge. If the kestodon moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

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

GASTODON

Gastodon resembles a cross between a theropod and a bison. It is covered in scales but has a large furry mane and horns reminiscent of a bison. When angered, it will glow red. They are very aggressive towards adventurers, and are willing to attack larger monsters as a herd.



KESTODON

Kestodon has an appearance similar to a Pachycephalosaur. The male Kestodon are bright orange in color and have a large head crest, which is used for headbutting rivals. Female Kestodon are bronze in color though lack the head crest found in males. Kestodon are a calm species that will turn aggressive once attacked by a threat.





MOSSWINE

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

MOSSWINE

Medium beast, unaligned

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

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

Senses passive Perception 9
Languages —
Challenge 0 (10 XP)

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

Actions

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



MOOFA

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

MOOFAH

Small beast, unaligned

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

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

Senses passive Perception 10
Languages —
Challenge 0 (10 XP)

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

Actions

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

SNAKE WYVERNS

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



REMOBRA

Remobra are classified as Flying Wyverns in the Old World but, have recently been reclassified as Snake Wyverns. The Remobra have evolved wings, which are fairly large in comparison to their body size in the Old World. Despite their wings being large, their legs are relatively weak and they can barely stand up with their legs. To avoid standing up, they spend of their time in the air flying. It preys upon weakened animals, by using their poison to finish off their victim and letting it bleed to death.

REMOBRA

Medium wyvern (snake), unaligned

Armor Class 13
Hit Points 33 (6d8+6)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The remobra makes two tail attacks.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Poison Spit. *Range Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) poison damage.

WINGDRAKE

Wingdrakes that somewhat resemble certain species based on their environment. Wingdrakes from forests resemble certain species of rhamphorhynchoid pterosaur. They have parrot-like beaks, blue skin, and a long yellow-tipped tail. While wingdrakes of the desert resemble vultures in addition to pterosaurs. They have a large beak, a waddle hanging from their neck, light-brown skin, and a long tail. Others in a coral landscape resemble parrots or tapejarid pterosaurs. They have a light pink skin and wings with ribbon-like appendages hanging from them. In most other environments they resemble retro-style pterosaurs. They have pointed beaks filled with teeth and large draconic wings.

They are typically peaceful towards adventurers, and roam the skies landing only to rest. They live in small flocks, and if one individual goes somewhere, the others will follow. They are commonly used as beasts-of-burden by adventurers for traveling quickly.

WINGDRAKE

Medium wyvern (snake), unaligned

Armor Class 10
Hit Points 6 (1d8+2)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages —
Challenge 1/8 (25 XP)

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

Beast of Burden. The wingdrake has the same carrying capacity as a mule (480 lbs) when the cargo is tied to it by a rope or vine.

Actions

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





NAJARALA

Najarala is a large Snake Wyvern with bright green skin adorned with large orange-yellow plates on its back and tail. It has a long serpentine body with small though fully functional fore- and hindlimbs that aid it in moving around on uneven ground. Najarala are stealthy hunters that ruthlessly ambush their targets. It has a large beak-like mouth similar to that of a parrot. This beak is used to rip chunks of flesh from its prey and then swallow said chunks whole. While feeding on prey, it will use its arms to hold on to its prey while ripping off chunks of flesh.

The length of a Najarala surpasses some of the largest leviathans such as Agnaktor or Lagiactus. As many would notice these creatures have short, yet powerful arms and legs. At first glance these limbs appear to be useless but in reality they enable the creatures to support itself when rearing up. Another fascinating feature is that the creature has a specialized organ on its back that is vibrated by air and creates unique sound waves. This auditory organ has a biological effect in the surrounding area. Najarala have beautiful plates on both its neck and tail that will rattle when upset, giving unwelcome creatures an early warning. The plates on its tail can be thrown at its enemies and will explode creating a loud burst of sound like a sonic bomb. This will stun both prey and enemies alike.

NAJARALA

Gargantuan wyvern (snake), unaligned

Armor Class 16 (natural armor)
Hit Points 159 (11d20 + 44)
Speed 50 ft., burrow 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Wis +6 Cha +3
Skills Perception +10, Stealth +9
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages —
Challenge 9 (5,000 XP)

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

Surround. The najarala can freely enter a large or smaller creatures space. If the creature is within the inner space of the najarala it is surrounded. A surrounded creature is trapped (escape DC 17) by the najarala's body. A creature can also escape by flying or burrowing out of the area.

Squeeze. As a bonus action, the najarala can use its constrict against a grappled creature or one within the najarala's space.

Actions

Multiattack. The najarala makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. Or it makes two sonic scale attacks.

Beak. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack.* +9 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature. *Hit:* 20 (4d8 + 2) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the najarala can't constrict another target.

Sonic Scale. *Range Weapon Attack.* +9 to hit, range 80/320 ft., one target. *Hit:* 19 (4d6 + 5) force damage and the target must make a DC 16 Constitution saving throw or become deafened for 1 minute.

Sonic Blast (Recharge 5-6). The najarala exhales a blast of force in a 90-line. Each creature in the line must make a DC 16 Dexterity saving throw, taking 39 (11d6) force damage on a failed save, or half as much damage on a successful one.

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