



# What Lurks in Shadows

Part of the **STEAMPUNK COMPENDIUM**

CREATOR: U/MAXHYDRO ♦ WRITER: U/THEPUMPKINATOR87 ♦ EDITOR: U/RESDAMALOS

**D&D SUPPLEMENT**

Fearsome foes, fantastic beasts, and hideous horrors  
in this setting for the world's greatest roleplaying game



# INTRODUCTION

In a world where technology has become the norm, one would think that monsters, unnatural beings, and terrifying creatures would cease to exist. But the ages only allowed for the growth of more terrifying creatures, and mankind in turn had to advance themselves to combat the burgeoning threat. The escalation on both sides has created things either just as powerful or more so than what had come before.

This second half of the Steampunk Compendium is a listing of examples of new creatures to encounter through your travels in the world, each of them reflecting the result of hundreds of years of progress changing the way the world and its peoples interact.

Law enforcement has improved and specialized, making good use of new technology to augment their weaponry beyond the swords and shields available to guards in the past. Gone are the days of men in heavy plate armor, as the average officer is equipped with a firearm and some ballistics-resistant clothing. At the same time, specialized units with colorful names like tallboys, immolators, and alchemic cruisers are deployed for specific purposes

In the wilds outside the cities, natural selection has allowed beasts to adapt themselves. More varied and wild creatures have appeared, marking their territory not with walls, but with their own aggressive tendencies. The forests, deserts, mountains, and even the underground teem with life both wonderfully varied and incredibly hazardous.

In the abandoned spires and towers and villainous lairs outside of the cities' purview, magical golems and titans and gear-driven clockwork constructs travel through as sentries, under the control of their powerful and mysterious creators.

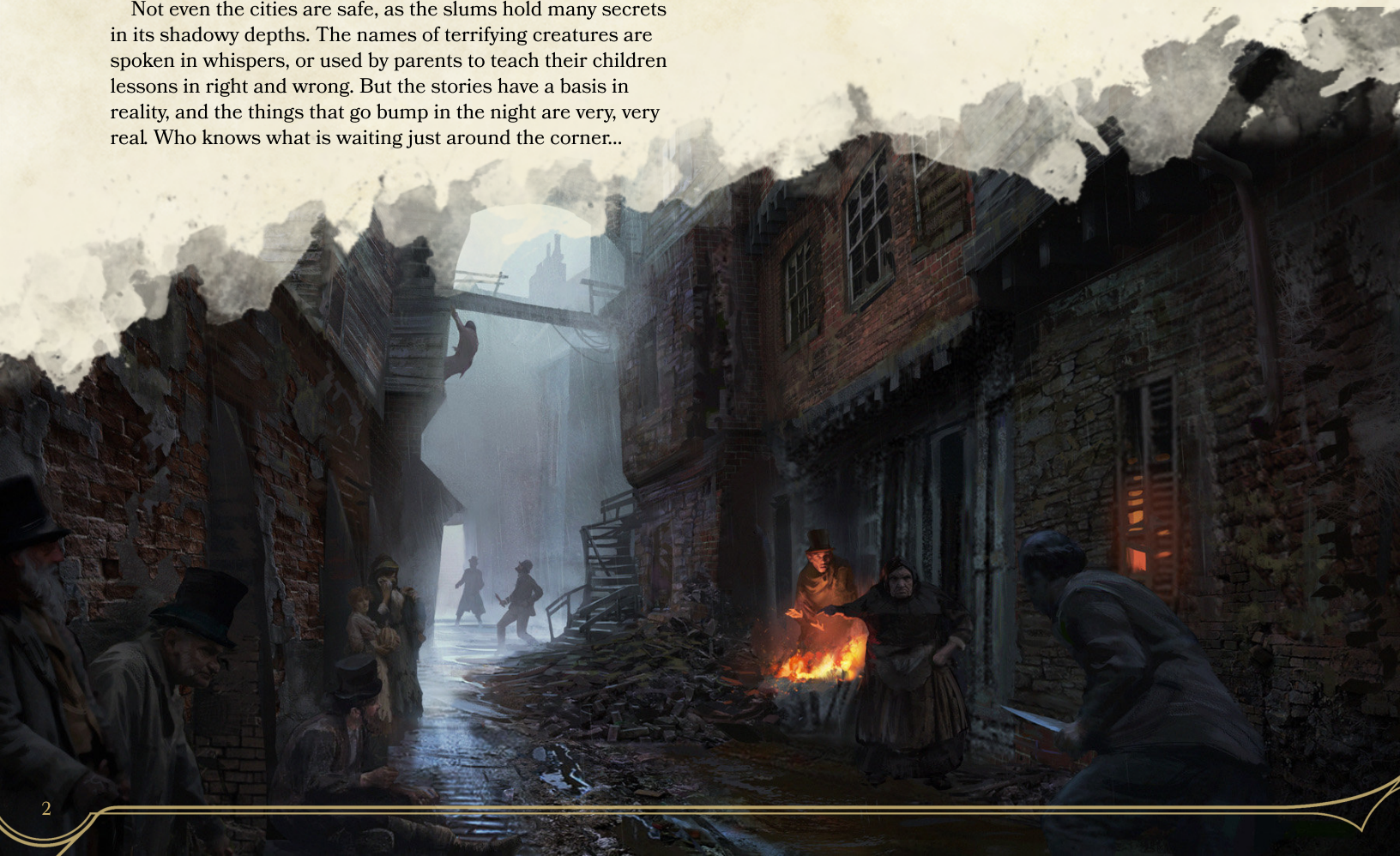
Not even the cities are safe, as the slums hold many secrets in its shadowy depths. The names of terrifying creatures are spoken in whispers, or used by parents to teach their children lessons in right and wrong. But the stories have a basis in reality, and the things that go bump in the night are very, very real. Who knows what is waiting just around the corner...

## USING THIS BOOK

Many of the creatures in this document, especially the humanoid creatures, fit best in a non-standard, steampunk setting, such as the one alluded to in the first part of the Steampunk Compendium. Of biggest concern is the prevalence of firearms and ranged weaponry, which can be compensated for by equipping player characters with ballistics-resistant armor (introduced in the Steampunk Compendium). Combat against these creatures may be somewhat different, requiring the use of strategic cover and terrain instead of simply charging in. DMs using those creatures should take this into account when planning their encounters, placing firefights in cramped corridors and twisting streets with plenty of cover rather than open fields.

A large number of creatures in this document - the golems and constructs, for example - also share the Immutable Form ability, preventing the use of spells and effects that would alter their form. Some of these creatures also have magic resistance, negatively impacting the effectiveness of save-based spells. Your spellcasters may find themselves feeling stunted when fighting these creatures. As always, a DM must feel free to adjust the statistics and abilities of creatures to suit the overall power level and nature of the campaign he or she is running.

Finally, please keep in mind that this is homebrew material. Playtesting and adjustment is recommended and encouraged. Feel free to get in contact with the document creators [u/Maxhydro](#), [u/ThePumpkinator87](#), and [u/Resdamalos](#) if a glaring error is found.





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# POLICE, SOLDIERS, AND SPECIAL FORCES

With the increase in population so grows the catastrophe of crime. With this increase humans, elves, dwarves, and other races had to create other means of combating it. As the criminals got more intelligent and crafty with what they had, especially the black market, special forces and stronger militaries had to be created. Even though it's not a popular opinion among the masses, many races sought to militarize society and make it harder for outsiders or those of a minority to live peacefully.

The increase of the strength of the police and military forces is to help keep the peace and mitigate the spread of criminal activity throughout countries. In some places that are of high risk such as slums, ghettos, and the outskirts, there are specially trained task forces that are given unique equipment to help them maintain their relevance in this day and age.

## OFFICER

*Medium humanoid (any race), Good alignment*

**Armor Class** 14 (multi-layered vest)

**Hit Points** 41 (6d8 + 12)

**Speed** 30 ft.

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

**Senses** passive Perception 12

**Languages** Common, and two additional languages  
**Challenge** 1 (200 XP)

**Martial Arts Training.** The officer's unarmed strike deals 1d6 bludgeoning damage on a hit. The officer is proficient with unarmed strikes. It uses Strength to determine its bonus for attacks and damage rolls.

## Actions

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

**Pistol.** *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

## OFFICERS

Officers are trained to uphold the law, protect the citizens of the land and detain any criminals they may find. They are trained for months, turning them from ordinary men to strong and confident officers.

Depending on the city and region, the rigor of the training and selection process may vary. In small towns, for example, officers may simply be average joes with a month or so of training, and in large cities, metropolises, or capitals, they can be very well trained individuals, the best and brightest selected from hundreds of applicants.

## VETERAN OFFICER

*Medium humanoid (any race), Good alignment*

**Armor Class** 16 (tactical armor)

**Hit Points** 41 (6d8 + 12)

**Speed** 30 ft.

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

**Senses** passive Perception 13

**Languages** Common, and two additional languages  
**Challenge** 3 (700 XP)

**Martial Arts Training.** The officer's unarmed strike deals 1d6 bludgeoning damage on a hit. The officer is proficient with unarmed strikes. It uses Strength to determine its bonus for attacks and damage rolls.

**Danger Sense.** The veteran officer has been through a lot of dangerous situations and can tell when something isn't as it should be. The officer has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. To gain this benefit, the officer can't be blinded, deafened, or incapacitated.

## Actions

**Multiattack.** The officer can make two longsword attacks.

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

**Shotgun.** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 10 (2d8 + 2) piercing damage.

**Pistol.** *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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



## ENGINEERS

After thousands of years, the amazing technological leaps and bounds that propelled the world into this new age have become commonplace. But the truth is, it's not exactly public knowledge how those first advancements came about. Some say it was the work of otherworldly beings hoping to exert unnatural influence in the world. Others assume that a team of particularly inventive engineers made the breakthroughs themselves. The truth is a little of both.

These men and women are the keepers of vast scientific and technical knowledge. They trace their advancements back as far as the beginning of the age of steam. But their common bond extends beyond mere book learning. Being an engineer is a way of life, a not-so-secret society of like-minded, intelligent, driven individuals. They unite under the shared symbol of the Iron Ring, and many of them wear such a ring on the little finger of their dominant hand.

### ENGINEER'S APPRENTICE

*Medium humanoid, neutral good*

**Armor Class** 13 (light undercover shirt)  
**Hit Points** 71 (13d8 + 13)  
**Speed** 30ft.

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

**Senses** passive Perception 12  
**Languages** Common, Undercommon, and two additional languages  
**Challenge** 2 (450 XP)

**Summon Machine.** The apprentice can use her action to summon up to 3 Large or smaller clockwork monsters of challenge rating 1 or lower. The constructs spawn at unoccupied spaces within 30 feet of her and follow her every command as if under the *command* spell. The apprentice can't use this action again until all the constructs she summoned this way have been destroyed.

**Grease Monkey.** If a construct the apprentice summoned has fewer than its maximum hit points at the start of her turn, she can use her action to restore 11 (2d10) hit points to that construct.

#### Actions

**Buzzsaw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) slashing damage.

**Pistol.** *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage.

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

## INTERMEDIATE ENGINEER

*Medium humanoid, neutral good*

**Armor Class** 15 (steel-plated coat)  
**Hit Points** 110 (17d8 + 34)  
**Speed** 30 ft.

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

**Saving Throws** Int +4  
**Skills** History +7, Investigation +7  
**Senses** passive Perception 12  
**Languages** Common, Undercommon, three additional languages  
**Challenge** 6 (2300 XP)

**Summon Machine.** The engineer can use their action to summon up to 3 Large or smaller clockwork monsters of challenge rating 5 or lower. The constructs spawn at unoccupied spaces within 30 feet of them and follow her every command as if under the *command* spell. The engineer can't use this action again until all the constructs they summoned this way have been destroyed.

**Grease Monkey.** If a construct the engineer summoned has fewer than its maximum hit points at the start of their turn, they can use their action to restore 14 (4d6) hit points to that construct.

#### Actions

**Multiattack.** The engineer makes 3 buzzsaw attacks.

**Buzzsaw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) slashing damage.

**Lightning Baton.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) lightning damage.





## MASTER ENGINEER

Medium humanoid, neutral

Armor Class 17 (tactical armor)

Hit Points 187 (25d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	22 (+6)	14 (+2)	14 (+2)

**Saving Throws** Int +10

**Skills** History +10, Investigation +10, Perception +6

**Senses** passive Perception 16

**Languages** Common, Undercommon, four additional languages

**Challenge** 10 (5,900 XP)

**Summon Machine.** The engineer can use his action to summon up to 2 Large or smaller clockwork monsters of challenge rating 10 or lower. The constructs spawn at unoccupied spaces within 30 feet of him and follow her every command as if under the *command* spell. The engineer can't use this action again until all the constructs he summoned this way have been destroyed.

**Grease Monkey.** If a construct the engineer summoned has fewer than its maximum hit points at the start of his turn, he can use his action to restore 21 (6d6) hit points to that construct.

### Actions

**Multiattack.** The Master Engineer makes 3 chainwhip attacks or two lightning baton attacks.

**Chain Whip.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

**Grenades.** Roll 1d10 + 5 to determine the amount of grenade the master engineer then roll a 1d10 for the amount of grenades acquired to determine the types of grenades.

**Lightning Baton.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) lightning damage.

## THE MASTER ENGINEER'S LAIR

The Master Engineer can be found among the ruins of his inventions. Ancient scrap yards, old abandoned spires, or vast underground labyrinths are among places he might call home. His realm is full of clockwork and cogs, and his connection to the plane of Mechanus remains strong enough that the Modrons that call the plane home can also be found lurking around nearby. The entire complex is filled with books, screens, and manic scrawlings filled with the Engineer's research, and a hidden room will reveal itself to be the Engineer's main workspace, where his experiments are brought to fruition.

Adventurers might find themselves in his lair seeking out long-forgotten knowledge, perhaps trying to find answers to questions about the civilization they are a part of, or seeking out the blueprints for an artifact like the Everyman.

Regardless of the reason, the Master Engineer remains secretive, to the point that adventurers might not even be sure he exists.

He may send modrons or clockwork creatures out to discern the reasons for the adventurers' intrusion. If he determines their goals to be aligned with his own, he may provide them with what they seek. But his mind is warped and twisted, and he sees anything chaotic as a threat. Anything that would cause a deviation from his meticulous plans is a problem that he has no issue with stamping out.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Master Engineer takes a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- **The clock ticks.** The floor rotates a full 90 degrees clockwise, forcing creatures and objects on the floor to move along with it. Except for the Engineer, each creature that was on the floor when it rotated must make a DC 18 Dexterity saving throw. On a failed save, a creature is knocked prone and stunned until the end of the Engineer's next turn.
- **The plane of Mechanus exerts its influence.** Until the next initiative count 20, creatures use the average damage result for attacks and spells. For example, an attack that normally deals 1d10 + 5 damage will deal 10 damage (as a d10 averages to 5.5), and an attack that deals 2d6 damage will deal 7 damage (as a d6 averages to 3.5).
- **Modrons rush to the Engineer's aid.** Eight tridrones, four quadrones, or two pentadrones (Monster Manual, pp. 225-226) appear in unoccupied spaces exactly 30 feet away from the Engineer, spaced evenly apart. They act immediately as they appear, then take subsequent turns immediately after the Engineer in initiative order. This effect can't be used again until all the Modrons summoned this way die.





## TALLBOYS

*Large humanoid, lawful neutral*

**Armor Class** 16 (composite plating)  
**Hit Points** 73 (10d10 + 20)  
**Speed** 40 ft.

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

**Saving Throws** Con +4, Wis +2  
**Skills** Perception + 2  
**Senses** passive Perception 12  
**Languages** Common and native language  
**Challenge** 3 (700 XP)

**Above All Else.** The Tallboys have advantage on Wisdom (Perception) rolls that rely on sight.

### Actions

**Multiattack.** The tallboy makes two electric rifle attacks.

**Automatic Rifle.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage.

**Stomp.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target *Hit:* 7 (2d4 + 3) bludgeoning damage.

## TALLBOYS

Being part of the main patrol, these units are fitted with suits featuring extended legs and protective shielding, giving them a "birds eye view." While patrolling or scouting for suspicious activity they are usually followed by two to three armed officers at a time due to them being poor at melee range. They are typically equipped with either a longbow, rifle, or other manner of firearm, but in special cases the tallboys are equipped with a special Tesla rifle specially built to stun and subdue foes and are often used in riots, uprisings, and dangerous gatherings.

### VARIANT WEAPONS

**Tesla Rifle.** *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one target *Hit:* 11 (2d8 + 3) lightning damage.

When a creature is hit by this attack, they must make a DC 15 Constitution saving throw. On a failed save, the creature is stunned as the electricity rocks their body and senses. At the end of each of the creature's turns, it can retry the Constitution saving throw, ending the effect on itself on a successful save.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target *Hit:* 7 (1d8 + 3) piercing damage.





## ELITE GUARDSMAN

Medium humanoid, lawful neutral

**Armor Class** 16 (special response armor and shield)  
**Hit Points** 105 (14d10 + 28)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	10 (+0)	17 (+3)	10 (+0)

**Saving Throws** Str +4, Con +4

**Skills** Athletics +5, Perception +6

**Senses** truesight 120 ft. (*ring of truesight*), passive Perception 16

**Languages** Common, Elvish and any one language (usually dwarvish)

**Challenge** 3 (700 XP)

**Shield Master.** If the Elite Guardsman isn't incapacitated, it can add a +2 bonus to any Dexterity saving throw it makes against a spell or other harmful effect that targets only it. Additionally, if the Elite Guardsman takes the Attack action on its turn, it can use a bonus action to try to shove a creature within 5 feet of it with its shield.

**Shield Shooter.** The Elite Guardsman can wield a two-handed firearm with a shield, gaining all of its benefits, but must brace themselves against the shield as a bonus action to fire it.

**Shield Link.** If there's at least one other Elite Guardsman next to the Elite Guardsman they can link their shields together in a phalanx formation to create a mobile wall. With more Guardsmen, this wall can reach up to 15 feet high.

### Actions

**Multiattack.** The Elite Guardsman makes two shield bash attacks or two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage, or 8 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 2) bludgeoning damage.

**Rifle.** *Ranged Weapon Attack:* +7 to hit, range 90/300 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

## ELITE GUARDSMEN

In front of every great rifle man is a strong, sturdy shield, and there is no sturdier shield than the one held by the Elite Guardsmen. The Elite Guardsmen are a peace keeping division of the royal police that gets involved only when there are riots, uprising, or a need for extra security detail. They are, literally and figuratively, the main wall for any assailant to get through.

It's not extremely difficult to defeat these immobile troops, but they have the ability to create a wall about 15 feet high, making it incredibly difficult to get through these troops while still dodging gunfire from multiple angles. The single, shining moment for the Elite Guardsmen came years ago, when these troops had to be called into subdue a rebellion that ultimately failed thanks to these iron protectors' unbreakable wall of shields.





## FIELD MEDIC AND WAR HOUND

Special military personnel who have been trained to heal and help fallen comrades, these men are responsible for providing first aid and frontline trauma care on the battlefield. They are also responsible for providing continuing medical care in the absence of a readily available physician, including triage and treatment of disease and managing battle injuries.

Field medics are normally colocated with the combat troops they serve in order to easily move with the troops and monitor ongoing health. They are invaluable sources of care and strength in the war. Without them, many armies would have fallen and never been able to get up again.

In the face of the horrors of war, there's one thing that keeps these simple doctors going - their loyal companions, known by the troops they support as "war hounds". War hounds are specially trained dogs that are used to assist and protect the field medic as well as provide aid and boost morale of soldiers in the line of duty.

The War Hound uses the stats for a *mastiff* (*Monster Manual* p.332).



## FIELD MEDIC

*Medium humanoid, lawful good*

**Armor Class** 14 (light undercover shirt)  
**Hit Points** 88 (16d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	13 (+1)

**Saving Throws** Wis +3, Con +1

**Damage Resistances** poison

**Skills** Medicine +5, Survival +5, Perception +5

**Senses** passive Perception 13

**Languages** Common and three additional languages

**Challenge** 3 (700 XP)

**Healer's Kit.** When a creature is incapacitated, the field medic can use the healer's kit to stabilize it.

**Spellcasting.** The field medic is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The field medic has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, spare the dying, word of radiance*

1st level (4 slots): *bless, cure wounds, detect magic, healing word*

2nd level (3 slots): *calm emotions, lesser restoration, prayer of healing*

3rd level (3 slots): *dispel magic, mass healing word, revivify*

### Actions

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

**Pistol.** *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.



## LIGHT INFANTRY SOLDIER

Light infantry represent units of soldiers who have no attached tank units or armored personnel carriers, and fewer artillery pieces than the heavy, mechanized infantry divisions. Once transported, they will tend to walk to war, rather than ride to it. They are plentiful and powerful.

### LIGHT INFANTRY SOLDIER

Medium humanoid, any alignment

**Armor Class** 14 (steel plate armor + shield)

**Hit Points** 53 (11d8 + 11)

**Speed** 30 ft.

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

**Senses** passive Perception 11

**Languages** Common, and one additional language  
**Challenge** 3 (700 XP)

**Tactical Awareness.** The light infantry soldier has advantage on Wisdom (Perception) checks that rely on sight or hearing as long as an ally is within 10 feet of it.

### Actions

**Multiattack.** The light infantry soldier makes two shortsword or two bayonet attacks.

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

**Rifle.** *Ranged Weapon Attack:* +3 to hit, range 90/300 ft., one creature. *Hit:* 12 (2d10 + 1) piercing damage.

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

## IMMOLATOR

Immolators wield mechanical incendiary devices designed to project a long, controllable stream of fire at any enemy that gets too close for comfort. Immolators are dangerous close combat soldiers whose only job was to burn everything that wasn't an ally. Ironically enough the flamethrower is as dangerous to the immolator themselves as it is to those unfortunate enough to stand in front of them, as the tank of volatile gas they wear to fuel their flames is an easy sniper target. There is a better than even chance that the tank will ignite when struck, exploding in a violent and damaging conflagration.

### IMMOLATOR

Medium humanoid, chaotic good

**Armor Class** 16 (tactical armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	20 (+5)	10 (+0)	19 (+5)	12 (+1)	19 (+5)

**Damage Resistances** fire

**Senses** passive Perception 12

**Languages** Common and one additional language  
**Challenge** 4 (1100 XP)

**Ticking Time Bomb.** As long as it is wearing its fuel tank, if an attack that would deal piercing damage to the immolator has a result of 19 on the die roll, the tank will leak its flammable fuel, which can be subsequently ignited. On a roll of 20, the fuel tank explodes, dealing 5d6 fire damage and 5d6 force damage to each creature within 20 feet of the immolator, including the immolator itself.

Each creature in that area must also succeed a DC 18 Constitution saving throw or catch fire, taking 2d6 fire damage at the start of each of its turns for the next minute or until the flames are extinguished. A creature can retry the saving throw at the end of each of its turns to extinguish the flames.

### Actions

**Flamethrower.** *Ranged Weapon Attack:* +5 to hit, range 30 ft. cone, one target. *Hit:* 13 (3d6 + 3) fire damage.

**Pistol.** *Ranged Weapon Attack:* +1 to hit, range 40/120 ft., one creature. *Hit:* 4 (1d10-1) piercing damage.





## ALCHEMIC BRUISER

Medium humanoid, chaotic good

**Armor Class** 17 (composite plating)

**Hit Points** 142 (16d8 + 60)

**Speed** 30 ft., climb 15 ft.

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 10

**Languages** Common, native language

**Challenge** 7 (2,900 XP)

**Grappler.** The alchemic bruiser has advantage on grapple attacks.

**Regeneration.** The Alchemic Bruiser regains 10 hit points at the start of its turn if it has at least 1 hit point.

### Actions

**Multiattack.** The Alchemic Bruiser makes two fist attacks.

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

**Seismic Slam.** *Melee Weapon Attack* +7 to hit, reach 5 ft., 10-ft. cube. *Hit:* 25 (6d6 + 4) force damage.

Creatures in the area of this attack must succeed a DC 15 Strength or Dexterity saving throw or be propelled back up to 10 ft. and knocked prone.

### Reactions

**Parry.** The Alchemic Bruiser adds 3 to its AC against one melee attack that would hit it. To do so, the Alchemic Bruiser must see the attacker.

## ALCHEMIC BRUISERS

Plans and strategy are a useful tool in combat, but sometimes, brute force is just what you need for those "special occasions." The Alchemic Bruisers are a brawny, powerful metal beast that are called in only when brute strength is necessary. It's not often they go on patrol but when a little muscle is needed these powerful monsters are called in to subdue anything they are ordered to subdue maybe even kill if necessary.

Sadly, the Bruisers were once officers who subjected themselves to voluntary experimentation, and a painful operation left them fused to a hulking metal shell consisting of an enclosed mask attached to a backpack and a pair of gigantic metal arms. The backpack serves as the supports for the arms and provides a constant supply of a special concoction of medicines. This is so the bruisers stay dormant. If not given the medication they will enter an aggravated state where they attack anything and everything. When this happens they are brought down like wild dogs and thrown away never to be seen again.

If released they are to be treated as wild animals and watched under special supervision. The most important thing to keep in mind when fighting these humanoids is to never remove their masks. Under their masks is one of the only things keeping them under control, and if the mask were to be broken or taken off, their special medicine might not be ingested and will send them into a rage that can't be calmed, not even by magical means. A quite dangerous foe, yet a very powerful ally.





## HEAVY INFANTRY SOLDIER

Medium humanoid, unaligned

**Armor Class** 19 (Land Warrior Armor + Shield)

**Hit Points** 149 (16d8 + 80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	13 (+1)	8 (-1)	13 (+1)

**Saving Throws** Str +4, Con +5, Wis -1

**Skills** Athletics +7, Intimidation +4

**Senses** passive Perception 9

**Languages** Common, and one additional language

**Challenge** 8 (3900 XP)

**Brave.** The heavy infantry soldier has advantage on saving throws against being frightened.

**Heavy Weapons Guy.** The heavy infantry soldier can wield a *two-handed* firearm in one hand.

If it does so, its speed is halved and it has a -2 penalty on Dexterity saving throws until the start of its next turn.

## Actions

**Multiattack.** The heavy infantry soldier makes two handheld cannon attacks or three warhammer attacks.

**Handheld Cannon.** *Ranged Weapon Attack:* +7 to hit, range 60/200 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

**Warhammer.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage, or 14 (2d10 + 4) bludgeoning damage if used with two hands.

**Charge (Recharge 5-6).** The soldier moves up to 30 feet without provoking attacks of opportunity. If the charge takes the Heavy Infantry Soldier through an enemy's space, the enemy must make a DC 16 Dexterity Save. On a success, they are pushed to the side and take no damage. On a failure, they take 11 (1d10 + 5) piercing damage and are pushed with the Heavy Infantry Soldier until the end of its charge. If an enemy is pushed into a solid surface by the charge, they take an additional 1d8 bludgeoning damage. After charging, the heavy infantry soldier takes a -2 penalty to its AC and attacks made against the heavy infantry soldier have advantage until the start of its next turn.

## HEAVY INFANTRY SOLDIER

Dressed in heavy thick iron plating from head to toe, these behemoths are a powerful force to be reckoned with. They are merciless and unleash an unyielding barrage of cannon fire. Known for their brute strength and heavy weaponry, they can turn a large town or enemy faction into dust in mere days.

These "monsters" are few and far between, and are usually a last resort in any conflict. But their particular sets of skills are invaluable all the same, and in many armies, these soldiers are as valued as commanders or generals - even to the point that they earn the rank by merit of their strength alone.





## LARGER THAN LIFE MONSTERS

Outside of the cities exist creatures that defy science and reason, beasts as large as mountains, or beings with high intelligence that still have animalistic and natural auras to them.

These creatures reside in various environments, and for the most part, wherever these creatures exist, they thrive, being the sole or dominant species in the region.

Some of these creatures are blessed with an arcane aura, being able to use ancient arts as easily as they use their arms or legs, as if it were a gift from the gods.

For many of these creatures, it's not known where they come from, why they exist or how they function, but one thing is certain, they are all as wondrous as they are fearful.

### SPRIGGANS

#### BY U/CERTAIN\_RANDOM\_GUY

Spriggans are guardians of forested and swampy regions, and are malevolently opposed to any intruders into their realms. More mobile and agile than other treants or forest walkers, spriggans will often wander the woodlands for interlopers that may need driving out. They can often be found in the company of wolves, feyotes, or grove guardians while pursuing their goal to keep their woodlands pure. Older spriggans will tend to stay closer to their groves, but still take frequent journeys through their domain.

### YOUNG SPRIGGAN

These young spriggan are the most active of their kind, ranging far and wide across their home terrain in search of foes. While other spriggan varieties focus equally on the defense and nurture of nature, young spriggans are almost entirely focused on their hatred of foreign creatures.



## YOUNG SPRIGGAN

*Medium fey, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	8 (-1)	14 (+2)	12 (+1)

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Damage Vulnerabilities** fire

**Senses** passive Perception 12

**Languages** Druidic, Sylvan

**Challenge** 8 (3900 XP)

**False Appearance.** While the spriggan remains motionless in forested terrain, it resembles a clump of roots and has advantage on Dexterity (Stealth) checks to remain hidden.

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

**Nature Lord.** Forest creatures with an Intelligence score of 4 or lower will never willingly attack a spriggan, whom they see as a lord of the forest. Animals that are charmed, or who possess some sort of overriding loyalty (such as a Ranger's companion or an animal servant of another fey creature) may be willing to attack it.

### Actions

**Multiattack.** The spriggan makes two thorn attacks.

**Thorns.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage plus 7 (2d6) poison damage.

**Awaken Swarm (1/day).** The spriggan may use its action to summon 1d4 *Swarms of Wasps* (see MM 338), which act on the same initiative order as the spriggan and are under its control. The swarms emerge from the branches of the spriggan and may act in the same round they are summoned: on subsequent rounds the spriggan may use a bonus action to command the swarm. If they receive no commands, the swarms simply attack whatever enemy of the spriggan to which they are closest. The swarms remain for 1 hour, until the spriggan dies, or until the spriggan recalls them as a bonus action.



## ADULT SPRIGGAN

Medium fey, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

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

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Damage Vulnerabilities** fire

**Senses** passive Perception 12

**Languages** Druidic, Sylvan

**Challenge** 10 (5900 XP)

**False Appearance.** While the spriggan remains motionless in forested terrain, it resembles a clump of roots and has advantage on Dexterity (Stealth) checks to remain hidden.



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

**Nature Lord.** Forest creatures with an Intelligence score of 4 or lower will never willingly attack a spriggan, whom they see as a lord of the forest. Animals that are charmed, or who possess some sort of overriding loyalty (such as a Ranger's companion or an animal servant of another fey creature) may be willing to attack it.

### Actions

**Multiattack.** The spriggan makes two thorn attacks.

**Thorns. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) poison damage.

**Longbow Ranged Weapon Attack:** +7 to hit reach 150/600 ft., one target. *Hit:* 18 (3d8 + 4)

**Invisibility.** The spriggan magically turns invisible until it attacks or until its concentration ends (as if concentration on a spell). Any equipment the spriggan wears or carries is invisible with it.

**Summon Pack (1/day).** The spriggan magically calls 2d6 wolves if outdoors or if wolves are near. The called creature arrive in 1d4 rounds, acting as allies of the spriggan and obeying its spoken commands. The beasts remain for 1 hour, until the spriggan dies, or until the spriggan dismisses them as a bonus action.

**Awaken Swarm (1/day).** The spriggan may use its action to summon 1d4 *Swarms of Wasps* (see MM 338), which act on the same initiate order as the spriggan and are under its control. The swarms emerge from the branches of the spriggan and may act in the same round they are summoned: on subsequent rounds the spriggan may use a bonus action to command the swarm. If they receive no commands, the swarms simply attack whatever enemy of the spriggan to which they are closest. The swarms remain for 1 hour, until the spriggan dies, or until the spriggan recalls them as a bonus action.

### ADULT SPRIGGAN

Although in most ways similar to young spriggans, adults are set apart by their ability to turn invisible, their increased affinity with woodland creatures, and their hardier nature. Adult spriggans are less likely to attack intruders on sight, instead taking more time to appraise its enemies before engaging them.



## SPRIGGAN EARTH MOTHER

Earth mothers are the most ancient and powerful variety of spriggan. Typically only a single earth mother will live in the heart of a given forest, and she treats the entire wood as her domain. Other spriggans will defer to her in all matters.

Earth mothers are tied to their natural domain in a deep and fundamental way. When threatened, the natural world around rushes to offer her protection, keeping her going in fights with intruding foes. This effect is most potent in a earth mother's lair, where she has forged the deepest connection to the earth.



## AN EARTH MOTHER'S LAIR

Spriggan earth mothers typically lair in secluded woodland clearings or shallow caves that lie deep within the heart of a forest. They favor areas with small pools or streams and prefer to dwell near the oldest trees in a wood, with whom they frequently communicate.

Keen to keep outsiders away, earth mothers will often magically coerce the surrounding trees to extend their roots above ground. They are then woven together to form a sort of living wall that surrounds the area.

If enemies do intrude, the earth mother will often utilize her False Appearance to blend into this root wall and allow herself time to appraise her foes before striking at an opportune time.

A spriggan earth mother encountered in her lair has a challenge rating of 16 (15,000 XP).

### LAIR ACTIONS

On initiative count 20, (losing initiative ties), the spriggan takes a lair action to cause one of the following effects. The spriggan can't use the same effect two rounds in a row.

- Roots from the wall of the lair reach out and grab any enemies within 10 feet. Each creature of the spriggan's choice that starts its turn within 10 feet of the root wall must succeed on a DC 18 Dexterity saving throw or be grappled. Escaping requires a successful DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. The roots remain until initiative count 20 of the next round, grabbing any creatures that enter their range. Any creatures grappled by the roots will remain so until they can escape.
- The spriggan calls on nature for protection, and giant shards of rock burst from the ground and form a cocoon around her. While surrounded in this way, the spriggan's AC is increased to 22 and all melee and ranged attacks against her have disadvantage. The spriggan may move out of the cocoon, by in doing so she loses their defensive benefits. The rocks remain until initiative count 20 of the next round, when they are drawn back into the ground.
- Sharp roots emerge from the ground, striking up to three creatures that the spriggan can see within 120 feet of it. The spriggan makes one melee attack roll (+8 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.





## SPRIGGAN EARTH MOTHER

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 190 (20d8 + 100)

**Speed** 30 ft.

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

**Damage Resistances** bludgeoning, piercing

**Damage Immunities** poison

**Condition Immunities** poisoned

**Damage Vulnerabilities** fire

**Senses** passive Perception 12

**Languages** Druidic, Sylvan

**Challenge** 14 (11500 XP)

**False Appearance.** While the spriggan remains motionless in forested terrain, it resembles a clump of roots and has advantage on stealth checks to remain hidden.

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

**Regeneration.** The spriggan regains 10 hit points at the start of its turn. If the spriggan takes fire damage, this trait doesn't function at the start of the spriggan's next turn. The spriggan dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Nature Queen.** Forest creatures with an Intelligence score of 4 or lower will never willingly attack a spriggan, whom they see as queen of the forest. Animals that are charmed, or who possess some sort of overriding loyalty (such as a Ranger's companion or an animal servant of another fey creature) may be willing to attack it.

### Actions

**Multiattack.** The spriggan makes two thorn attacks.

**Thorns. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 20 (3d10 + 4) piercing damage plus 7 (2d6) poison damage.

**Invisibility.** The spriggan magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the spriggan wears or carries is invisible with it.

**Summon Pack (1/day).** The spriggan magically calls 2d6 wolves if outdoors or if wolves are near. The called creatures arrive in 1d4 rounds, acting as allies of the spriggan and obeying its spoken commands. The beasts remain for 1 hour, until the spriggan dies, or until the spriggan dismisses them as a bonus action.

**Awaken Swarm (1/day).** The spriggan may use its action to summon 1d4 *Swarms of Wasps* (see MM 338), which act on the same initiative order as the spriggan and are under its control. The swarms emerge from the branches of the spriggan and may act in the same round they are summoned: on subsequent rounds the spriggan may use a bonus action to command the swarm. If they receive no commands, the swarms simply attack whatever enemy of the spriggan to which they are closest. The swarms remain for 1 hour, until the spriggan dies, or until the spriggan recalls them as a bonus action.



## GROVE GUARDIAN

A manifestation of nature's own self-defense, the grove guardian is a shapeshifter that travels through the wilderness, protecting the land and its inhabitants. In its natural wolf shape, the grove guardian uses its fangs and powerful magic to drive away anything that threatens its land but if necessary, it can take a humanoid shape to communicate and negotiate.

**Neutral Guardians.** Grove guardians do not think of things in terms of wrong or right, nor do they care for law. Emerging to protect the land it has been bound to, a grove guardian attacks all who threaten it with zealous animosity. Only those who can convince it of their desire to protect the land are left alone. Druids are recognized by grove guardians but not exempt from their judgment, having to prove their loyalty to nature before to their satisfaction first.

**Silent Sentinels.** Prior to attacking, grove guardians will make their presence known to outsiders, calmly observing from a distance and gradually drawing closer. If outsiders do not demonstrate proper respect or fail to acknowledge grove guardians in communication, the guardians will attack.

**Force of Nature.** The land calls grove guardians to its aid. Their number increase in accordance to the danger of the situation. Often only one guardian will be called in defense against wandering outsiders, but a whole pack may appear in the wake of cataclysmic events.



## GROVE GUARDIAN

Large fey, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d10 + 11)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	22 (+1)	18 (+4)	15 (+2)

**Saving Throws** Dex +6, Wis +7

**Skills** Perception +10, Stealth +6

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The guardian's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The guardian can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *thorn whip* (3d6)

3/day each: *spike growth*, *silence*

1/day each: *conjure animals*, *plant growth*

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

**Speak with Beasts and Plants.** The guardian can communicate with beasts and plants as if they shared a language.

**Tree Stride.** Once on its turn, the guardian can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of it. Both trees must be Large or larger.

### Actions

**Multiattack.** The guardian makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.





## DRAGONETTE

*Tiny dragon, neutral*

**Armor Class** 14 (natural armor)  
**Hit Points** 9 (2d6 + 2)  
**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +5  
**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13  
**Languages** Understands Common and Draconic but can't speak  
**Challenge** 1/4 (50 XP)

**Keen Senses.** The dragonette has advantage on Wisdom (Perception) checks that rely on sight, hearing or smell.

**Limited Telepathy.** The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Dragonette Colors.** Each dragonette descends from a true dragon's bloodline and gains distinct coloration as well as features based upon its ancestry. Its breath weapon and damage resistance are determined by the dragon type, as shown below.

- Red, Gold, Brass = Fire
- Black, Copper = Acid
- Blue, Bronze = Lightning
- Green = Poison
- White, Silver = Cold

### Actions

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

**Breath Weapon (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 10 ft., one target. *Hit:* 6 (1d10) damage type determined by color.

**Sting (1/day).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If it fails the saving throw by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

## DRAGONETTE

Even more elusive than their cousins, the pseudodragons, most people remain ignorant of the dragonettes' existence. With scales in all shades, horns, and a mouth of needlelike teeth, a dragonette is a nearly perfect tiny replica of its larger cousins.

**Draconic Spies.** Some scrupulous dragons desired small spies to keep an eye upon their enemies, and attempted to rely on pseudodragons to perform this work. But in their singular shades, pseudodragons often found themselves victims of friendly fire. To remedy this, these dragons offered their faithful pseudodragon servants doses of their own blood. The magic of dragon blood suffused these special pseudodragons, giving them colored scales and their signature breath weapons, creating the first dragonettes.

**Mixed Blood.** A nest of dragonettes often contains a rainbow of colors as, over the years, their pure bloodlines have mixed and mingled. Typically, though, a nest contains exclusively metallic or chromatic wyrmlettes.

**Isolated and Protective.** Dragonettes spread across the world, seeking out the most isolated and hidden places to live in peace. They are vicious and protective of their nests, attacking anything that would dare to approach, no matter the size, trying to lure it away from their young. They typically fight with their breath weapon while evading attacks, saving their stingers as weapons of last resort.

**Emotional Beings.** Dragonettes still have their pseudodragon ancestors' limited ability to communicate telepathically. They use this to communicate with other creatures and each other. Dragonettes are prone to mood swings, switching from playful mischief to somber silence to ferocious defense in the blink of an eye. They are quieter than their pseudodragon cousins, but sometimes vocalize their mood with animal noises - a rasping purr for pleasure, or a hiss for unpleasant surprise; a birdlike chirp for desire, and a growl of anger for discontent.





## CRABLONAUTS

The crablonaut people are large, bipedal, humanoid crustaceans with a lobster-like appearance. They are covered with chitinous plates that are reddish brown in color. Two smaller arms protrude below a crablonaut's arms.

Crablonauts travel through long underground streams and make their homes within grottos and underground lakes. They live in a thriving society similar to primitive civilizations, wary of outsiders and taking anyone who looks different as a potential threat.

### CRABLONAUT CITIZEN

*Large beast, chaotic unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	8 (-1)

**Damage Immunities** cold

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

**Languages** Aquan

**Challenge** 1 (200 XP)

**Amphibious.** A crablonaut can breathe air and water.

#### Actions

**Multiattack.** The crablonaut makes two pincer attacks.

**Pincer.** *Natural Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### CRABLONAUT WARRIOR

*Large beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	5 (-3)

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Aquan

**Challenge** 2 (450 XP)

**Amphibious.** A crablonaut can breathe air and water.

#### Actions

**Multiattack.** The crablonaut makes two pincer attacks.

**Pincer.** *Natural Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Spear.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one targets. *Hit:* 14 (3d6 + 4) piercing damage.

### CRABLONAUT MYSTIC

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 44 (6d10 + 12)

**Speed** 30 ft., swim 40 ft.

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

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan

**Challenge** 3 (700 XP)

**Amphibious.** A crablonaut can breathe air and water.

**Spellcasting.** The mystic is a 2nd-level Wizard. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *poison spray*, *shape water*

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

#### Actions

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





## RED BREASTED CASSOWARY

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 28 (5d8 + 5)

**Speed** 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+4)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Senses** passive Perception 11

**Languages** none

**Challenge** 1 (200 XP)

**Air Sacs.** The cassowary inflates its air sacs, located on its throat. While they are inflated, it gets +5 to its next Charisma (Intimidation) check.

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

**Running Leap.** The cassowary can make a long jump up to 30 feet when it has a running start.

### Actions

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

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

## SANDSURFER

Medium beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+3)	3 (-4)	10 (+0)	5 (-3)

**Senses** tremorsense 30 ft., passive Perception 10

**Languages** none

**Challenge** 1 (200 XP)

**Sandsurfing.** While the sandsurfer is in sunlight or is riding a tailwind, its speed is increased to 40 ft., and it can take the Dash or Disengage action as a bonus action. Its long jump is also increased to 20 feet and its high jump is up to 10 feet, with or without a running start.

**Mobile.** If the sandsurfer moves at least 20 feet on its turn before making a bite attack against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether the attack hits or not.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save.

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





## RHINOCEROS BEETLE

Large beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 50 (7d10 + 12)

**Speed** 30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** acid, fire, piercing and slashing from nonmagical weapons

**Senses** passive Perception 11

**Languages** -

**Challenge** 3 (700 XP)

**Charge.** If the rhinoceros beetle moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 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

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Hurl.** Any time the rhinoceros beetle successfully makes an attack without moving, it makes a Strength check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If the rhinoceros beetle wins the contest, the target is thrown 10 feet. If the beetle won the check by 5 or more, the opponent is thrown an additional 5 feet for every 5 more than the opponent's result.

## TUSKED HIPPOPOTAMUS

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +2, Stealth +2

**Senses** passive Perception 10

**Languages** None

**Challenge** 3 (700 XP)

**Brave.** The tusked hippopotamus has advantage on saving throws against being frightened.

**Hold Breath.** The tusked hippopotamus can hold its breath for 15 minutes.

**Underwater Camouflage.** The tusked hippopotamus has advantage on Dexterity (Stealth) checks made while underwater.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (3d10 + 4) piercing damage.





## GIANT PISTOL SHRIMP

*Large beast, unaligned*

**Armor Class** 15 (natural armor)  
**Hit Points** 71 (9d10 + 27)  
**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	6 (-2)	12 (+1)	3 (-4)

**Senses** passive Perception 11  
**Languages** None  
**Challenge** 3 (700 XP)

**Charge.** If the shrimp moves at least 10 feet straight towards a target and then hits it with a claw 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 pushed up to 10 feet away and knocked prone.

**Hold Breath.** The giant pistol shrimp can hold its breath for 1 hour.

**Propulsion (3/day).** While the giant pistol shrimp is under water it can use a bonus action to take the dash action.

### Actions

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

**Pistol Punch (Recharge 2-3).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., *Hit:* 16 (4d6 + 2) bludgeoning damage and the target must make a DC 15 Strength saving throw. On a failed save, the target is pushed 20 feet away from the giant pistol shrimp. If it hits a wall, it takes an additional 2d6 bludgeoning damage. On a successful save, it is pushed only 5 feet and takes half as much damage.

## GIANT PISTOL SHRIMP

These vividly colored beasts are underwater crustaceans that periodically crawl to the land side to lay their eggs and mate. At around the same time each year, they become incredibly aggressive and will attack anything in sight that they see as competition or a threat to their spawn.

Giant pistol shrimp are known to have an extremely hard punch thanks to their built in mandible muscles. When tensed up and primed, the snapping motion creates a large amount of force.

It has been shown on many occasions that a giant pistol shrimp can breach the hull of a fishing vessel with a single hit. Many seamen have died to this highly aggressive creature. Fortunately, their poor eyesight and lack of hearing limits their effectiveness as predators, but there is no doubt that these creatures are dangerous and should be avoided.





## SAND VIPER

Large beast, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 56 (8d10 + 8)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

**Saving Throws** Dex +3

**Senses** blindsight 60 ft., passive Perception 11

**Languages** None

**Challenge** 3 (700 XP)

**Camouflage.** When in a desert environment, the Sand Viper has advantage on Dexterity (Stealth) checks involved with hunting or tracking another creature, and Wisdom (Perception) checks to see it are made at disadvantage.

**Keen Hearing And Smell.** The Sand Viper has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage + 7 (2d6) poison damage and the target must succeed a DC 16 Constitution saving throw or become poisoned. While poisoned this way, the target must make additional Constitution saving throws at the start of each of its turns until the poison has been cured. After three total failed saves, the target is paralyzed for 24 hours or until the poison is removed.

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

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

## SAND VIPER

The dangerous sand viper is one of the most well-known dangers of any desert region. Despite lacking functional eyes, it possesses incredible auditory and olfactory organs, allowing them to find prey and escape from danger. The sand viper's venom is also an incredibly potent (and incredibly valued) paralytic that can freeze the target's muscles for at least 24 hours.

Sand vipers are highly intelligent pack hunters that use their instinctive teamwork to accomplish their goals. They plan their attacks, using various strategies and tactics to gain as much advantage over their prey as possible. Their most well known for distracting their prey before rushing together. A familiar folk saying sums up the danger: "If you see one sand viper, the rest have already killed you."





# NETHER SPHINX

Large beast, unaligned

Armor Class 12

Hit Points 76 (9d10 + 27)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	3 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 4 (1,100 XP)

**Keen Smell.** The nether sphinx has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the nether sphinx 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 15 Strength saving throw or be knocked prone. If the target is prone, the sphinx can make one bite attack against it as a bonus action.

## Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing and 3 (1d6) poison damage, and the target must make a DC 14 Constitution saving throw or become poisoned. While poisoned this way, the target takes 3 (1d6) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

## NETHER SPHINX

A predatory creature prowls the sandy dunes for its prey by using its strong, snakelike body to slither along the sandy floor. Spotting the long eared lagomorph it pounces ensnaring the poor little creature with in its retractable fangs. Using its fangs it injects a lethal dose of a powerful toxin as the lagomorph sputters to a paralyzing halt. Taking its massive claws it rips apart the still alive creature devouring it piece by piece until the only thing left is bits of fur and blood and thus the Nether Sphinx seeks its next meal before night fall.

The Nether Sphinx are an aggressive omnivore, that can eat practically anything they can hunt down but prefer to eat meats. They are usually solitary hunters, but if enough gather in a pack, they can be incredibly deadly. With powerful claws and a massive jaw lined with razor sharp teeth and six retractable fangs it can take down creature must larger than itself single handed. Its toxin is nothing to sneeze about, if a lethal dose is injected into a creatures bloodstream they can be immediately paralyzed and lose their function to breath but are fully aware of its surrounds.

Nether Sphinx are extremely territorial and will mark their land with a special sweat glands within their claws secrete a special formula that when touching the sand or dirt below it harden and leave its paw print. If you were to happen upon such a paw print it's wise to turn back and take a wide berth around it less you wish to fight this massive beast.





## CRYSTALLINE CREEPER

Large beast, neutral

**Armor Class** 17 (natural armor)  
**Hit Points** 48 (8d8 + 16)  
**Speed** 30 ft., burrow 30 ft.

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

**Saving Throws** Str +7, Con +7  
**Damage Vulnerabilities** lightning, thunder  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** paralyzed, petrified  
**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10  
**Languages** Terran  
**Challenge** 5 (1,800 XP)

**Earth Glide.** The crystalline creeper can burrow through non-magical, unworked earth and stone. While doing so, the creeper doesn't disturb the material it moves through.

**Siege Monster.** The crystalline creeper deals double damage to objects and structures.

**Spiked Body.** The crystalline creepers's body is covered in sharp jagged mineral spikes. Creatures striking the crystalline creeper with melee attacks must succeed on a DC 13 Dexterity saving throw or take the 3d4 piercing damage. Additionally, any creature in a grapple with a crystalline creeper has to make the same saving throw

### Actions

**Multiattack.** The crystalline creeper makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 4) piercing damage

## YUTYRANNUS

Large beast, unaligned

**Armor Class** 15 (natural armor)  
**Hit Points** 64 (8d10 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

**Skills** Perception +5  
**Senses** passive Perception 16  
**Languages** none  
**Challenge** 5 (1,800 XP)

**Snow Camouflage.** The yutyranus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Piercing Roar.** The yutyranus emits a piercing roar at the beginning of an encounter. Creatures within 30 feet of it must make a DC 14 Constitution saving throw or be stunned until their next turn. This ability can be repeated every minute.

### Actions

**Multiattack.** The yutyranus makes two attacks: either one bite attack and one claw attack, or two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d12 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d8 + 5) slashing damage.





## VICIOUS RALOMEX

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 126 (15d10 + 45)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

**Senses** passive Perception 10

**Languages** none

**Challenge** 5 (1,800 XP)

**Trampling Charge.** If the ralomex 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 12 Strength saving throw or be knocked prone. If the target is prone, the ralomex can make one stomp attack against it as a bonus action.

**Insectoid Wings.** In flight, the ralomex's insectoid wings make a great deal of noise. It has disadvantage on Dexterity (Stealth) checks while flying.

### Actions

**Acid Sac (Recharge 3-4)** The ralomex can spray a large stream of acid in the form of a mist that is created from special sacs in its cheeks. The ralomex sprays acid in a 30-foot cone. Creatures caught in the spray must make a DC 14 Constitution saving throw, taking 19 (3d8 + 6) acid on a failed save or half as much on a successful one.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 15 (2d8 + 6) piercing damage and 4 (1d8) acid damage.

**Spikes. Ranged Weapon Attack:** +8 to hit, range 100/300, one target. **Hit:** 22 (3d10 + 6) piercing damage.

**Tail. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d6 + 6) bludgeoning damage.

## VICIOUS RALOMEX

The Vicious Ralomex is a migratory beast that flies through the skies above humid forest regions. They are descended from creatures that had natural shapeshifting ability, combining traits from mammals, insects, and lizards alike. However, as centuries passed, the creatures lost their shapeshifting ability, leaving only a complex amalgamation of the wings of a dragonfly, the venom sacs and spines of a spitting lizard, and the sheer size and weight of a large bear.

Ralomex are solitary creatures, laying eggs which they immediately abandon to the wilds of nature. It's only by sheer luck that young ralomex survive beyond the first few years. The reason for this solitude is their vicious, easy-to-provoke nature. The slightest sound sends a ralomex flying into a rage, charging at other creatures and unwitting adventurers to destroy them without a second thought.

Fortunately, the sound of a ralomex's beating wings is impossible to miss. They can be heard for at least half a mile before landing, and creatures of the forest instinctively run away or risk being trampled and devoured. For that reason, it seems that the diet of a ralomex seems to consist of creatures and adventurers but it has been known to eat some berries and plants.





## ZYTHAR

Large fiend (demon), chaotic evil

**Armor Class** 13 (natural armor)  
**Hit Points** 110 (13d10 + 39)  
**Speed** 40 ft.

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

**Damage Resistances** fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** passive Perception 15  
**Languages** Abyssal, telepathy 120 ft.  
**Challenge** 6 (2300 XP)

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

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

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

### Actions

**Multiattack.** The zythar makes three attacks: two with its claws and one with its tail or two with its claws and one with its horn.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 15).

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

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

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) bludgeoning damage.

## BLOODMAW

Medium undead, chaotic evil

**Armor Class** 15 (natural armor)  
**Hit Points** 119 (14d8 + 5)  
**Speed** 60 ft.

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

**Saving Throws** Dex +8, Cha +3  
**Skills** Stealth +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from magic weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, poisoned

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

**Languages** understands Common but cannot speak  
**Challenge** 6 (2,300 XP)

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

### Actions

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

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or be stunned 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.





## TENTACLE HORROR

Tentacle horrors are found lurking in swamps or deserts. Using their tremor sense, it hunts opportunistically, tending to avoid groups of 5 or more. It favors surprising its victims and often travels deep underground to avoid giving away its location, surfacing only to strike. With the body of an ogre and the viciousness of a Morkoth, it's a danger best left alone.

### TENTACLE HORROR

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 133 (14d12 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	6 (-2)	14 (+2)	5 (-3)

**Skills** Perception +6

**Condition Immunities** blinded, charmed

**Senses** tremorsense 50 ft, passive Perception 16

**Languages** -

**Challenge** 6 (2,300 XP)

**Tentacled Maw.** A single tentacle extending out of a giant, toothed maw serves as the main body of the tentacle horror. This tentacle is only destroyed when the entire creature is dead.

**Outer Tentacles.** The tentacle horror has up to three outer tentacles. Each outer tentacle has AC equal to the horror's AC and 20 hit points. When an outer tentacle is destroyed, the maw suffers 5 points of damage.

**Regenerate Tentacles.** At the start of each of its turns, the horror regenerates tentacles until three are present. The new tentacles will burst from the ground at different locations of the horror's choice, each no more than 15 feet from the maw. The tentacles can attack on the same round they are regenerated.

### Actions

**Multiattack.** Each outer tentacle makes one tentacle or throw attack, then the horror makes one attack with its maw.

**Tentacle. Melee Weapon Attack:** +6 to hit, reach 10 ft., 1 creature. **Hit:** 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 15) and restrained until the grapple ends.

**Throw.** A tentacle throws a creature it currently has restrained up to 15 feet in any direction. Target takes 7 (1d6 + 3) bludgeoning damage and must succeed a DC 13 Dexterity saving throw or be knocked prone.

**Maw. Melee Weapon Attack:** +6 to hit, reach 5 ft., all creatures in range. **Hit:** 16 (3d8 + 3) piercing damage and the target is knocked prone.





# WENDIGO

*Large undead, neutral evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 110 (17d10 + 17)  
**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

**Saving Throws** Con +4, Wis +4, Cha +6

**Skills** Perception +4, Stealth +6

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common

**Challenge** 7 (2,900 XP)

**Ambusher.** The wendigo has advantage on attack rolls against any creature it has surprised.

**Keen Sight and Smell.** The wendigo has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Masks of the Wild.** The wendigo can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

**Mimicry.** The wendigo can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

## Actions

**Multiattack.** The wendigo makes one bite attack and two claw attacks, or it uses its Staggering Roar followed by two claw attacks.

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) piercing damage and 10 (3d6) necrotic damage. The wendigo regains hit points equal to necrotic damage dealt, unless the target is a construct or undead.

**Claw. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. If the target is a Large or smaller creature that the wendigo already hit with a claw attack this turn, the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained and the wendigo can't use its claws against another target.

**Staggering Roar (Recharge 5-6).** The wendigo emits a thundering roar. Each creature within 30 feet of the wendigo must succeed on a DC 14 Wisdom saving throw or take 14 (4d6) psychic damage and be stunned 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.

## WENDIGO

The Wendigo skulks in the northern forests and mountains of the realm. It is tall and gaunt to the point of emaciation, and its desiccated skin is stretched tightly over its bones. With its bones pushing out against its thin flesh, its complexion the ash gray of death, and its eyes pushed back deep into their sockets, it is a fearsome and terrifying sight to behold.

**Vile Origin.** According to legend, a wendigo is created whenever a humanoid resorts to cannibalism. This occurs more often in the bitter snow and ice of the north. Groups of lost adventurers, snowblind and starving, stranded for days, may lose their sanity and find themselves compelled to cannibalize the dead in order to survive. After such inhuman acts, the newly manifested wendigos are cursed to wander the land, eternally seeking to sate their voracious appetite for humanoid flesh.

**Luring Prowler.** Wendigos have adapted themselves to be able to replicate a myriad of sounds to lure their prey. Using its mimicry, a wendigo can emit a child's wail, a pained call for help, or the sounds of wild game to bait its prey away from the group or settlement.

If possible, a wendigo tries to stalk a group to learn their voices before splitting them off, one by one, to lure them to their doom. In desperate times, though, a wendigo can confront a group head-on. In such a case, it tries to stun as many enemies it can with its roar, snatch up the most defenseless member of the group, and retreat to a safer place to murder and devour its victim.





## BEBILITH

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 160 (13d12 + 65)  
**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	14 (+2)	12 (+1)	9 (-1)

**Saving Throws** Dex +6, Wis +4, Cha +2

**Skills** Stealth +6

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Telepathy 120 ft.

**Challenge** 7 (2,900 XP)

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

**Leap Attack.** As an action, the bebilith can make a standing leap of up to 40 feet. It can move through (over) spaces occupied by enemies, and when it lands, it can make a leg pin or poison spray attack.

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

### Actions

**Multiattack.** The bebilith makes three attacks with its leg pin, targeting a different target with each attack, or makes two claw attacks.

**Leg Pin.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage.

**Poison Spray (Recharge 5-6).** The bebilith sprays out poison in a 15-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 11 (2d6 + 5) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## BEBILITH

A Bebilith is a massive demonic scorpion, its body the size of a plow horse and its legs stretching out approximately 10 feet. They seem to delight in causing suffering and pain for others, but especially so towards the demons whom they hunt for food. No one is quite sure why this is, as it is unusual to say the least.

Bebiliths have scorpion-shaped bodies, with long fore-legs ending in razor-sharp claws. They are used to penetrate and rip armor plating from their foes. Bebiliths have a lethal breath weapon, but instead of fire, they instead spray forth a deadly poison cloud.

Bebiliths are incredibly aggressive and will attack anything they see, leaping in to slam down their legs into their foes with tremendous force.





## DELGETH

Delgeths are a unique breed of elk-like ungulate native to magical forests and places where the line between the natural and the supernatural is blurred such as the areas bordering the Feywild.

The Delgeth were originally feinds that embodied fire and rage but when encountering a you fey princess, their kind and the fey quickly became allies and were welcomed to become part of the fey. Instead of being feared for their raging body flames they are revered and seen as wise beings of chaos guiding those with clouded minds to a serenity and peace as they once were when taken in by the fey.

When its mating season they can be quite aggressive being engulfed in flames and taking on their more feindish appearance.



## DELGETH

*Large fey, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	7 (-2)	11 (+0)	13 (+1)

**Damage Resistances** fire

**Condition Immunities** frightened

**Senses** darkvision, passive Perception 13

**Languages** Understands Infernal and Sylvan but cannot speak

**Challenge** 6 (2300 XP)

**Charge.** If the delgeth moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

**Fire Up.** When aggravated, the delgeth sets itself ablaze, causing all damage it deals to become fire damage instead of its normal type.

### Actions

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) piercing damage.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

## ELDER DELGETH

*Large fey, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 125 (14d10 + 4)

**Speed** 40 ft.

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

**Damage Resistances** fire

**Senses** passive Perception 14

**Languages** Understands Infernal and Sylvian but cannot speak

**Challenge** 8 (5253 XP)

**Charge.** If the delgeth moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

**Fire Up.** When aggravated, the delgeth sets itself ablaze, causing all damage it deals to become fire damage instead of its normal type.

### Actions

**Multiattack.** The elder delgeth makes two attacks: one gore attack and one with its hooves, or two attacks with its hooves.

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) piercing damage.

**Hooves.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 4) bludgeoning damage.

### Legendary Actions

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

**Stomp.** *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 6) piercing damage.

**Feyfire Breath (Costs 2 actions).** The elder delgeth spits infernal fire from its mouth in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 40 (5d10) fire damage on a failed save, or half as much on a successful one.



# DEINOCANTODRACO

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 188 (13d12 + 90)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	2 (-4)	12 (+1)	9 (-1)

**Saving Throws** Con +9

**Skills** Perception +4, Stealth +3

**Senses** darkvision 60 ft., passive Perception 14

**Languages** --

**Challenge** 8 (3,900 XP)

**Amphibious.** The deinocantodraco can breathe air and water.

**Underwater Camouflage.** The deinocantodraco has advantage on Dexterity (Stealth) checks made while underwater.

## Actions

**Multiattack.** The deinocantodraco makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. It then makes one attack with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 7) piercing 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 deinocantodraco can't bite another target.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.



## DEINOCANTODRACO

The Deinocantodraco is a giant aquatic predator, almost as large as a tyrannosaurus rex, but shorter and longer. They possess a long crocodile-like head filled with teeth, short, stubby legs, and a massive sail. These predators live in deep rivers and wetlands filled with massive fish and spends most of their time in the water.

Typically they are not aggressive to creatures smaller than it but when approached too closely they will become hostile until the creature is either pushed back or killed.



## DUNE DRAKE

Medium dragon, chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 40 (6d8 + 10)

**Speed** 60 ft., burrow 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Dex +4, Con +5, Wis +2, Cha +4

**Skills** Intimidation +3, Perception +2, Stealth +2

**Damage Resistances** piercing

**Condition Immunities** petrified

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 2 (450 XP)

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

### Actions

**Multiattack.** The drake makes one bite attack and one tail attack.

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

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

## WATER DRAKE

Large dragon, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 120 (14d10 + 40)

**Speed** 20 ft., swim 60 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

**Saving Throws** Wis +3

**Skills** Perception +4, Stealth +6, Survival +4

**Damage Immunities** lightning

**Condition Immunities** paralyzed

**Senses** darkvision 120 ft, passive Perception 14

**Languages** understands Aquan and Draconic but cannot speak

**Challenge** 5 (1,800 XP)

**Amphibious.** The water drake can breathe air and water.

### Actions

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) lightning damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Lightning Ball (Recharge 5-6).** The water drake spits a ball of lightning towards a target it can see within 120 feet of it. The ball then causes lightning bolts to arc from the first target to up to three other targets of the drake's choice within 30 feet of the first target. Each creature or object can only be targeted once by this ability. Each target must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) lightning damage on a failed save, or half as much on a successful one.





## FLAME DRAKE

Large dragon, lawful evil

**Armor Class** 15 (natural armor)  
**Hit Points** 148 (17d10 + 45)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	11 (+0)	8 (-1)	11 (+0)	17 (+3)

**Damage Immunities** fire  
**Senses** passive Perception 10  
**Languages** understands Draconic but cannot speak  
**Challenge** 6 (2,300 XP)

**Fury.** When a fire drake has fewer than half its hit points remaining, it gains the multiattack ability. It makes one bite and two claw attacks.

### Actions

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

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

**Fire Breath (Recharge 6).** The drake exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

## FOREST DRAKE

Large dragon, chaotic neutral

**Armor Class** 16 (natural armor)  
**Hit Points** 152 (16d12 + 48)  
**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	12 (+1)	10 (+0)	7 (-2)

**Skills** Perception +2  
**Damage Resistances** poison  
**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** understands Draconic but cannot speak  
**Challenge** 6 (2,300 XP)

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

**Skulker.** The drake has advantage on Dexterity (Stealth) checks when in forested or grassy environments.

### Actions

**Multiattack.** The drake makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 4) poison damage.

**Tongue.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* The drake's tongue lashes out against the target to pull it in. It makes a DC 13 Dexterity check. On a failed save, the target is pulled towards the drake until it is 5 feet away, then the drake makes a bite attack against it.

**Poison Breath (Recharge 5-6).** The drake spews forth a poison cloud in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.





## CORROSIVE DRAKE

*Large dragon, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 153 (14d10 + 70)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	15 (+2)	12 (+1)	10 (+0)

**Saving Throws** Con +9

**Damage Vulnerabilities** cold

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Immunities** acid

**Condition Immunities** paralyzed

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Draconic (Understands, but can't speak)

**Challenge** 9 (5,000 XP)

**Corrosive Touch.** Any nonmagical weapon made of metal that hits the drake corrodes over time. After dealing damage, the weapon takes a permanent -1 penalty to damage rolls. If the weapon is not washed off with water within the next 2d4 turns, it begins to take an additional -1 penalty at the start of each of the drake's turns. If its penalty drops to -5, the weapon is destroyed.

If the drake touches either metal armor or a metal shield being worn or carried, the object 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.

**Magical Scales.** The drake has magical scales that cover its body. If a druid mounting the drake becomes the target of a harmful spell, the damage is redirected to the drake instead. Additionally, while mounted, the drake has resistance to damage from spells.

### Actions

**Multiaction.** The drake makes two attacks: either two bite attacks, or it uses its stinger followed by its acid breath.

**Bite.** *Melee Weapon Attack:* +8 to hit, one target. *Hit:* 18 (4d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 7 (3d4) acid damage on a failed save or half as much on a successful one.

**Stinger.** *Melee Weapon Attack:* +7 to hit, one target. *Hit:* 13 (4d4 + 3) piercing damage and the target must succeed on a DC 15 Constitution saving throw or become paralyzed. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Acid Breath (Recharge 4-5).** *Ranged Weapon Attack:* +7 to hit, range 15-ft. cone, each target within range. *Hit:* 19 (3d10 + 3) acid damage.

## CORROSIVE DRAKE

Corrosive drakes are very large beasts with powerful hind legs, a long, serpentine tail, and an extended neck. They have a slime-like film covering their hide, which is partially composed of their incredibly powerful digestive acid. They have no teeth, so they prefer to spray their enemies with the aforementioned acid, digesting them externally and simply slurping them up later. Corrosive drakes are born from eggs that hatch after 9 months, and grow to maturity over 5 years, living for up to 120.

The drake also has a nasty tail with tiny stingers on it that it uses to paralyze its prey. Only the most foolhardy adventurers have been known to hunt these creatures - however, there are legends of some druidic tribes that have used them for mounts, prizing them for their ability to turn nonmagical metal into rust.





## FROST DRAKE

Large drake, lawful evil

**Armor Class** 17 (natural armor)  
**Hit Points** 227 (12d20 + 100)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	11 (+0)	17 (+3)	11 (+0)	9 (-1)

**Damage Resistances** fire  
**Damage Immunities** cold  
**Senses** passive Perception 10  
**Languages** draconic  
**Challenge** 10 (5,900 XP)

**Frozen Blood.** The frost drake is surrounded by a 10-foot radius of frozen air. When a creature enters that radius, they must succeed in a DC 14 Constitution saving throw or become restrained as they are frozen to the spot. While a creature is restrained this way, it may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 59 (8d12 + 12) piercing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 43 (8d10) slashing damage.

**Tail Spikes.** *Ranged Weapon Attack:* +7 to hit, reach 30 ft., one target. *Hit:* 43 (8d10) piercing damage.

**Frost Breath (Recharge 5-6).** The drake spews forth freezing air and ice in a 30-foot cone. Each creature in this area make a DC 16 Dexterity saving throw, taking 68 (8d10 + 25) cold damage on a failed save or half as much damage on a successful one.

## MOUNTAIN DRAKE

Large dragon, chaotic neutral

**Armor Class** 20 (natural armor)  
**Hit Points** 190 (18d10 + 90)  
**Speed** 40 ft., climb 40 ft.,

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	15 (+2)	10 (+0)	8 (-1)

**Saving Throws** Str +9, Con +10  
**Damage Vulnerabilities** thunder  
**Damage Resistances** fire, lightning, poison, slashing, and piercing from non-magical Weapons  
**Damage Immunities** force  
**Senses** passive Perception 10  
**Languages** draconic  
**Challenge** 10 (5,900 XP)

**False Appearance.** While the mountain drake remains motionless, it is indistinguishable from a large series of rocks and stones.

### Actions

**Multiattack.** The mountain drake makes one attack with its claws and one with its bite.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 5) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 5) piercing damage plus 5 (2d4 + 2) cold damage.

**Sludge Shot.** The Mountain Drake spews a thick, acidic sludge in a 10-foot line. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 37 (7d12) acidic damage and its movement speed is reduced by half for 1d4 turns. On a failed save, it takes half as much damage and isn't slowed.





## SCARLET MAW

Huge beast, chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 190 (18d10 + 90)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	15 (+2)	10 (+0)	8 (-1)

**Saving Throws** Str +9, Con +10

**Skills** Intimidation +3, Perception +7

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire

**Senses** darkvision 120 ft., Passive Perception 10

**Languages** Draconic

**Challenge** 10 (5,900 XP)

**Heat Absorption.** If the scarlet maw would be subjected to fire damage, it instead takes no damage and regains hit points equal to half of the fire damage dealt.

### Actions

**Multiattack.** The scarlet maw makes two tail or bite attacks.

**Bite.** *Melee Unarmed Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 5) piercing damage plus 8 (2d8) fire damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the scarlet maw can't bite another target.

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

**Fire Breath (Recharge 4-6).** The scarlet maw spits a special ball of mucus that as it ignites into a giant fireball as it flies through the air. The fireball detonates in a 20-foot sphere centered on a point up to 40 feet away, forcing each creature in its are to make a DC 18 Constitution saving throw. On a failure, a creature takes 55 (10d10) fire damage and is knocked prone. On a successful save, it takes half as much damage and is pushed back 10 feet from the center of the explosion.

**Swallow.** The scarlet maw makes one bite attack against a large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the scarlet maw, and it takes 24 (8d6) fire damage at the start of each of the scarlet maw's turns.

If the crimson maw takes 30 or more damage on a single turn from a creature inside it, the crimson maw 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 20 feet of the crimson maw. If the crimson maw dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

## SCARLET MAW

The scarlet maw is a giant red species of snake that lives primarily near steep cliffs and larger mountains. By spreading its hood it is able to swiftly glide across air currents. Sometimes they might fly down to lower elevations in search of food, but it is exceedingly rare to see them outside of the tall spires and cliffs they call home. They have vestigial eyes and many wart-like sacs on their lower jaws. The sacs generate and store a potent chemical mucus that combusts in open air.

The scarlet maw is a dangerous predator that swallows its prey whole, like many other snakes. For some undetermined reason, some of its prey is not digested, but stored in the scarlet maw's mucus sacs. This offers prey a small chance of escape, but the chances are exceedingly slim.

The maw is sometimes hunted for its mucus, which can serve as a component in alchemist's fire, or for its meat, which is edible, but bitter and difficult to cook due to the oils permeating its scales and flesh that keeps it from burning itself.





# FEATHERED DRAGON

*Huge dragon, neutral good*

**Armor Class** 17 (natural armour)

**Hit Points** 124 (16d10 + 32)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	15 (+2)	10 (+0)	17 (+3)	18 (+4)

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

**Skills** Intimidation +2, Perception +11, Stealth +2, Insight +11

**Damage Vulnerabilities** thunder

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** frightened, charmed, poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic, Celestial, Telepathy 60 ft. (With creatures that share a language)

**Challenge** 11 (7,200 XP)

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

**Airborne.** The dragon has advantage on Dexterity saving throws while flying, but disadvantage on Dexterity saving throws while on the ground.

## Actions

**Multiattack.** The dragon can use its Graceful Presence. It then makes three attacks: one with its bite and two with its claws.

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

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 5) bludgeoning damage.

**Graceful Presence (Once per long or short rest).** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or suffer disadvantage on all attack rolls made against it until the beginning of its next turn. A creature that is immune to the charmed condition is immune to this effect. A creature that has advantage on saving throws against the charmed condition may apply that advantage to this saving throw.

**Breath Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons:

**Song of Wrath.** The dragon lets forth a wailing cry in a 30-foot cone. Each creature in that cone must make a DC 16 Wisdom saving throw, taking 38 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

**Heavensong.** The dragon begins to sing a beautiful song. Each creature within 20 feet of the dragon must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature is charmed by the dragon for 1 minute, regarding the dragon as a trusted friend to be heeded and protected. Although it isn't under the dragon's control, it takes the dragon's requests and actions in the most favourable way it can.

Each time the dragon or the dragon's companions do anything harmful to an affected creature or their companions, it may repeat the saving throw, ending the effect on itself on a success.

## Legendary Actions

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 13 (1d10 + 5) bludgeoning damage and be pushed back 5 feet. The dragon can then fly up to half its flying speed.





## THUNDERBIRD

Thunderbirds bring the storm on their wings. In times of drought, they are welcomed with joy and celebration. In other times, they are placated with gifts in hopes that they might leave quickly before flooding begins. When angered, thunderbirds can call down hurricanes and lay waste to entire villages, so in regions where these birds dwell, many villages maintain extensive rituals designed to appease and honor the local thunderbirds.

Thunderbirds nest near the base of waterfalls, where the constant thrum of crashing water prepares the hatchlings for a life at the heart of a storm. Once the chicks have hatched, their parents carry the offspring to nests at the top of mountains, where the young are struck by their first bolts of lightning and learn the mysteries of the storm.



## THUNDERBIRD

*Gargantuan monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 248 (16d20 + 80)

**Speed** 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	20 (+5)	4 (-3)	14 (+2)	9 (-1)

**Saving Throws** Dex +14, Con +10, Wis +7, Cha +4

**Damage Resistances** cold, lightning

**Senses** passive Perception 14

**Languages** -

**Challenge** 13 (10,000 XP)

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

### Actions

**Multiattack.** The thunderbird makes one beak attack and one talon attack.

**Beak.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

**Talons.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained.

**Change Weather.** The thunderbird uses its power to change the weather. This is like the spell *control weather* (*Player's Handbook* p. 228), except it can change the precipitation, temperature, and wind to any condition it chooses, and the changes takes effect at once, despite the natural climate. Once the thunderbird takes this action it cannot take a bonus action this turn.

### Legendary Actions

The Thunderbird can take 4 legendary actions, choosing from the options below. The Thunderbird regains spent legendary actions at the start of its turn.

**Storm Lightning.** If the current weather includes storm winds, the thunderbird can make a lightning attack against an opponent it can see. The target makes a DC 16 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a success.

**High Winds.** If the current weather includes strong winds, the thunderbird can choose any number of creatures it can see. Each creature must succeed a DC 16 Strength saving throw or be pushed 15 feet in the direction of the wind.

**Blizzard.** If the current weather includes snow, the Thunderbird can make a blizzard attack. Each creature within 40 feet of the thunderbird must succeed a DC 16 Constitution saving throw or take 6 (1d10) cold damage.



## CRAB LORD

*Large fey, neutral*

**Armor Class** 17 (natural armor)  
**Hit Points** 110 (13d10 + 39)  
**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	16 (+3)	20 (+5)	16 (+3)

**Saving Throws** Con +8, Int +8, Wis +10, Cha +8  
**Skills** Intimidation +5, Nature +5  
**Damage Resistances** bludgeoning, piercing, and slashing from magic weapons  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** blindsight 60 ft., passive Perception 15  
**Languages** Telepathy 120 ft  
**Challenge** 15 (13,000 XP)

**Shapechanger.** The crab lord can use its action to polymorph into the form of a humanoid or into its crab form. Its statistics are the same in each form. In its crab form it uses a claw attack and in its humanoid form it uses a crush attack. Any equipment it carries is not transformed. If slain, the crab lord reverts to its crab form.

**Amphibious.** The crab lord can breathe air and water.

**Magic Resistance.** The crab lord has advantage on saving throws against spells and other magical effects.

**Succession.** A destroyed crab lord will be succeeded by another crab in 24 hours. The successor becomes a crab lord and gains the memories of its predecessor.

**Spellcasting.** The crab lord is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The crab lord has the following cleric spells prepared:

Cantrips (at will): *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *sanctuary*, *shield of faith*

2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *meld into stone*

4th level (3 slots): *divination*, *control water*

5th level (2 slots): *dispel evil and good*, *geas*

6th level (1 slot): *forbiddance*

7th level (1 slot): *plane shift*

## Actions

**Multiattack.** The crab lord makes one attack with its claw and one attack with its planar mancatcher.

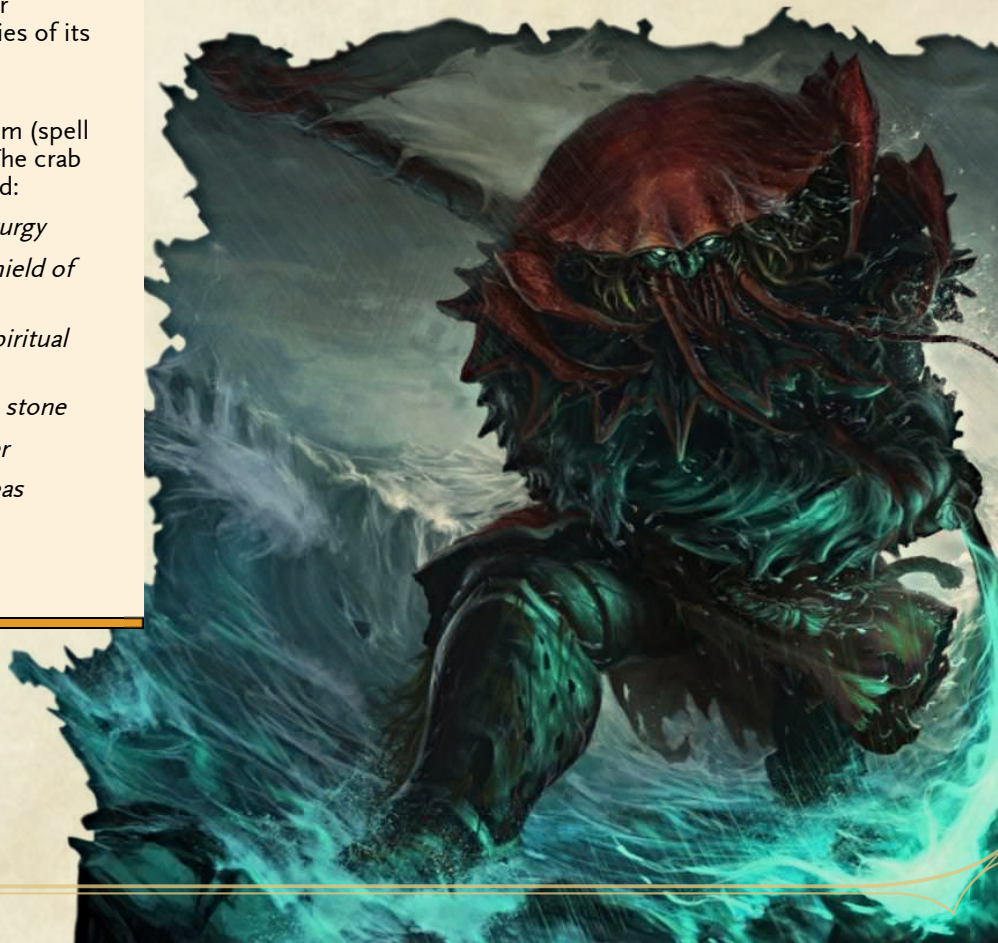
**Claw (Crush in Humanoid Form).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 35 (9d6 + 4) bludgeoning damage and the target is grappled (escape DC 16). The crab lord has two claws (or two arms in humanoid form), but one is large and the other is small. Only the larger one can be used to attack or grapple.

**Planar Mancatcher.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target is grappled (escape DC 16). The mancatcher can only be used to grapple small, medium or large creatures, and only one creature at a time. When a creature is grappled with a planar mancatcher it cannot be transported to another plane. If it tries to do so, it is inflicted with 1d10+4 magical damage and must succeed on a DC 16 Constitution save or become unconscious.

## CRAB LORD

The crab lord can appear in crab form or in the form of a large, armored humanoid. In humanoid form it has one large, muscular arm and one small, weak arm. The crab lord is the protector of crabs of various kinds, and may also take responsibility for other crustaceans. It makes its home on the Beastlands, but it could turn up wherever crabs are in trouble.

The crab lord is typically accompanied by a retinue of 2d20 + 10 *crabs* and 1d12 + 2 *giant crabs*.





## PARATHACUS

*Large celestial, lawful neutral*

**Armor Class** 18 (natural armor)  
**Hit Points** 210 (20d10 + 100)  
**Speed** 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	15 (+2)	18 (+4)	17 (+3)

**Saving Throws** Con +10, Wis +9, Cha +8  
**Skills** Athletics +11, Perception +9  
**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** lightning  
**Condition Immunities** charmed, exhaustion, frightened  
**Senses** truesight 120 ft., passive Perception 19  
**Languages** All, Telepathy 120 ft.  
**Challenge** 15 (13,000 XP)

**Angelic Lightning Weapons.** The Parathacus' weapon attacks are magical and deal an extra 2d8 lightning damage and 2d8 radiant damage on a hit (included in the attack).

**Electrified Body.** An evil-aligned creature that touches the Parathacus or hits it with a melee attack while within 5 feet of it takes 10 (3d6) lightning damage.

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

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

### Actions

**Multiattack.** The Parathacus makes two electric claw attacks and one electric bite attack, or it makes two electric stinger attacks.

**Electric Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 9 (2d8) lightning damage and 9 (2d8) radiant damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the Parathacus can bite only the grappled creature and has advantage on attack rolls to do so.

**Electric Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) lightning damage and 9 (2d8) radiant damage.

**Electric Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 9 (2d8) lightning damage and 9 (2d8) radiant damage.

**Lightning Breath (Recharge 5-6).** The Parathacus exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

## THE PARATHACUS

The Parathacus are classified as dominions, the fourth rank amongst the hierarchy of angels. Controlling the lightning feared by many as the instrument of divine justice, the Parathacus make known the majesty of the gods to the masses. It is said that almost all of the naturally occurring lightning in the world is a result of the actions of these angels. It is also said that divine wrath against gluttons is released in the lightning's flash, as the thunder signals heaven's roar.





## BARBADORAH OF THE DEEP

This gargantuan, docile creature can usually be found sleeping in deep chasms in the ocean, hiding from anything that may disturb their almost eternal slumber.

This beast typically only awakens every few centuries, spending several months to several years to sate its hunger by feasting on any creatures that cross its path before going back into the depths of the sea to sleep. This cycle makes the awakening of the Barbadorah both an incredible natural encounter and a terrible tragedy. No one knows where it comes from, why it sleeps or if there are more, but what is known, is that when he wakes up, the world will know.





# BARBADORAH OF THE DEEP

*Gargantuan monstrosity, unaligned*

**Armor Class** 10

**Hit Points** 472 (27d20 + 189)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	11 (+0)

**Saving Throws** Str +17, Dex +7, Con +14, Int +13, Wis +11

**Damage Resistances** fire, poison, bludgeoning, piercing and slashing damage from nonmagical weapons

**Condition Immunities** charmed, frightened, poisoned, paralyzed

**Senses** darkvision 120 ft. passive Perception 14

**Languages** Abyssal, Celestial, Infernal, Primordial, Telepathy 120 ft. but can't speak

**Challenge** 23 (50000 XP)

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

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

**Siege Monster.** The Barbadorah deals double damage to objects and structures.

## Actions

**Multiattack.** The Barbadorah can use its Frightful Presence. It then makes four attacks: one with its bite, two with its stomp, and one with its horns. It can use its Swallow instead of bite.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until the grapple ends, the target is restrained, and the Barbadorah can't bite another target.

**Frightful Presence.** Each creature of the Barbadorah's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the creature is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Barbadorah's Frightful Presence for the next 24 hours.

**Stomp.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Swallow.** The Barbadorah makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes 56 (16d6) acid damage at the start of each of the creature's turns.

If the creature takes 60 damage or more on a single turn from a creature inside it, the creature 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 creature. If the creature 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 Barbadorah can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Barbadorah regains spent legendary actions at the start of its turn.

**Attack.** The creature makes one stomp attack or horn attack.

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

**Move.** The creature moves up to half its speed.



## GOLEMS AND TITANS

With the coming of age, things must change. People of all races advance further, some faster than others. Before constructs were simple and were usually of similarly simple material. Now constructs such as golems and titans are now complex and very powerful beings. Being constructed from a multitude of item, materials, etc., they are a challenge for their vast versatility and power.

### WAX GOLEM

*Medium construct, unaligned*

**Armor Class** 10 (natural armor)

**Hit Points** 13 (2d8 + 2)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison, psychic

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

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

**Languages** Understands the languages of its creator but can't speak

**Challenge** 1/4 (50 XP)

**False Appearance.** While the golem remains motionless, it is indistinguishable from a normal wax mannequin.

**Binding Wax.** Creatures have disadvantage on attempts to escape the golem's grapple.

**Melt Away.** If the golem takes 5 fire damage in a single instance of damage, it instantly ends its grapple on any currently grappled creatures.

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Swipe.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) bludgeoning damage, and the target is grappled. While grappled in this way, the target takes 1 fire damage at the start of each of its turns.

## WAX GOLEM

In their search for greatness and praise, some power-hungry wizards have concocted a formula for low-cost, easily disposable minions made of wax. Due to their perpetually-melting and reforming nature, these constructs are primarily used for detainment of prisoners, but are sensitive to heat, so they are stored in cool environments. Some creative arcanists have made mazes of these golems, which attack intruders when they reach the center, overwhelming them in scalding wax.





## Obsidian Golem

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	15 (+2)	4 (-3)	10 (+0)	1 (-5)

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

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 2 (450 XP)

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

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

**Magma Blood.** The obsidian golem has magma coursing through its body. When it takes melee damage the attacking creature must make a DC 14 Dexterity saving throw or take 4 (1d8) fire damage for three turns or until a successful save.

**Magic Weapons.** The golem's weapon attacks are magical.

**Obsidian Demise.** If the golem dies, its body shatters into worthless rubble.

### Actions

**Multiattack.** The golem makes two melee attacks, one with each arm.

**Obsidian Limb.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Lava Spray (Recharge 3-4).** *Ranged Weapon Attack:* +1 to hit, reach 20 ft., one target. *Hit:* 9 (3d6 - 1) fire damage. Creature caught in the lava spray must make a DC 13 Dexterity saving throw or take an additional 3 (1d6) fire damage or half on a successful saving throw.

## Obsidian Golem

Made from cooled down molten lava, these golems have a very resistant body, making them excellent guards, soldiers and workers.

They are usually employed either as guards or as miners due to their resistance to heat, they can access certain rare minerals located in very hot climates, like in or near volcanoes, magma deposits or very deep underground.





# WOOD GOLEM

*Large construct, neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 65 (8d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	3 (-4)	7 (-2)	2 (-4)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, poison

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 3 (700 XP)

**Aversion to Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

## Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d6 + 2) bludgeoning damage. If the golem lands a successful hit, the target must succeed a DC 10 Dexterity saving throw or take an additional d6 bludgeoning damage and is knocked prone.

**Thorned Vines.** *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. Creatures hit with this attack must make a DC 12 Dexterity saving throw or be restrained for one turn.

## WOOD GOLEM

Made from the wooden remains of tree ents, these beings are either created by druids to revive fallen guardians of the forest, or by evil arcane users, who enslave them and use them for their selfish objectives.





## GLASS GOLEM

Medium construct, unaligned

Armor Class 15

Hit Points 115 (12d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	19 (+4)	18 (+4)	4 (-3)	8 (-1)	5 (-3)

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

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 7 (2,900 XP)

**Berserk.** Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

**Force Absorption.** Whenever the golem is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Transparent.** Even when the golem is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a golem that has neither moved nor attacked. A creature that tries to enter the golem's space while unaware of the golem is surprised by it.

## Actions

**Multiattack.** The golem makes two slice attacks.

**Shatter.** *Ranged Weapon Attack:* +7 to hit, range 10/20 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Shards of glass explode from the golem spraying dangerous knife like daggers around it. Creatures caught in the attack must make a DC 16 Constitution saving throw, taking 33 (6d10) force damage. On a successful roll creature take half damage.

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

**Teleport. (Recharge 5-6).** The golem magically teleports, along with anything it is carrying, up to 30 feet to an unoccupied space it can see. Before or after teleporting, the golem can make once slice attack.

## GLASS GOLEM

A glass golem is a hidden sentinel, prized for its pristine beauty. Well constructed glass golems stand watch over an area, barely perceptible in the best-case scenario, and looking like elegant artwork of blown and polished glass in the worst case. Like all golems, a glass golem has many complex enchantments on it that protect it from harm, deflecting spells and all but the most potent weapons.





## SAND GOLEM

*Large construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Resistances** piercing, slashing

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 10 (5,900 XP)

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Sand Reform.** When the golem is in contact with a sufficient quantity of nonmagical sand (i.e. in a desert region), it regains 14 (4d6) hit points at the start of its turn.

### Actions

**Multiattack.** The golem makes two slam attacks.

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

**Sandstorm (Recharge 5–6).** The golem targets one or more creatures it can see within 15 feet of it. Each target must make a DC 15 Dexterity saving throw. On a failed save, a target is entrapped in a cyclone of sand. An entrapped creature is considered grappled (escape DC 15) and takes 3d6 bludgeoning damage at the start of each of its turns.

## SAND GOLEM

A sand golem is an animated pile of shifting dust and stone controlled by a magical gemstone core. At first glance one can easily mistake it for a recently disturbed sand dune, but that's until it grinds them down into so much gory paste they could become part of its body.

Sand golems are simple in construction and the perfect guardians for many desert locales, everpresent and self-sufficient sentinels. Their tasks rarely stray from such duties, as anything more complex is best left to the more free-thinking inhabitants of the area.





## ICE GOLEM

*Large construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 168 (15d10 + 85)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	11 (+0)	2 (-4)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 11 (7,200 XP)

**Malleable Form.** The golem can take its action to melt and reform any part of its body, changing its properties. However if it gives itself an attack in this manner, it does not increase the damage it deals.

For example, the golem can change its arm into a blade and deal slashing damage, form multiple legs to better navigate different terrain, divert mass into armor plating increasing its AC, and so on. The DM uses this ability at their discretion.

**Icy Form.** The golem's weapon attacks deal an additional 1d6 cold damage (included in the attack).

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage + 3 (1d6) cold damage.

**Icy Aura.** The golem stomps its foot, freezing the ground in a 20-foot radius around it. This ice is considered difficult terrain and when a creature moves more than 5 feet within this radius, it must succeed a DC 15 Dexterity saving throw or slip and fall prone. When a creature is prone this way, it must use an action on its turn to stand up.

## ICE GOLEM

Formed from un-meltable ice, these golems are generally created in arctic areas or those generally associated with water. They are often used as foot soldiers in armies led by wizards, and occasionally as guards in frozen wasteland temples. They are typically humanoid, but the form they take is according to their creators' taste, and their ability to change it at will makes them formidable opponents.





# LIGHTNING GOLEM

Large construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, lightning, poison, psychic

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 12 (8,400 XP)

**Lighting Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

## Actions

**Multiattack.** The golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Static Touch.** *Melee Spell Attack:* +11 to hit, reach 10 ft., *Hit:* 18 (4d8) lightning damage.

**Lightning Discharge Ray (Recharge 5-8).** The golem unleashes a potent electricity discharge from its giant eye. The arc of electricity streaks towards a creature or point it can see within 200 feet. A creature struck by this arc must make a DC 15 Constitution saving throw, taking 47 (5d8 + 7) lightning damage on a failed save or half as much damage on a successful one. If the creature is wearing or holding a metal object, it has disadvantage on the saving throw.

- **Point Discharge (concentration).** If the golem strikes a fixed point with its Lightning Discharge Ray, it may unleash a lightning strike from the discharge, choosing a target within 10 feet of the point. The target must make a DC 20 Dexterity saving throw, taking 26 (3d6 + 8) lightning damage on a failed save or half as much damage on a successful one. The golem can maintain this arc (as if concentrating on a spell) to unleash an additional lightning strike at the start of each of its subsequent turns.



## LIGHTNING GOLEM

The lightning golem is a large construct made of a mixture of various metallic materials. It resembles a floating blue transparent stone with metal scraps wrapped around it. It is constantly discharging powerful streams of lightning. When not directly controlled, the lightning golem will act on its own, following its creator's last orders to the best of its ability.

If its creator loses control of the golem, by means of death or the destruction of the runestone, the lightning golem has been known to be extremely unpredictable and very violent to anything that crosses its path.

If a destroyed lightning golem is not properly discharged (by placing it in contact with grounded metal or water), it may explode with a static pulse powerful enough to knock people out cold within 20 feet of it and knock out electrical power within 1 mile of the epicenter.

## STEAM GOLEM

*Large construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

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

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands its creator's languages but can't speak

**Challenge** 13 (10,000 XP)

**Boiler Weakness.** A steam golem that's immersed in water or whose boiler is soaked with at least 20 gallons of water (such as from a water elemental) may be stopped in its tracks by the loss of steam pressure in the boiler.

In the case of being enveloped by a water elemental, dousing a steam golem destroys the elemental and the golem can make a DC 20 Constitution saving throw to avoid shutting down.

If it succeeds, the water instantly evaporates and the golem continues functioning normally. If it fails, the golem's fire is extinguished and the boiler loses pressure. The steam golem acts as if affected by a slow spell for 1d3 rounds, then becomes paralyzed until its fire is relit and it spends 15 minutes building up pressure.

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

**Extend Long Axe.** A steam golem can extend one of its axe arms into a long axe or retract its long axe as a bonus action.

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

**Magic Weapons.** The golem's weapon attacks are magical.

## STEAM GOLEM

Made from a metallic shell, these golems, unlike automatons, do not use clockwork mechanism to function, but instead they only use arcane energy. These suits are enchanted as to accumulate steam inside of it and use it as the insides. Due to this, they are rather hot.

## Actions

**Multiattack.** The steam golem makes two axe arm attacks.

**Axe Arm.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

**Long Axe.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 40 (5d12 + 8) slashing damage.

**Steam Blast (Recharge 5-6).** A steam golem can release a blast of steam. The golem chooses whether to affect a 5-foot radius around itself or a 20-foot cube adjacent to itself. Creatures in the affected area take 38 (7d10) fire damage, or half damage with a successful DC 17 Constitution saving throw.





## CRYSTAL GOLEM

*Large construct, unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	5 (-3)	11 (+0)	5 (-3)

**Saving Throws** Str +12, Con +10

**Damage Vulnerabilities** thunder

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

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

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** Understands Terran but cannot speak

**Challenge** 14 (11,500 XP)

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

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Siege Monster.** The golem deals double damage to objects and structures.

**Crystalline Colors.** Each Crystal has its own geometric structure. With this differing structure comes advantages against different damage properties. Below are what resistance each crystal golem gets:

- Red, Gold, Brass = Fire
- Black, Copper = Acid
- Blue, Bronze = Lightning
- Green = force
- White, Silver = Cold

### Actions

**Multiattack.** The golem makes two melee attacks.

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

**Crystal Shards (Recharge 6).** The golem unleashes shards of amethyst crystal in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 36 (8d8) slashing damage on a failed save, or half as much damage on a successful one.

## CRYSTAL GOLEM

Most golems are made by infusing a gemstone with power as it's core and implanting it into something for the body, but for Crystal Golems, their whole body is a gemstone. Due to this, they're full of arcane energy they have absorbed from nature.



## OOZE GOLEM

Large ooze, unaligned

**Armor Class** 19 (natural armor)

**Hit Points** 210 (26d10 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	1 (-5)

**Saving Throws** Dex +4, Int +3

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

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

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

**Languages** Understands the languages of its creator but can't speak

**Challenge** 16 (15,000 XP)

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Amorphous.** The golem can move through a space as narrow as 1 inch wide without squeezing.

**Corrode Metal.** Any nonmagical weapon made of metal that hits the golem corrodes. After dealing damage, the weapon takes a permanent and cumulative  $-1$  penalty to damage rolls. If its penalty drops to  $-5$ , the weapon is destroyed. Nonmagical ammunition made of metal that hits the golem is destroyed after dealing damage.

The golem can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the golem remains motionless, it is indistinguishable from a statue.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Multiattack.** The golem makes three slam attacks and uses its Psychic Crush.

**Slam. Melee Weapon Attack:**  $+10$  to hit, reach 5 ft., one target. **Hit:** 18 (3d8 + 5) bludgeoning damage plus 21 (6d6) acid damage, and if the target is wearing nonmagical metal armor, its armor becomes corroded, causing a permanent and cumulative  $-1$  penalty to the target's AC. The armor is destroyed if the penalty reduces a target's AC to 10.

**Psychic Crush (Recharge 5–6).** The golem targets one creature that it can sense within 60 feet of it. The target must make a DC 10 Intelligence saving throw, taking 33 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

## OOZE GOLEM

An ooze golem is usually created by a mistranslated manual or a careless wizard. They do their best to achieve the objective they were created for, but their will typically breaks from their creator's after an unspecified amount of time. This causes them to be disobedient and rebellious.







## CLOCKWORKS

Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependent upon the internal churning and turning of thousands of intricate springs, screws, and gears.

There are those who would scoff at the work of clockwork engineers, whose constructs seem at best merely imitations of the creations brought to life by practitioners of the purely arcane arts. However, those canny enough to realize the potential of clockwork engines know their true power to be both exotic and potent. In worlds where clockworks are common, these creatures can rival even the most powerful of golems for raw power. Massive giants comprising countless nuts and bolts have torn entire empires asunder. Time and time again, clockwork creatures have proven themselves a formidable presence in the face of more traditional rivals, and those who have borne witness to the feats of these creatures know to hold their tongues before questioning the constructs' power.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Clockwork creations, as their names suggest, must be wound up before they animate. The creators of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turn clockwise to wind it. Turning the key counter clockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Larger clockworks tend to have larger keys, and particularly huge keys required more than one set of hands to turn. Rather than seek assistance from other engineers, eccentric or hermitic inventors often rely upon other clockwork creations to help them turn keys or aid on the creation of more monumental constructions. Other times, engineers give copies of the keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires.

Much like golems and animated objects, clockwork creatures can be given any number of commands; a perpetually turning script in their core records those orders and programs the rest of the machine. Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned. The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation.



## CLOCKWORK SPY

*Tiny construct, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 5 (2d4)

**Speed** 30ft., climb 15ft., fly 20 ft.

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

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

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

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

**Languages** understanding the language of its creator but can't speak

**Challenge** 1/8 (25 XP)

**Immutable Form.** The clockwork spy is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork spy has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork spy's weapon attacks are magical

**Audio Recording.** A clockwork spy can record nearby sounds as a bonus action, storing all sound within 20 ft of it onto a small gem encased in its body. The clockwork spy can record up to 1 hour of sound. It can start and stop playback of recorded sound as a bonus action.

Removing a gemstone or installing a gemstone into a clockwork spy requires an action and a DC 25 Dexterity (Thieves' Tools) check. Failure does not damage the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals- a spy can be ordered to start recording sound as soon as a humanoid (human) or a beast comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

**Self Destruction.** Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes. Each creature in a 5 foot radius around the clockwork spy must make a DC 10 Constitution saving throw, taking 3 (1d6) fire damage on a failed save or half as much on a successful one. Using an action, a creature can make a DC 20 Dexterity (Thieves' Tools) check, halting the spy's self-destruct sequence on a success, but not preventing it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it.

### Actions

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

## CLOCKWORK SPY

This discreet spider like machine was designed and crafted for surveillance and reconnaissance missions. Their ability to capture audio into specially crafted gemstones makes them a useful tool for spies seeking illicit knowledge - or politicians looking for blackmail material to "influence" their rivals.

Their compact, spiderlike design maximizes their mobility, making them able to sneak into even the most safe guarded of locations; the tradeoff, however lies in their lack of durability. When confronted, a clockwork spy lacks a viable means of attacking, and will be more likely to flee the scene or, if forced, to self-destruct.

### RECORDING AUDIO

The Clockwork Spy records audio onto a gemstones that cost between 50 and 150 gp. The sound is magically converted into vibrations that are stored in the gem's crystal lattice; a gem will start to glow as it records, reaching maximum brightness after reaching its full one-hour capacity. They can be played back using a special device that translates the vibrations back into sound.





# CLOCKWORK MINI-FIREBOMB

*Tiny construct, unaligned*

**Armor Class** 13 (natural armor)  
**Hit Points** 27 (6d6 + 6)  
**Speed** 30 ft., burrow 15 ft.

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

**Damage Vulnerabilities** lightning

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

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

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

**Languages** understands the languages of its creator but can't speak

**Challenge** 1/2 (100 XP)

**Immutable Form.** The clockwork mini-firebomb is immune to any spell or effect that would alter its form.

**Magic Resistance.** The clockwork mini-firebomb has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork mini-firebomb's weapon attacks are magical.

**Ticking Bomb.** When the clockwork mini-firebomb takes damage for the first time, it creates a synthetic, glowing bead of fire energy inside its glass container as a reaction. This bead has the potential to detonate, like the spell *delayed blast fireball*.

When the mini-firebomb drops to 0 hit points, the bead detonates in an explosion of flame that spreads around corners. Each creature in a 10-foot-radius sphere centered on that point must make a DC 11 Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The explosion's base damage is 1d4. If at the end of the mini-firebomb's turn the bead has not yet detonated, the damage increases by 1d4. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

## Actions

**Multiattack.** The clockwork mini-firebomb makes two melee attacks.

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

## CLOCKWORK MINI-FIREBOMB

Smaller-scale versions of the clockwork bombs, mini-bombs are most often encountered buried in the ground in clusters, or hiding in nooks and crannies, and will pop out of hiding in an attempt to surround enemy targets, before detonating themselves like land mines. Otherwise, they serve the same overall function as their larger counterparts.



## VARIANT: ALTERNATE PAYLOADS

Clockwork mini-bombs can have alternate payloads aside from fire.

**Clockwork Mini-Meltabombs** explode with acid damage.

**Clockwork Mini-Cryobombs** explode with cold damage.

Creatures that fail their Dexterity saving throws have their speed reduced by 5 feet for 1 minute.

**Clockwork Mini-Arcanobombs** explode with force damage.

**Clockwork Mini-Electrobombs** explode with lightning damage. Creatures that fail their Dexterity saving throws are also paralyzed for 1 minute.

**Clockwork Mini-Deathbombs** explode with necrotic damage. Creatures within the blast radius must make a DC 11 Constitution saving throw, or have their maximum hit points reduced by a quarter of the necrotic damage taken (minimum of 1). This reduction lasts until the creature takes a long rest. The creature dies if its maximum hit points are reduced to 0.

**Clockwork Mini-Poisonbombs** explode with poison damage. Creatures within the blast radius must make a DC 11 Constitution saving throw, or be poisoned for 1 minute.

**Clockwork Mini-Lightbombs** explode with radiant damage. Creatures that fail their Dexterity saving throws are also blinded for 1 minute.

**Clockwork Mini-Thunderbombs** explode with thunder damage. Creatures that fail their Dexterity saving throws are also pushed 5 feet away from the center of the explosion, and are deafened for 1 minute.

## CLOCKWORK AVIAN

*Small construct, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 60 (10d6 + 20)  
**Speed** 10ft., fly 60

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	9 (-1)	13 (+1)	5 (-3)

**Saving Throws** Dex +3

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

**Senses** passive Perception 11

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

**Keen Sight.** The Clockwork avian has advantage on Wisdom (Perception) checks that rely on sight.

**Self Destruction.** Used as a last resort, if the clockwork avian senses the battle is lost, it will attach itself to the nearest enemy. The target must succeed a DC 14 Dexterity saving throw or become grappled by the clockwork avian. A creature grappled by the clockwork avian this way can make a DC 16 Strength saving throw at the start of its turn to rip off the creature.

On its next turn, whether or not either creature is at 0 hit points, the clockwork avian detonates, filling a 20-foot-radius sphere with flame. Each creature in the area must make a DC 13 Dexterity saving throw. A target takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

### Actions

**Multiattack.** The clockwork avian makes two attacks: one with its beak and one with its claws.

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

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

**Stinger (Recharge 3-5).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) poison damage, and the target must succeed a DC 12 Constitution saving throw or become poisoned. While poisoned this way, a creature takes 7 (2d6) poison damage at the start of each of its turns. A poisoned creature can remake the Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

## CLOCKWORK SERVANT

*Medium construct, unaligned*

**Armor Class** 16 (natural armor)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Dex +3

**Damage Resistances** bludgeoning, lightning

**Damage Immunities** poison

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

**Senses** Passive Perception 12

**Languages** understands the languages of its creator but can't speak

**Challenge** 1 (200 XP)

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

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

### Actions

**Multiattack.** The servant makes two melee attacks.

**Rapier.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

**Lightning Dash (Recharge 3-4).** The servant moves up to its speed in a straight line towards a creature more than 10 feet away from it, then makes three melee attacks against it.





## CLOCKWORK FIREBOMB

Medium construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	7 (-2)	10 (+0)	13 (+1)

**Damage Vulnerabilities** lightning

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

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

**Languages** understands the languages of its creator but can't speak

**Challenge** 2 (450 XP)

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

**Magic Resistance.** The clockwork firebomb has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork firebomb's weapon attacks are magical.

**Ticking Bomb.** When the clockwork firebomb takes damage for the first time, it creates a synthetic, glowing bead of fire energy inside its glass container as a reaction. This bead has the potential to detonate, like the spell *delayed blast fireball*.

When the firebomb drops to 0 hit points, the bead detonates in an explosion of flame that spreads around corners. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The explosion's base damage is 2d6. If at the end of the firebomb's turn the bead has not yet detonated, the damage increases by 1d6. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

### Actions

**Multiattack.** The clockwork firebomb makes two melee attacks.

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

## CLOCKWORK FIREBOMB

Built as an automated explosive device, clockwork bombs are tasked with aggressively attacking any enemy they see, before self-destructing themselves to cause as much damage as possible. A clockwork bomb is a human-sized, spherical clockwork contraption that walks around on eight sharp and pointy legs as it searches for enemy targets. Its upper half is a bronze chamber showing an intricate arming mechanism. It can also burrow itself beneath the earth, using internal vibration-sensitive mechanisms to detect anyone walking within close proximity, and spring out from its hiding place in ambush.

### VARIANT: ALTERNATE PAYLOADS

Clockwork firebombs can have alternate payloads, like their miniature counterparts.

**Clockwork Meltabombs** explode with acid damage.

**Clockwork Cryobombs** explode with cold damage.

Creatures that fail their Dexterity saving throws have their speed reduced by 10 feet for 1 minute.

**Clockwork Arcanobombs** explode with force damage.

**Clockwork Electrobombs** explode with lightning damage.

Creatures that fail their Dexterity saving throws are also paralyzed for 1 minute.

**Clockwork Deathbombs** explode with necrotic damage.

Creatures within the blast radius must make a DC 12 Constitution saving throw, or have their maximum hit points reduced by half of the necrotic damage taken (minimum of 1). This reduction lasts until the creature takes a long rest. The creature dies if its maximum hit points are reduced to 0.

**Clockwork Poisonbombs** explode with poison damage. Creatures within the blast radius must make a DC 12 Constitution saving throw, or be poisoned for 1 minute.

**Clockwork Lightbombs** explode with radiant damage. Creatures that fail their Dexterity saving throws are also blinded for 1 minute.

**Clockwork Thunderbombs** explode with thunder damage. Creatures that fail their Dexterity saving throws are also pushed 10 feet away from the center of the explosion, and are deafened for 1 minute.



## CLOCKWORK STALLION

Large construct, unaligned

**Armor Class** 13 (natural armor)  
**Hit Points** 13 (2d10 + 2)  
**Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

**Skills** Athletics +5, Perception +4  
**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** passive Perception 14  
**Languages** understands the language of its creator but can't speak  
**Challenge** 2 (450 XP)

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

**Running Leap.** With a 10-foot running start, the clockwork stallion can long jump up to 25 feet.

### Actions

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

**Trample.** *Melee weapon attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target creature is hit they must succeed a DC 15 Dexterity saving throw or be knocked prone.

## CLOCKWORK WYRMLING

Medium construct, unaligned

**Armor Class** 17 (natural armor)  
**Hit Points** 62 (8d8 + 10)  
**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	12 (+1)	11 (+0)	15 (+2)

**Saving Throws** Str +6, Cha +4  
**Damage Vulnerabilities** acid, bludgeoning  
**Damage Resistances** piercing, slashing  
**Condition Immunities** blinded  
**Senses** blindsight 60ft, passive Perception 17  
**Languages** understands the language of its creator but can't speak  
**Challenge** 2 (450 XP)

### Actions

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

**Smoking Discharge (Recharge 4-5).** The wyrmling shoots a thick black cloud of hot smoke at a creature it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 11 (2d6 + 4) fire damage and is blinded. On a failed save, it takes half as much damage and isn't blinded. The creature can remake the saving throw at the end of each of its turns, ending the effect on itself on a success.





# SWARM OF CLOCKWORK PESTS

Medium swarm of tiny constructs, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 65 (10d8 + 10)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	13 (+1)	8 (-1)	15 (+2)	10 (+0)

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

**Senses** passive Perception 15

**Languages** understands the language of its creator but can't speak

**Challenge** 2 (450 XP)

**Keen Senses.** The swarm have advantage on Wisdom (Perception) checks that rely on sight, or hearing.

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny clockwork pest. The swarm can't regain hit points or gain temporary hit points.

**Swarm Repair.** A swarm of clockwork pests can choose not to damage a construct with its swarm attack. When the swarm of clockwork pest occupies a construct's space at the end of the swarm's turn, it can repair 10 point of damage on that construct. The swarm can use its swarm repair on itself if it does not move for 1 round.

## Actions

**Stinger.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if the swarm has half its hit points or fewer, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

## CLOCKWORK PEST

Tiny construct, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 0ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-4)	18 (+3)	13 (+1)	8 (-1)	15 (+2)	10 (+0)

**Damage Immunities** poison

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

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

**Languages** understands the languages of its creator but can't speak

**Challenge** 1/4 (50 XP)

**Potent Injection (1/day).** If the pest hits a creature with its stinger, it can inject a larger dose of poison. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

## Actions

**Stinger.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.



## CLOCKWORK SOLDIERS

These heartless men of iron were built to fulfill their programmed purpose by any means necessary. Having no fear of death and unable to feel pain, they throw themselves into the fray without any shred of fear or doubt, even self-destructing if it will help fulfill their purpose.

While their simplistic in nature due to their design, they are still a marvel of engineering with heavy iron plates for armor and a powerful set of gears that allow it to rival the strength of a raging barbarian. The clockwork soldier even has a built-in head lamp that shines 60 feet ahead of it for nighttime operations.

### CLOCKWORK SOLDIER

*Medium construct, unaligned*

**Armor Class** 15 (natural armor, shield)

**Hit Points** 39(6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	7 (-2)	10 (+0)	3 (-4)

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 3 (700 XP)

**Immutable Form.** The clockwork soldier is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork soldier has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork soldier's weapon attacks are magical.

**Death Burst.** When the clockwork soldier dies, it explodes. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

### Actions

**Multiattack.** The clockwork soldier makes two baton attacks.

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

### VARIANT WEAPON: HALBERD

Clockwork soldiers may use different types of melee weapons. For example, a soldier using a halberd would have a CR of 2, an AC of 12 and make two halberd attacks (+5 to hit, reach 10ft., one target. *Hit:* 10 (1d10 + 3) slashing damage).





## CLOCKWORK GARGOYLE

*Medium construct, unaligned*

**Armor Class** 17 (natural armor, shield)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	4 (-3)	7 (-1)	8 (-1)	2 (-4)	16 (+3)

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 3 (700 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

## Actions

**Multiattack.** The gargoyle makes two attacks: one with its claw and one with its Warhammer or Shove action.

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

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

**Shove.** The target must make a Strength (Athletics) or Dexterity (Acrobatics) check opposed by the gargoyle's Strength (Athletics). If the gargoyle wins the contest, the target is shoved 5 feet

## Reactions

**Shield Master.** When an effect would allow the Gargoyle to make a Dexterity saving throw to take half damage from a harmful spell or effect, it can use its reaction to interpose its shield between it and the source of the effect, taking no damage on a successful save or half damage on a failed save.

## CLOCKWORK GARGOYLE

Shrouded men walk the dim side streets as the sun dips over the horizon. Making noise and ranting in vulgar language, a band of two orcs and three drow laugh as they kick over garbage bins and smash streetlights. Suddenly, they spot a loan officer getting off work and heading home in their direction. The punks surround and accost the off-duty officer, beating him within an inch of his life. Just as one pulls a knife, they are surprised as a few stones clatter to the ground. Before anyone can react, there is a sudden bang as a hulking machine with glowing red eyes lands on the ground, folding its majestic wings and standing up to the same height as the largest of the orcs. With swift slashes of its claws and hammer, it mercilessly attacks the assailants, leaving them dead on the ground. The machine looks towards the officer, spreads its wings, and leaps up to the top of the building and out of sight.

The Clockwork Gargoyle is a powerhouse of metal and art. They are rare, deployed in small numbers, but - just like clockwork soldiers or alchemical bruisers, they can be counted on for their muscle when push comes to shove. Perched atop roofs of apartments and warehouses, they are silent, vicious sentinels.



## BIGBY'S CLOCKWORK HAND

Medium construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	6 (-2)	13 (+1)	3 (-4)

**Saving Throws** Str +7, Wis +4

**Skills** Perception +4

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

**Senses** tremorsense 60 ft., passive Perception 14

**Languages** understands the languages of its creator but can't speak

**Challenge** 5 (1,800 XP)

**Immutable Form.** Bigby's clockwork hand is immune to any spell or effect that would alter its form.

**Magic Resistance.** Bigby's clockwork hand has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Bigby's clockwork hand's weapon attacks are magical.

### Actions

**Clenched Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) force damage.

**Finger Gun.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 9 (2d8) piercing damage.

**Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction of its choice. The target makes a Strength (Athletics) check contested by the hand's Strength. If the target is Medium or smaller, the hand has advantage on the check. If the hand succeeds, it pushes the target up to 25 feet. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand.** *Natural Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage, and the hand attempts to grapple the target if it is Huge or smaller. If the target is Medium or smaller, it has advantage on the Strength check to resist being grappled. While the hand is grappling the target, it can use its bonus action to crush the target, dealing 11 (2d6 + 4) bludgeoning damage.

## BIGBY'S CLOCKWORK HAND

Bigby's Clockwork Hand is a powerful foe in the shape of a human hand, scaled up to 5 feet tall and weighing approximately 400 pounds, named for its passing resemblance to the spell *Bigby's Hand*. More than just a giant hand, it is equipped with powerful, magical sensors and elaborate clockwork joints to give them flexibility and range of motion beyond a normal hand as well as the intelligence required to adapt its strategy on the fly. It is even equipped with a high-caliber cannon in its index finger that fires specially forged oversized bullets.

Bigby's Clockwork Hand was created to protect, capture, or punish experiments or prisoners. Groups of them can be found patrolling halls of overzealous tinkers in lieu of standard guards.





## CLOCKWORK GOLIATH

These golem like machines were created for the singular purpose of destruction. While lacking any finesse or strategy in combat, they make up for it with strength and single-minded ferocity.

Powered by lightning magic from arcane gemstones, these warmachines can deliver devastating lightning powered blows with its heavy fists.

### CLOCKWORK GOLIATH

*Large construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	3 (-4)

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 7 (2900 XP)

**Immutable Form.** The clockwork goliath is immune to any spell or effect that alters its form.

**Magic Resistance.** The clockwork goliath has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork goliath's weapon attacks are magical.

**Lightning Overload.** Whenever the clockwork goliath is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. It also instantly regains the use of its Charged Impact if it was recharging.

### Actions

**Multiattack.** The clockwork goliath makes two slam attacks or one buzzsaw attack and one slam attack.

**Buzzsaw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 4) slashing damage.

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

**Charged Impact (Recharge 5-6)** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage plus 18 (4d8) lightning damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away and knocked prone.

## CLOCKWORK OVERSEER

Like most clockwork creatures, clockwork overseers are finely tuned creations of metal, gears, and magic, but they differ in two major regards: their mechanical "brains" and their kinetic generators. The complex inner workings of a clockwork overseer's programming core are an order of magnitude more complicated than those of its counterparts, composed of delicate arrays of counters, springs, toggles, and other perfectly fitted components that collectively store and compute data.

Clockwork overseers can compel even greater feats from their subordinates, though doing so requires direct contact between the constructs via the overseer's lash to convey an electrical charge. This electricity builds over time, accumulated by static energy discharges created by the movement of limbs and gears. Most clockwork creatures respond readily to this electrical goading, overriding their standard operating specifications based on the exact combination of current and voltage the overseer conveys. Clockwork overseers harness and exploit electricity in small amounts, but they're as vulnerable as other clockwork creatures to massive discharges—arguably more so, since such attacks can scramble an overseer's decision-making hardware and temporarily reduce it to a truly mindless state.





# CLOCKWORK OVERSEER

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 110 (11d10 + 55)

**Speed** 40 ft. burrow 20 ft., climb 30 ft.

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

**Skills** Athletics +9

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

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

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 10 (5,900 XP)

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

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

**Magic Weapons.** The overseer's weapon attacks are magical.

## Actions

**Multiattack.** The overseer makes two slam or pincer attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage and the target must make a successful DC 17 Dexterity saving throw or be restrained.

**Pincers.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

**Penetrating Screech (Recharge 6-8).** When the overseer is in danger it can let out a high pitched screech that attracts all other clockwork beings that are within 60 feet of it. Creatures within 20 feet of the overseer must make a DC 16 Dexterity throw or be deafened for 1d4 rounds.

**Kinetic Discharge(Recharge 3-4).** The clockwork overseer charged kinetic motors built within its body. Taking two turn to discharge the clockwork overseer first builds static charging its motors. On discharge Creatures within 30 feet of the overseer must make a DC 16 Dexterity saving throw including the overseer.

On a failure creatures are struck by a sharp streak of blue lighting rendered stunned for one turn and take 32 (8d8) lightning damage. On a successful roll creatures are not stunned and take half damage

## Reactions

**Defensive Plating.** Once per day when the overseer is damaged by a spell that requires a Dexterity saving throw it can use its reaction to curl up and take half damage without needing to make a save. The overseer cannot move until the it uses a bonus action on a subsequent turn to uncurl.







## CLOCKWORK MAGE

These constructs are the pinnacle of clockwork inventions. An ingenious combination of mechanical devices and magical conduits allows a clockwork mage to channel the power of a wand into a variety of arcane powers. They often serve powerful arcane spellcasters, or serve as unflinching and unquestioning magical soldiers for those who want the benefit of spells without ego or free thought.

A humanoid figure of mithral and steel, a clockwork mage has a large crystal ball filled with shifting vapors for a head. It stands 7 feet tall.

### Variant: Arcane Paradox

Magic and golem making aren't an exact science and sometimes, things may go wrong.

When using *Arcane Conversion* roll a d8 instead of a d6. If you roll the number corresponding to the current school of magic the clockwork mage is using, the crystal enclosed in its chest explodes, dealing 10 (3d6) force damage to the golem and any creatures within 5 feet of it. The clockwork loses its ability to cast spell and any spells it was concentrating on ends.







## CLOCKWORK MAGE

Medium construct, unaligned

**Armor Class** 16 (natural armor)  
**Hit Points** 90 (12d8 + 36)  
**Speed** 30 ft.

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

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

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

**Senses** blindsight 60 ft., passive Perception 13

**Languages** understands the languages of its creator but can't speak

**Challenge** 9 (5000 XP)

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

**Magic Resistance.** The clockwork mage has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The clockwork mage's weapon attacks are magical.

**Silent Caster.** The clockwork mage doesn't need verbal components to cast spells.

**Quickened Cast.** When the clockwork mage casts a spell that has a casting time of 1 action, it may instead change the casting time to 1 bonus action.

**Wand Magic.** The clockwork mage's crystal wand allows it to cast spells, requiring no material components. Its spellcasting ability is Wisdom (spell save DC 15). The arcane school of the wand determines the color of the crystal and the clockwork's spells:

### 1. Abjuration (blue).

At will: *absorb elements, shield*  
 3/day each: *lesser restoration, pass without trace*  
 1/day each: *counterspell*

### 2. Conjunction (orange).

At will: *entangle, grease*  
 3/day each: *misty step, web*  
 1/day each: *stinking cloud*

### 3. Enchantment (yellow).

At will: *bane, sleep*  
 3/day each: *crown of madness, hold person*  
 1/day each: *confusion*

### 4. Evocation (red).

At will: *magic missile, thunderwave*  
 3/day each: *gust of wind, scorching ray*  
 1/day each: *fireball*

### 5. Illusion (purple).

At will: *color spray, disguise self*  
 3/day each: *blur, invisibility*  
 1/day each: *hypnotic pattern*

### 6. Necromancy (black).

At will: *inflict wounds, ray of sickness*  
 3/day each: *blindness/deafness, ray of enfeeblement*  
 1/day each: *bestow curse*

### 7. Transmutation (green).

At will: *expeditious retreat, catapult*  
 3/day each: *enlarge/reduce, spider climb*  
 1/day each: *haste*

## ACTIONS

**Multiattack.** The clockwork mage makes four slam attacks.

**Slam. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 12 (3d6+2) bludgeoning damage.

**Arcane Conversion (Recharge 6).** The clockwork mage uses its magical abilities to change the arcane school of its crystal wand. Roll a d6 to determine the new school, removing the current one from the list of possibilities. The clockwork mage regains the use of all its spells.



# CLOCKWORK MARINE

*Large construct, unaligned*

**Armor Class** 20

**Hit Points** 178(17d12 + 68)

**Speed** 20ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	8 (-1)	11 (+0)	1 (-5)

**Saving Throws** Str +8, Con +8

**Skills** Athletics +12

**Damage Immunities** psychic

**Damage Resistance** bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite, thunder, cold

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

**Senses** darkvision 120ft., passive Perception 10

**Languages** common but cannot speak

**Challenge** 12 (8400 XP)

**Pressure Sensitivity.** When the clockwork marine is underwater, it can sense all creatures within 60 feet of it by detecting slight currents and vibrations in the liquid. The clockwork marine can identify the size and exact number of creatures around it, but cannot detect anything specific, such as race.

**Amphibious.** The clockwork marine can breathe air and water.

**Heavy.** The clockwork marine can use its reaction to impose disadvantage on any attack or ability check that would force it to be displaced by any physical means.

## Actions

**Multiattack.** The clockwork marine makes two slam attacks. It can replace one attack with an attack from the marine cannon.

**Slam. Melee Weapon Attack:** +8 to hit, reach 10 ft., Hit: 15 (1d10 + 10) bludgeoning damage.

**Marine Cannon (Recharge 2-3). Ranged Weapon Attack:** +8 to hit, range 90/250 ft., one target. Hit: 32 (4d10 + 10) bludgeoning damage.

## CLOCKWORK MARINE

Clockwork marines were originally built to assist with rescue missions involving shipwrecks. Their willingness to put their lives on the line and to save people proved vital in other applications.

As the years passed, the clockwork marine benefited from improved engineering, making them suitable for deep sea exploration. They are now fully equipped and prepared for anything they may encounter under the sea.

A marine wields a double-barreled cannon that fires two small torpedos that are used to damage and scare off large beasts. The damage, though significant, usually won't kill anything larger than a shark. Its senses are augmented with pressure-sensitive mechanisms that help it detect creatures nearby, allowing them to effectively use its marine cannon for self defense. Finally, the thick metal plating that allows it to withstand heavy oceanic pressure also prevents it from being knocked about by strong currents.

Clockwork marines have been employed to perform jobs that are deemed too dangerous for humanoids, like deep sea pipe repairs and exploration in pitch black waters; since there is no person at risk, there is no fear of being crushed or killed by the immense pressures around them.





## CLOCKWORK DRAGON

Clockwork dragons' powerful breath weapons and mastery of flight make them versatile and graceful killers. Designed for long flights and missions, the intricate winding mechanism of the clockwork dragon is more efficient than that of other clockwork constructs, partially because it reuses some of the energy generated by its intricate wings and the complex machinery of its breath weapon device. One of the most complicated and subtly crafted clockworks, its many moving parts are fortified by adamantine supports and fixtures, making this killing machine a brilliant mix of beautiful intricacy and unyielding terror.

The basis chassis and internal workings of the clockwork dragons are highly adaptable, and many variants of the clockwork dragon exist. Comparable in size to adult dragons, clockwork dragons are typically 20 feet long from snout to the tip of its tail, and weigh nearly 75 tons.



## CLOCKWORK DRAGON

*Huge construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 175 (14d12 + 84)

**Speed** 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	22 (+6)	6 (-2)	15 (+2)	3 (-4)

**Saving Throws** Dex +6, Con +11, Wis +7, Cha +1

**Skills** Perception +7

**Damage Resistances** fire, lightning

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

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

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

**Languages** understands the language of its creator but can't speak

**Challenge** 14 (11500 XP)

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

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

**Magic Weapons** The clockwork dragon's weapon attacks are magical.

## Actions

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. *Hit* 13 (2d6 + 6) slashing damage.

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

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

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

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



## CLOCKWORK DRAGON VARIANT

The following are a number of variant clockwork dragons. Some clockwork dragons exhibit more than one of these variations.

**Acid Breath.** Equipped with an internal fountain of caustic liquid, this type of clockwork dragon replaces its fire breath with a 60-foot line of acid that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

**Destroyer.** These clockwork dragons are used as a highly mobile and powerful siege engines. While the destroyer clockwork dragon lacks a breath weapon, as an action while on solid ground, its wings pull apart and stand upright, folding themselves into a heavy cannon known as a bombard. The body of the clockwork is used as the platform for the bombard, and the dragon's internal mechanisms can load the bombard without a crew, though it still takes an action on the part of the clockwork to load the bombard. The clockwork dragon can also aim and fire the bombard using a single action. A clockwork dragon carries enough ammunition to fire its bombard 10 times.

**Bombard.** Ranged Weapon Attack: +7 to hit, range 200/800 ft., one target. Hit: 55 (10d10) bludgeoning damage. The bombard deals double damage to objects and structures.

**Flaming Tar Breath (CR + 1).** Instead of breathing fire, some clockwork dragons spray a 30-foot cone of flaming tar. Creatures in the area of effect must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 49 (14d6) fire damage and is restrained in a thick layer of flaming tar for 5 rounds. On a successful save, a creature takes only half damage and isn't restrained. A restrained creature takes 10 (3d6) fire damage at the start of its turn. As an action, the restrained creature can make a DC 19 Dexterity saving throw, removing the tar and freeing itself on a success.

**Infiltrator (CR + 1).** These clockwork dragons are more subtle and nimble than those of other clockwork dragons. An infiltrator clockwork dragon can rearrange its movable parts into very serpentine and compact shapes, which allows it to move through space that are large enough for a Medium creature. Furthermore, its parts are coated in a black noise-dampening resin, granting it advantage on Dexterity (Stealth) checks. Finally, magical crystals embedded in its gears are infused with magic that allows it to use its action to become invisible for 1 minute or until it loses concentration (as if concentrating on a spell). It can turn invisible three times per day.

**Rust Breath.** Rust-breath clockwork dragons do not breathe fire. Instead, the creature exhales a mist of an alchemical solvent that instantly rusts exposed nonmagical metal in a 60-foot line that is 5 feet wide. If an object isn't being worn or carried, the breath destroys an area of it up to the size of a 5-foot cube.

If the object is being worn or carried by a creature, the creature can make a DC 19 Dexterity saving throw to avoid the rust breath; however, they need to make a separate attempt for each exposed item. If the object affected is either metal armor or 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 object is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Each alchemical dragon can hold enough of the alchemical solvent to make up three breath weapon attacks before the solvent must be refilled manually, which takes 10 minutes. The clockwork dragons are made of ironwood, adamantine, and other resistant materials immune to rusting of any form.

**Sleep Gas Breath.** This clockwork dragon's breath weapon is replaced with tanks of sleep gas. When the clockwork exhales this gas, it fills a 30-foot cone, and each creature within it must succeed in a DC 19 Wisdom saving throw or fall asleep for 1 minute. Clockwork dragons with this breath weapon tend to also have the infiltrator variant. These clockwork dragons excel at missions that require stealth and precision rather than brute force.





# CLOCKWORK SPIDER TANK

*Huge construct, unaligned*

**Armor Class** 18 (heavy plate)  
**Hit Points** 267 (20d12 + 140)  
**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	25 (+7)	12 (+1)	14 (+2)	3 (-4)

**Saving Throws** Str +5, Con +7  
**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 60ft., spotlight 120 ft., passive Perception 12  
**Languages** understands the language of its creator but can't speak  
**Challenge** 15 (13,000 XP)

**Hydraulic Legs.** The clockwork spider tank has six legs. Each of the legs has AC 20 and 50 hit points. If one of the legs is destroyed or immobilized, the tank's speed is reduced by 10 feet.

**Spell Barrier.** If the clockwork spider tank would take damage from a spell or magical effect, it can use its reaction to gain resistance to that damage until the start of its next turn. After this is activated, the tank's speed is reduced by half until the end of its next turn.

## Actions

**Multiattack.** The clockwork spider tank makes one cannon attack. It may then make one or two gatling gun attacks. The gatling guns cannot fire in the same direction as the cannon.

**Cannon. Ranged Weapon Attack:** +10 to hit, range 140/250 ft., one target. *Hit:* 37 (5d12 + 5) fire damage.

If the attack misses, the target must make a DC 20 Constitution saving throw. On a failed save, the target is blown back by the impact of the cannon fire. It is pushed back 10 feet away from the tank.

After you make an attack with this it will take one turn to reload the cannon.

**Gatling Gun. Ranged Weapon Attack:** +7 to hit, range 60/120 ft., one target. *Hit:* 38 (8d8 + 2) piercing damage.

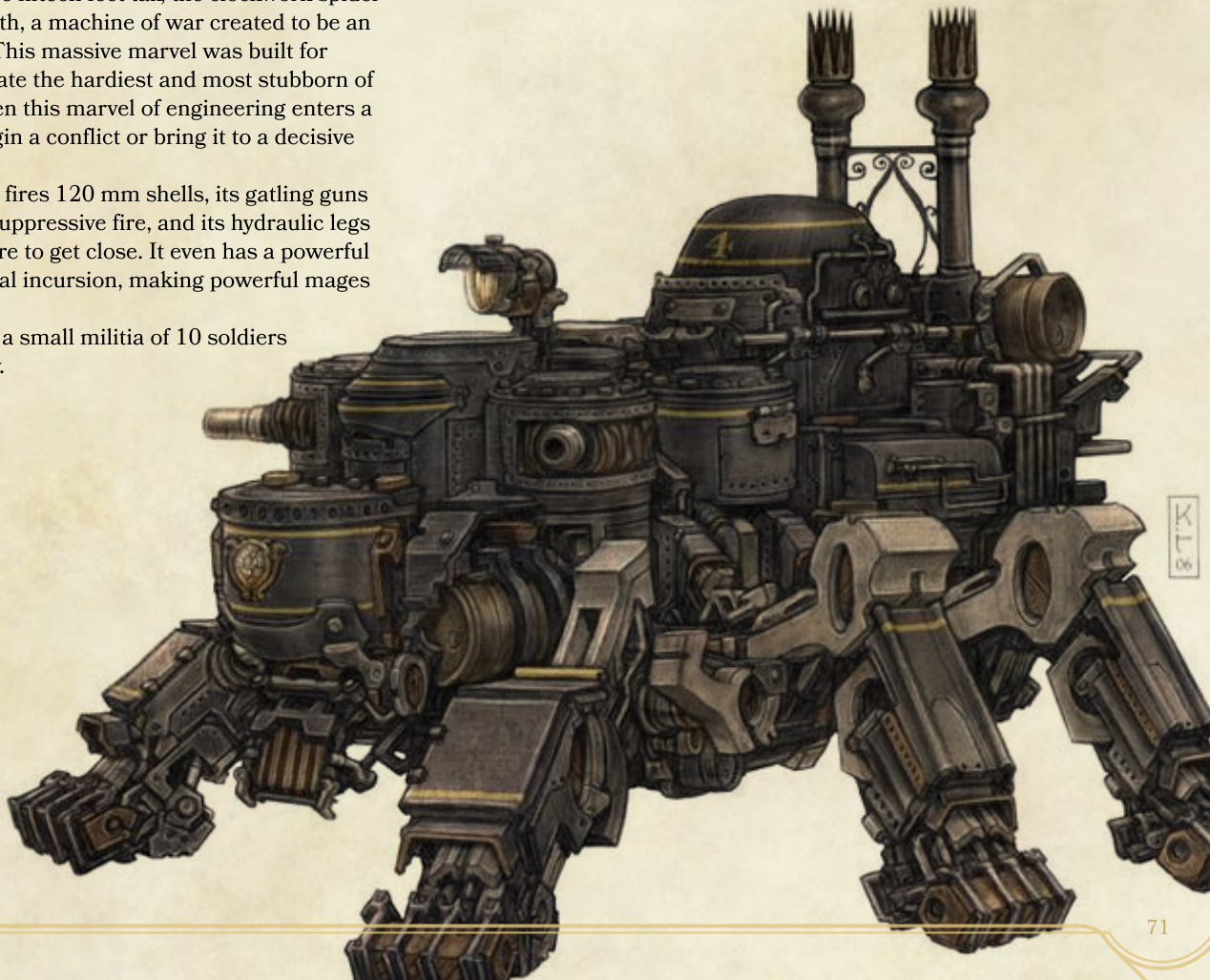
**Stomp. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 65 (11d10 + 5) bludgeoning damage.

## CLOCKWORK SPIDER TANK

Standing an impressive fifteen feet tall, the clockwork spider tank is a steel behemoth, a machine of war created to be an unstoppable bastion. This massive marvel was built for combat and to intimidate the hardiest and most stubborn of foes to surrender. When this marvel of engineering enters a battle, it's either to begin a conflict or bring it to a decisive end.

Its powerful cannon fires 120 mm shells, its gatling guns are used to lay down suppressive fire, and its hydraulic legs crush enemies that dare to get close. It even has a powerful barrier to resist magical incursion, making powerful mages quiver in fear.

The tank can house a small militia of 10 soldiers or work autonomously.



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# CLOCKWORK LEVIATHAN

*Huge construct, unaligned*

**Armor Class** 18

**Hit Points** 128 (16d10 + 40)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (4)	20 (+5)	9 (-1)	12 (+1)	14 (+2)

**Saving Throws** Dex +4, Con +7

**Skills** Athletics +11

**Damage Immunities** psychic

**Damage Resistance** bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite, thunder, cold

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

**Senses** passive Perception 11

**Languages** understands the language of its creator but cannot speak

**Challenge** 16 (15000 XP)

**Amphibious.** The clockwork leviathan can breathe air and water.

**Greater Pressure Sensitivity.** When the clockwork leviathan is underwater, it can sense all creatures within 120 feet of it by detecting slight currents and vibrations in the liquid. The leviathan can identify the size and exact number of creatures around it, but cannot detect anything specific, such as race.

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

## Actions

**Multiattack.** The clockwork leviathan makes three attacks: one with its bite and two with its tail.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

**Ram (Recharge 2-3).** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 25 (3d12 + 6) bludgeoning damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Frightful Presence.** Each creature of the leviathan's choice that is within 120 feet of the leviathan and aware of it must succeed on a DC 14 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 leviathan's Frightful Presence for the next 24 hours.

## Legendary Actions

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

**Riptide.** The leviathan makes an attack to displace the target creature 20 feet in a direction.

**Tail Attack.** The dragon makes a tail attack.

**Undertow (Costs 2 Actions).** The leviathan rapidly swims in a circle. Each creature within 10 feet of the leviathan must succeed on a DC 16 Dexterity saving throw or a DC 18 Strength (Athletics) saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The leviathan can then swim up to half its swim speed.

## CLOCKWORK LEVIATHAN

This giant, beast-shaped clockwork submarine, inspired one of the great beasts, The Leviathan, emulates its size, strength and its mobility in water, but also adds a few quirks, improving its effectiveness. It was made for both transportation and military purposes.

This machine is deployed in very few numbers, due to its sheer size and the resources and highly competent personnel required for its maintenance.





## CLOCKWORK TITAN

The clockwork titan is the greatest clockwork golem ever built. Being filled with all sorts of magical enhancements, it seems to be indestructible. Its creator used it as a transport while casting spells from the top of its head, turning the titan into a powerful assault tower raining down magic on its foes. The clockwork titan towers over most creatures and buildings, standing at a height of 45 feet and weighing over 100 tons.

## CLOCKWORK TITAN

*Gargantuan construct, unaligned*

**Armor Class** 19 (heavy plate)  
**Hit Points** 234 (12d20 + 108)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	28 (+9)	8 (-1)	12 (+1)	3 (-4)

**Saving Throws** Str +17, Con +16, Int +6, Cha +3

**Damage Resistances** bludgeoning, piercing, and slashing from magic weapons

**Damage Immunities** poison, psychic, bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 11

**Languages** understands the languages of its creator but can't speak

**Challenge** 22 (41,000 XP)

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

**Magic Resistance.** The clockwork titan has advantage on saving throws against spells and other magical effects.

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

**Tower.** Up to one Medium creature can stand on the top of the titan's head. This is usually the place from where its creator commands it in combat and casts spells. While atop the titan's head, the creature moves on the same turn and initiative as the titan.

**Antimagic.** Anytime the clockwork titan or the creature on top of its head is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a result of 4 or lower, the clockwork titan or target creature is unaffected.

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

## Actions

**Multiattack.** The clockwork titan makes three cleave attacks.

**Cleave.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage.

## Legendary Actions

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

**Attack.** The titan makes a cleave attack, or the creature on top of its head casts a spell of 6th level or lower.

**Move.** The titan moves up to half its speed.

**Ground Blast (Costs 2 Actions).** The clockwork titan strikes the ground with its leg, creating powerful columns of magic to erupt from the land around it. Each other creature on the ground within 60 feet of the titan takes 65 (10d12) force damage and must succeed on a DC 25 Strength saving throw or be ejected 30 feet into the air.



## CLOCKWORK RELIQUARY

The last triumph of a powerful wizard, the clockwork reliquary was created long ago to lead an army of constructs into battle, to conquer and rebuild an empire long forgotten to history. Betrayed before he could properly activate the reliquary, it remained housing only his spirit and not his living body as intended. Within the incomplete construction, the wizard's spirit could only contemplate revenge. However, over millennia of isolation the wizard's spirit has degraded, driven mad with its obsession of testing the construct in battle, but even moreso with the desire to reawaken the slumbering army of construct soldiers to conquer the new world.

The tough casing of adamantine and hardened crystal protects what remains of the wizard, a skeleton suspended in fluid tying its spirit to the construct. With liquid metal blood and raw lightning powering it, the reliquary is highly mobile, and its weapons deadly.

## CLOCKWORK RELIQUARY

*Large construct, chaotic neutral*

**Armor Class** 23

**Hit Points** 442 (25d10 + 300)

**Speed** 40 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	35 (+12)	30 (+10)	23 (+6)	22 (+6)

**Skills** Acrobatics +3, History +12, Perception +8

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

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

**Senses** passive Perception 16

**Languages** Aboleth, Abyssal, Aquan, Auran, Draconic, Elven, Infernal, Ignan, Terran, and four others

**Challenge** 23 (50,000 XP)

**Fast Healing.** As long as the Clockwork Reliquary is below 150 hit points, it regains 20 hit points at the start of each of its turns until it has at least 200 hit points.

**Abysium Pulse.** Once every 1d4 rounds, the two adamantine spheres atop the Clockwork Reliquary's body can bloom like metal flowers to reveal highly refined abysium rods that immediately pulse with energy.

Each creature within a 30-foot-radius spread must succeed at a DC 20 Constitution saving throw or suffer 3d6 force damage and be stunned for 1 round. On a successful save, a creature suffers half as much damage.

**Conquer Construct.** As an action, the clockwork reliquary can target a single mindless construct within 120 feet and attempt to seize control of it. The construct can attempt to resist this control beating a DC 30 Wisdom save, but on a failure, it permanently falls under the clockwork reliquary's command.

If the reliquary targets a dormant construct (such as an unwound clockwork), the construct fails the save automatically and is immediately activated at the start of the next round.

**Unstable Mind.** The clockwork reliquary's animating spirit carries with it all of the spirit's madness. At the start of every round, there's a cumulative 1% chance that it malfunctions in that round. If the reliquary malfunctions, it functions for that round as if affected by the spell *confusion*.

Presenting evidence of the spirit's failures increases the next malfunction check by 20%. Once the reliquary malfunctions, the malfunction chance resets to 1% for the next round.

## Actions

**Multiattack** The Clockwork Reliquary makes 4 allied claws attacks.

**Alloyed Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., *Hit:* 34 (6d8 + 7) slashing damage, 3 (1d6) fire damage, and 3 (1d6) cold damage.





## AUGMENTED HUMANOID

No matter the age, there will always be people who seek power - the ability to be more, to be greater, to be a step ahead of the rest of the herd. In some cases, a person's lust for power is powerful enough to cause them to go to extreme lengths, sacrificing anything and anyone to achieve their objective.

Some people augment their bodies with alchemy, prosthetics, or magic, blurring the lines between organic and mechanical. It starts simply at first, just one simple prosthetic enhancement. But every upgrade has its cost in flesh, and with every part they replace with cold brass and steel, they lose more and more of the things that make them human.

## AUGMENTED HUMANOID

*Medium humanoid (any race), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	6 (-2)	17 (+3)	12 (+1)

**Condition Immunities** exhaustion, frightened, paralyzed,

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common and one other language

**Challenge** 5 (1800 XP)

**Immutable Form.** The Augmented Humanoid is immune to any spell or effect that alters its form.

**Magic Resistance.** The Augmented Humanoid has advantage on saving throws against spells and other magical effects.

**Magic Weapons** The Augmented Humanoid's weapon attacks are magical.

**Insanity Strikes.** While the Augmented Humanoid is unarmored and not wielding a shield, its attack bonus includes its Wisdom modifier.

### Actions

**Multiattack** The Augmented Humanoid makes two melee attacks. It can replace one of these attacks with its Augmented Power.

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

**Kick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Augmented Power (Recharge 4-6).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or start bleeding out. While wounded this way, a creature takes 2d4 damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Reactions

**Swift Movement.** When a creature misses an attack against the augmented humanoid, it can move up to 10 feet in any direction without provoking attacks of opportunity. It may then make one punch or kick attack as part of the same reaction.





## ALCHEMY LYCAN

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

**Skills** Perception +7

**Condition Immunities** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Senses** passive Perception 17

**Languages** Common

**Challenge** 9 (5,000 XP)

**Blood Rage.** When the alchemy lycan drops to fewer than half its maximum hit points, it can enter a blood rage. While blood raging, the lycan's armor class increases by its Constitution modifier and its attacks deal an additional 1d6 necrotic damage.

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

**Leap.** If the alchemy lycans moves at least 15 feet straight towards 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 lycan can make a bite attack against it as a bonus action.

### Actions

**Multiattack.** The alchemy lycan makes two claw attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 4) slashing damage.

## ALCHEMY LYCANS

One of the most ancient and feared of all curses, lycanthropy can transform the most civilized humanoid into a raging beast. In its natural humanoid form, a creature cursed by lycanthropy appears as its normal self. Over time, however many lycanthropes acquire features suggestive of their animal form. In that animal form, a lycanthrope resembles a powerful version of its counterpart. On close inspection its eyes show a faint spark of unnatural intelligence and might glow red or yellow in the dark.

In recent times it was to be believed that lycanthropes died off and that none were in existence. A mad scientist did the unthinkable.

Over decades of experimentation they discovered and activated a gene, present in all humanoid races, that caused test subjects to become fully aware lycanthropes but keep their normal form. Years passed as more and more weak and damaged people came to the doctor to willingly undergo the genetic treatment, gaining the power to fight their enemies; but an undocumented side effect would ruin them completely, causing a person with this gene activated to slowly lose their mental acuity, as well as their ability to revert back to their original form, becoming a true lycanmorph.

Seeking vengeance for being turned into horrid beasts, the afflicted sought out the doctor and to find a cure. When confirmed that there was no cure, the beasts went on a rampage, living out the rest of their cursed lives as monsters.





## VICTORIAN HORRORS

Monsters. Aberrations. Freaks of nature. Creatures so terrifying and horrible that many simply choose to deny that they even exist at all. Feasting on the fear and flesh of the weak, killing and maiming for their own disgusting amusement, these creatures only do as they wish and care not for the thoughts or beliefs those they see as prey. They lurk in the dark shadows, unseen by the general populace, treating the slums like their own personal hunting ground. Be wary... if you come across the path of one of these creatures, you may end up taking your last breath.

### PHANTASM

*Medium undead, unaligned*

**Armor Class** 14

**Hit Points** 104 (19d8 + 19)

**Speed** 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	16 (+3)	18 (+4)	8 (-1)

**Damage Immunities** psychic

**Condition Immunities** blinded, deafened, prone, poisoned

**Senses** passive Perception 14, blindsight 60 ft.

**Languages** Common

**Challenge** 5 (700 XP)

**Etherealness.** Non-magical melee weapons do not have any effect on the phantasm.

**Spectral Glow.** The phantasm sheds dim light in a 30 ft. radius.

### Actions

**Telekinesis.** The phantasm chooses up to 10 nonliving objects weighing a total of no more than 50 pounds within 60 feet of it. These objects are lifted off the ground up to 10 feet and hover in place. Each of these objects can be moved in any direction and manipulated freely by the phantasm until the phantasm is killed or releases it from its telekinetic grasp. If one of these objects is held or worn by another creature, the creature must succeed on a DC 12 Strength or Dexterity saving throw to maintain its grip on the object.

**Hurl Object.** The phantasm hurls one or more of the objects under its control at a creature within 30 feet of the object. The target creature must succeed on a DC 15 Dexterity saving throw to avoid getting hit by the object. On a failed save, a creature takes 5 (2d4) damage if the object weighs less than 10 pounds, 10 (4d4) damage if the object weighs from 10 to 20 pounds, or 15 (6d4) damage if the object weighs more than 20 pounds. This damage can be bludgeoning, slashing or piercing, depending on the type of object.

## PHANTASM

The phantasm is shrouded in mystery. Said to be a sort of vengeful spirit that has completely lost control, it usually appears as a ghostly humanoid with indistinguishable features. But this form is actually a facade; the phantasm's true, physical form resembles a monster with a maw full of razor sharp teeth. If enough damage is dealt to a phantasm, it reverts back to its original form, which typically causes the ghostly creature to retreat.

Phantasms are mainly known for their telekinetic powers. A particularly brutal death or a particularly angry humanoid will often leave behind a more vengeful, more powerful, and more aggressive spirit. These creatures cannot be truly killed with damage alone, but there are many ways of truly laying these spirits to rest; typically, a cleric or similar holy person is usually called upon to exorcise them. Unfortunately, if a holy person isn't on hand, the phantasm's actions can drive a household's inhabitants mad, turning them into haunted thralls.



## HAUNTED THRALL

Living humanoids driven mad by the constant physical and mental stress of a phantasm, these unfortunate souls have been possessed, losing all but the barest semblance of humanity. Their lives have been reduced to nothing but pain and suffering, and they are more than willing to share this suffering with any other humanoids they come across, attacking mercilessly until one or both are dead.

If undisturbed, this creature can be seen contorting its body and fidgeting with mad, reckless intent. In the presence of the phantasm that spawned them, haunted thralls will typically obey any command it gives them - anything for a small respite from their pain. Though they aren't undead, creatures that haunted thralls kill typically fall under the influence of the phantasm, becoming haunted thralls themselves.

In the end, these people are still people. A successful casting of *lesser restoration* or *protection from evil and good* targeting the haunted thrall will exorcise the evil from their body, restoring their humanity.

## HAUNTED THRALL

*medium humanoid, chaotic evil*

**Armor Class** 12

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

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

**Condition Immunities** charmed, stunned, unconscious

**Senses** passive Perception 7

**Languages** Understands Common and their native language but cannot speak

**Challenge** 1/2 (100 XP)

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

### Actions

**Multiattack.** The haunted thrall makes two claw attacks, two bite attacks, or one claw attack and one bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the haunted thrall, incapacitated or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the haunted thrall can grapple the target (escape DC 13).

## VARIANT: HAUNTED THRALL SOLDIER

Many of the thralls haunted by phantasms come from varying backgrounds. Some of which come from a soldier background and are equipped with more dangerous items. A haunted thrall soldier has a challenge rating of 1 (200 XP) and has the following traits.

**Multi-layer Vest.** The haunted thrall soldier's armor class is increased to 15.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage 8 (1d10 + 3) is twohanded.





# THE UNFORGIVEN

Medium undead, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 46 (10d8 + 10)

**Speed** 30 ft., climb 30 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** passive Perception 12, blindsight 10 ft., darkvision 60 ft.

**Languages** Common

**Challenge** 2 (450 XP)

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

**Web Sense.** While in contact with a web, the unforgiven knows the exact location of any other creature in contact with the same web.

**Web Walker.** The unforgiven ignores movement restrictions caused by webbing.

## Actions

**Multiattack.** The Unforgiven makes two claw attacks.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 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.

**Web (Recharge 3-4).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* ) damage, and the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## THE UNFORGIVEN

Superstition holds that there is a fiendish creature roaming the world, promising you fame, riches beyond your wildest dreams, and the means to make your every wish come true. This creature makes bets, signs contracts, or brokers bargains, depending on who's telling the story... but in every instance, the price for failing to hold up to your end of the bargain is a fate worse than death.

Invariably, foolish people who think they can cheat this creature always end up cursed for the rest of their lives, forced to skitter away into the shadows, hiding their dreadful, spiderlike appearance. Over time, their mind also changes, their humanity replaced with the instincts of a spider and the bloodlust of a ravenous hunter. They focus on preying on humanity and causing chaos and dread wherever they roam.

It's not sure whether or not these spiderlike beings are the result of such a curse... but it makes for a hell of a story, doesn't it?



## CARROW

Medium undead, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	9 (-1)	13 (+1)	12 (+1)

**Skills** Deception +3, Stealth +5, Survival +3

**Damage Vulnerabilities** radiant

**Damage Resistances** cold

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 120 ft., curse sense 60 ft. (see below), passive Perception 11

**Languages** none (see below)

**Challenge** 3 (700 XP)

**Curse Sense.** A carrow can unerringly track any cursed individual, regardless of the curse's origin. Also, it can sense cursed creatures unerringly out to 60 feet as if it had truesight.

**Flesh Memory.** After consuming a portion of a corpse, a carrow gains a rudimentary understanding of its meal's life and can use this knowledge to track or identify their relatives or loved ones.

**Mimicry.** A carrow can perfectly imitate the voice of any creature whose flesh it has consumed. A successful DC 15 Wisdom (Insight) check reveals that the voice is mimicry; creatures that knew the original possessor of the voice in life have disadvantage on this check.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a living creature other than an elf, it must succeed on a DC 12 Constitution saving throw or be cursed indefinitely. If the target dies while under the effects of this curse, they arise as a carrow after 1d4 days. *Remove curse* or similar magic can break this curse.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a living creature other than an elf, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



### CARROW

Carrows are the deformed kin of the graveborn ghouls that haunt so many crypts in these dark times. Although their exact origins are unknown, many believe they are the souls of twisted and cruel humans come back from the Abyss to spread misery and suffering. Their bodies are twisted into a strange mockery of a loyal dog and they feast on the flesh of the innocent dead. These curse hounds seem to take great pleasure in tormenting the living by desecrating the remains of their loved ones. More powerful undead sometimes use carrow packs as bloodhounds and guard dogs.



# ACCURSED DREAD KNIGHT

Medium monstrosity, neutral evil

**Armor Class** 18 (full plate)

**Hit Points** 77 (11d8 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

**Saving Throws** Str +6, Con +5

**Skills** Athletics +7, Perception +3, Stealth +6

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 10

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Bonded Mount.** The knight is magically bound to a beast as in the *find steed* spell. While mounted on this beast, the knight gains the beast's senses and can't be knocked off the mount while conscious. The bonded mount obeys the knight's commands. If its mount dies, the knight can train a new beast to serve as its bonded mount, a process requiring a month.

**Vicious Strike.** The knight deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the knight that isn't incapacitated and the knight doesn't have disadvantage on the attack roll. This bonus damage doesn't apply to its bite attack.

**Regeneration.** The knight regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the knight takes radiant damage or damage from holy water, this trait doesn't function at the start of the knight's next turn.

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

## Actions

**Multiattack.** The knight makes two attacks. It cannot make two bite attacks in a single action.

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

**Lance.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the knight can grapple the target (escape DC 13).

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the knight, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the knight 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.

## Reactions

**Uncanny Dodge.** When an attacker the knight can see hits it with an attack, the knight can halve the damage against it.



## MECHANICAL ASSASSIN

Medium humanoid, neutral evil

**Armor Class** 16 (composite plating)

**Hit Points** 71 (11d8 + 22)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

**Skills** Acrobatics +6, Athletics +3, Deception +3, Perception +3, Stealth +6

**Saving Throws** Dex +4, Con +4

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common and Thieves' Cant, plus any two languages

**Challenge** 6 (2,300 XP)

**Assassinate.** During its first turn, the Mechanical Assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

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

**Sneak Attack (1/Turn).** The Mechanical Assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The Mechanical Assassin makes two claw attacks or two rapier attacks.

**Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Throwing Daggers.** *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

**Rapier.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack* +9 to hit, reach 5 ft., one target. *Hit* 8 (1d6 + 5) bludgeoning damage.

## MECHANICAL ASSASSIN

Standing at an impressive 7 feet, these inhuman creatures of flesh and machine were the result of experimentation that went horribly wrong. Vicious and brutal murderers were taken from prisons and painfully fused with machinery, all with the goal of creating a perfect assassin. The test subjects lost their minds and conscience, reverting to almost animalistic hunting tendencies, ready to go on a rampage at the slightest provocation.

Their sole purpose now is murder, death, and torture, and they will move unyieldingly and unflinchingly to carry out this purpose.





## THE PUPPETMASTER

A legend passed among bardic colleges and music halls, the puppetmaster is thought to be a being from hell, bending unwilling victims to its whims. However, it was actually built, rather than born, created to assist a troupe of actors in their choreography. With its puppet strings, it could make a man do the impossible, making leaps and twirling through the air with little issue. But after a terrible accident, the puppetmaster was abandoned, left alone, surrounded only by other, discarded puppets. As time passed, it grew to hate its former masters, and now it lurks about, traveling from stage to stage to exact revenge - and put on quite the show doing it.



## THE PUPPETMASTER

*Medium construct, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 130 (25d8 + 25)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	8 (-1)	16 (+3)	10 (+0)

**Damage Resistances** poison, psychic

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common

**Challenge** 7 (2900 XP)

**Puppet Strings.** As an action the puppetmaster can choose one target within 30 feet, throwing out its strings to physically take control of the target. The target must succeed a DC 12 Dexterity saving throw or it becomes restrained and incapacitated.

While restrained by the puppetmaster's strings, a creature can attempt a DC 15 Wisdom or Strength saving throw at the end of each of its turns to break free. On a failed save, it takes 7 (2d6) slashing damage.

### Actions

**Grasp.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage, and the target must make a DC 15 Dexterity saving throw or become restrained as with the Puppet Strings ability.

**Puppetry.** A creature restrained by the puppetmaster's Puppet Strings moves up to 30 feet, then makes a melee attack against a target it can reach with a weapon it is holding. The puppetmaster moves with the creature so that it is within 10 feet of it.



## PUPPET OF MADNESS

Medium construct, chaotic neutral

**Armor Class** 14 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	7 (-2)	9 (-1)	4 (-3)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Damage Vulnerabilities** fire

**Senses** darkvision 30 ft., passive Perception 9

**Languages** Common but cannot speak

**Challenge** 1 (200 XP)

**Madness.** The puppet of madness is immune to any form of mind control or mind altering abilities.

### Actions

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

**Puppet Strings.** *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target.

The puppet of madness throws out its strings to attempts to entangle the target. The creature it chooses to entangle may make a Strength of Dexterity saving throw and beat a DC of 10 to escape its grasp.



## PUPPET OF LAMENT

Medium monstrosity, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 65 (10d6 + 30)

**Speed** 30 ft., climb 30 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

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

**Senses** darkvision 60ft, passive Perception 14

**Languages** The Puppet can speak, read, and understand all languages.

**Challenge** 5 (1,800 XP)

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

**Magic Resistance.** The puppet has advantage on saving throws against spells and other magical effects except the remove curse spell.

**Magic Weapons.** The puppet's weapon attacks are always considered magical.

### Actions

**Multiattack.** The puppet makes three melee attacks.

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

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 1) bludgeoning damage.



## GRIEVELING

*Medium monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 80 (11d8 + 33)  
**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	7 (-2)	11 (+0)	14 (+2)

**Condition Immunities** charmed, frightened  
**Senses** passive Perception 12  
**Languages** None (See Mimicry)  
**Challenge** 6 (2,300 XP)

**Ability Consumption.** If the griaveling has consumed at least half of its victim's body, it takes on the speed and physical ability scores (Strength, Dexterity, and Constitution) of the victim, unless the griaveling's score is higher for that statistic.

**Shapechanger.** The griaveling can use its action to polymorph into any Medium humanoid or animal it has seen or return to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

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

**Mimicry.** The griaveling can mimic any phrase it has heard, and any gesture it has seen, though it does not understand the meaning of either. While in the guise of a humanoid, its voice sounds like that of the humanoid they are taking the form of. If it tries to mimic a phrase in animal form, its voice sounds wrong, like that of a cat trying to speak. It is impossible to mistake this version of the voice with a normal humanoid voice, and any Deception checks made to pass it off as such automatically fail.

**Imperfect Disguise.** Though griavelings can look and sound like humanoids and animals, they have difficulty getting the cadence of speech or the fluidity of movement right. Any Deception checks it makes involving speech or gesturing is made with disadvantage. Failed mimicked gestures look herky-jerky, too fast, or too slow, and failed mimicked phrases sound like the griaveling is trying to speak for the first time, just with someone else's voice.

### Actions

**Multiattack.** The griaveling makes two natural weapon attacks.

**Natural Weapon (any form).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 4) slashing, piercing, or bludgeoning damage, based on the weapon.

**Sleep Gaze.** The griaveling gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this griaveling's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

## GRIEVELING

A creature of old, horrific legend, the griaveling stalks its prey silently and with great efficiency. It can also take the form of any creature it sees, and to an extent mimic its voice through phrases it has heard uttered.

Often the griaveling will first infiltrate a group, walking in plain sight among them, relying on its ability to somehow not register as an unfamiliar to the party. The best way to tell you have a griaveling among you is by a simple headcount. Does your party have more people than it should? Then you have a problem.

Upon infiltrating the party, the griaveling will then try to separate a single party member, either by luring them into the woods with familiar voices, or by simply waiting for an opportune moment. When the target is singled out, the griaveling will attack and begin to consume its victim.



## CRUEL INHABITOR

*Medium fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	8 (-1)	13 (+1)	15 (+2)

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

**Skills** Deception +5, Persuasion +5

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal and the language of its last host; telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Mortal Shell.** The Cruel Inhabitor cannot be attacked until its mortal shell is killed. It uses the statistics of any humanoid, with a +5 bonus to Deception and Persuasion. Once the humanoid body's hit points reach 0, it splits open, revealing the demon within surrounded by bloody tentacles. Once this occurs, the Inhabitor uses its own statistics and abilities.

### Actions

**Multiattack.** The Inhabitor makes two attacks with its claws. It can replace one claw attack with a tentacle attack if it is available.

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

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) force damage. The target makes a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a failure, it is grappled (escape DC 15). Pouring a vial of holy water on a creature grappled this way ends the condition.

**Sanguine Puppet (Recharge 6).** A creature grappled by the Inhabitor's tentacle must succeed on a DC 14 Charisma saving throw or become stunned. While stunned in this way, the inhabitor can use its bonus action to force the target to make a weapon attack against a creature in range. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Inhabit (1/Day).** The Cruel Inhabitor attempts to take over the body of a character at 0 hit points. That creature makes a DC 12 Constitution save; on a failed save the Inhabitor takes over, restoring it to 1 hit point and gaining control of its movement, speech, and abilities, activating its mortal shell trait.

## CRUEL INHABITOR

"This body. It's so warm. So... moist and comfortable. I feel at home here. It's like I've dressed myself in a fresh coat. I can see with crystal clear vision for what seem like the first time in my life. Who am I, you ask? Oh, I'm just a friend. Where are we? That doesn't matter to you, not anymore at least. I'm here and you are here, what more could you ask for. Let's have fun before I drop you in a river somewhere. Won't that be grand?"

When a demon enters the mortal realm, it often attempts to control or influence unwitting humanoids. The Cruel Inhabitor takes this concept a step further.

In its true form, the Cruel Inhabitor is a mass of long, spindly limbs and tentacles, a serpentine body, and a mouth full of sharp teeth, covered in shimmering pink flesh that looks like flayed skin. However, it's unlikely that a group would encounter an Inhabitor without first dealing with its victim.

The Cruel Inhabitor thrives by physically entering and controlling the bodies of living hosts to walk among other humanoids undetected. The victim of the Inhabitor is left helpless, silently screaming in its own head as the demon controls its movements and speech. The demon even goes so far as to take on the victim's personality to deceive friends and loved ones as it commits its dark deeds. When the Inhabitor is discovered, it will lash out violently using the victim's body before exploding out of it in a mess of blood and guts, ready to find its next host and take it by force.





## SQUORM

*Small aberration, neutral evil*

**Armor Class** 13

**Hit Points** 45 (8d6 + 8)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	13 (+1)	5 (-3)	14 (+2)	3 (-4)

**Skills** Stealth +7

**Damage Vulnerabilities** lightning, radiant

**Damage Resistances** bludgeoning, poison

**Damage Immunities** acid

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 12

**Languages** none

**Challenge** 1 (200 XP)

**Amphibious.** The squorm can breathe air and water.

**Corrosive Mucous.** Any creature that strikes the Squorm with a melee weapon attack must make a DC 13 Dexterity save or take 5 (2d4) acid damage. Any creature grappled by the squorm takes 5 (2d4) acid damage at the beginning of their turn.

**Innate Spellcasting.** The squorm uses Wisdom as its spellcasting attribute (spell attack bonus +4). It can innately cast the following spells, requiring no components:

1/day each: *hex*, *acid splash*

**Regeneration.** The squorm regains 5 hit points at the start of its turn. If the squorm takes lightning or radiant damage, this trait doesn't function at the start of the squorm's next turn.

### Actions

**Tentacle. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and 5 (2d4) acid damage. The target is grappled (escape DC 11).

**Constrict.** As a bonus action, at the beginning of its turn, the squorm may deal 5 (1d4 + 3) bludgeoning damage to each creature it has grappled.

## SQUORMS

Squorms are foul mutations that live in polluted waterways. They are birthed by a tentacled monster called The Mother of Squorms. Infant squormlings swim and crawl in swarms through the polluted streams near their mother's lair, feeding on anything that wades or swims too close.

**Monstrous Tadpoles.** Squormlings grow into squorms after only months of life. However, The Mother of Squorms won't tolerate adult squorms near her nest and devours most squormlings when they begin to metamorphose into their adult form.

**Magical Mutations.** Adult squorms use their innate magic to hex victims, making them weaker and easier to subdue. Their flesh, mucous, and ichor is used by a few alchemists in the creation of potions.

**Environmental Disaster.** Adult squorms form small packs and wander along the waterways away from the mires that spawned them. Where squorms go, magical pollutants often follow, and the squorms will ravage an area until there is no prey left, leaving desolate, twisted wastelands behind.

## SQUORMLING SWARM

*Medium aberration, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	2 (-4)	12 (+1)	3 (-4)

**Skills** Stealth +5

**Damage Resistances** bludgeoning, piercing, poison, slashing

**Damage Immunities** acid

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 11

**Languages** none

**Challenge** 4 (1,100 XP)

**Amphibious.** The swarm of squormlings can breathe air and water.

**Corrosive Mucous.** Any creature that strikes the swarm of squormlings with a melee weapon attack must make a DC 14 Dexterity save or take 9 (2d8) acid damage. Any creature grappled by the swarm of squormlings takes 9 (2d8) acid damage at the beginning of their turn.

### Actions

**Bites. Melee Weapon Attack:** +5 to attack, reach 0 ft., one creature in the swarm's space. *Hit:* 11 (3d6) piercing damage and 12 (3d6) acid damage. The target is grappled (escape DC 10).



# THE MOTHER OF SQUORMS

*Large aberration, neutral evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 95 (10d10 + 40)  
**Speed** 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	7 (-2)	15 (+2)	4 (-3)

**Skills** Stealth +7

**Damage Vulnerabilities** lightning, radiant

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

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 12

**Languages** Deep Speech, telepathy 120 ft.

**Challenge** 8 (3,900 XP)

**Amphibious.** The Mother of Squorms can breathe air and water.

**Corrosive Mucous.** Any creature that strikes The Mother of Squorms with a melee weapon attack must make a DC 15 Dexterity save or take 9 (2d8) acid damage. Any creature grappled by the Mother of Squorms takes 9 (2d8) acid damage at the beginning of their turn.

**Innate Spellcasting.** The Mother of Squorms uses Wisdom as her spellcasting attribute (save DC 13). She can innately cast the following spells, requiring no components:

1/day each: *arms of Hadar*, *crown of madness*, *fear*, *hellish rebuke*, *hex*, *hold person*, *slow*

**Regeneration.** The Mother of Squorms regains 10 hit points at the start of its turn. If the Mother of Squorms takes lightning or radiant damage, this trait doesn't function at the start of her next turn. The Mother of Squorms dies only if it starts its turn with 0 hit points and doesn't regenerate.

## Actions

**Multiattack.** The Mother of Squorms makes three tentacle attacks. For each creature that the Mother of Squorms has grappled she can make one fewer tentacle attacks per round.

**Tentacle. Melee Weapon Attack:** +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage and 9 (2d8) acid damage. The target is grappled (escape DC 16).

**Constrict.** As a bonus action, at the beginning of her turn, The Mother of Squorms may deal 7 (1d6 + 3) bludgeoning damage to each creature it has grappled.

## MOTHER OF SQUORMS

The Mother of Squorms is a horror created by the pollution of alchemical laboratories mixing with the wildlife of freshwater marshes and underground pools. She is a stealthy ambush predator who squeezes into impossibly tight underwater hollows and waits for prey to wander nearby.

**Intuitive Magician.** The Mother of Squorms is saturated with arcane energy from the magical pollutants that created her. While barely intelligent, she is capable of wielding magic to aid in her hunt. She often hexes prey to make it weak or clumsy before she strikes, or slows her prey to weaken their ability to flee. Once she has three victims grappled, she uses magic to disable or drive off others while she chokes the life out of her captives.

**Horrid Fertility.** The Mother of Squorms breeds squormlings constantly; swarms of squormlings are often found in nearby pools or the shallows of her lair. She breeds asexually, spawning dozen of squormlings after every large feeding. She devours any of her young who grows to become fully adult squorms and linger too close to her pool.

**Toxic Lairs.** The Mother of Squorms lurks in severely polluted and toxic environments. Her lair is often full of toxic fumes, strange magical effects, or miasma. Green slime, yellow mold, and shriekers are common at the outskirts and interior of her lair.





## DEATHWALKER

*Medium monstrosity, neutral evil*

**Armor Class** 18 (natural armor)  
**Hit Points** Hit Points 187 (25d8 + 75)  
**Speed** 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	16 (+3)	18 (+4)	8 (-1)

**Saving Throws** Con +8, Wis +8  
**Skills** Acrobatics +6, Athletics +8, Intimidation +5, Perception +10  
**Damage Resistances** bludgeoning, piercing, and slashing from magic weapons  
**Condition Immunities** frightened, prone  
**Senses** blindsight 30 ft., passive Perception 20  
**Languages** Understands all languages but is unable to speak  
**Challenge** 10 (5,900 XP)

**Sense Life.** The deathwalker knows the direction and general location of any creatures that have looked directly at within the last minute.

**Forbidden Terrain.** The deathwalker is unable to cross any moving body of water that is 10 feet across or larger.

**Assimilate.** Any creature that comes in contact with the deathwalker's body slowly starts to be assimilated into it. Upon touching the creature, a creature must make a DC 19 Strength saving throw or become restrained. A creature restrained by the deathwalkers takes 13 (3d8) necrotic damage at the start of each of its turns. If it is brought to 0 hit points while restrained this way, the creature immediately dies and the corpse is absorbed into the deathwalker's body.

A restrained creature may retry the save at the end of each of its turns, ending the condition on a successful save.

### Actions

**Multiattack.** The deathwalker makes 5 melee attacks, one with each of its claws. If it is climbing, it can only make 3 claw attacks. It can replace one of its attacks to attempt to grapple a creature stunned by its Sonic Scream or otherwise incapacitated.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 6) slashing damage.

**Sonic Scream (Recharge 5-6).** *Ranged Weapon Attack:* +8 to hit, range 30 ft., each target in a 30-foot cone. *Hit:* 18 (3d6 + 4) force damage, and each target that was hit must make a DC 15 Constitution save or be stunned until the end of their next turn.

## DEATHWALKER

Some call them the Men Without Faces. Others believe them to be incarnations of the Grim Reaper himself. Most people agree, however, that these monsters in cloaks and masks are dangerous and must be avoided.

Deathwalkers take a form that resembles a gaunt humanoid dressed in a long, tattered cloak, tarnished silver armor, and an ivory mask painted with black markings. The exposed parts of their "skin" are jet black, seeming to drip with oil, while giving off a smoky black miasma. They are seen as omens of death, and seem to appear in places of deep darkness and great suffering.

While not outwardly aggressive if undisturbed, people must take care not to make eye contact with a deathwalker, for when your eyes meet theirs, they spring to action, lashing out with a flurry of claws to rend your flesh, seeking to make your death as painful as possible before absorbing your corpse into its inky black form.





## GRAVE GUARDIAN

A true success in the minds of necromancers across the world, grave guardians are walking monoliths of the undead. Lumbering forward at its master's command, this massive construct views the world as a wheat field, reaping and sowing death as it walks, leaving a trail of shifted earth and zombies in its wake.

**Abominable Creation.** A grave guardian is formed from the body of a freshly slain giant. It is created using a complex ritual requiring the work of multiple powerful necromancers. The giant's corpse is covered in a large mound composed entirely of dead humanoids, and after employing the correct necromantic sigils, the spellcasters bind their energies to the shambling mound, causing the giant to rise. The newly formed grave guardian begins consuming the corpses around it, its body changing to fit its new purpose. Once completed, the consumed bodies reanimate as zombies, squirming around and thrashing about trying to escape their prison. The zombies eventually are able to pull themselves free or break holes open in the guardian's body, though any that do so fall under the thrall of the guardian's masters.

**Master's Servant.** Grave guardians follow the necromancers that created them without question, moving with menacing grace. They have little to no memory of their former lives, and do not take deliberate action on their own, though if left with no command, a grave guardian will wander towards the next living thing it sees. Grave guardians are often employed as walking siege engines or grim, stony sentinels to guard secretive locations. The grave guardian's formidable build is complemented by an ability to continually spawn zombies, making them highly desired by those not opposed to bolstering their army's ranks through unconventional means.



## GRAVE GUARDIAN

*Large construct, chaotic neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 199 (18d10 + 90)

**Speed** 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	22 (+6)	3 (-4)	8 (-1)	12 (+1)

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

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

**Saving Throws** Str +4, Con +10

**Senses** darkvision 30 ft. passive Perception 9

**Languages** Common

**Challenge** 11 (7,200 XP)

**False Appearance.** While the grave guardian remains motionless, it is indistinguishable from a statue.

**Undead Fortitude.** If damage reduces the grave guardian to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a successful save, the grave guardian drops to 1 hit point instead.

### Actions

**Multiattack.** The grave guardian makes two slam attacks. It can replace one of these attacks with an attack with its great shovel.

**Burial (Recharge 4-5).** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* The target must make a DC 16 Dexterity saving throw as the earth opens up into a 10-foot-deep chasm below them. On a failed save, the target takes 26 (4d10 + 4) force damage and falls into the chasm. On a successful save, it takes half as much damage and moves to the nearest unoccupied space away from the newly formed hole.

**Great Shovel.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

**Raise Dead (Recharge 5-6).** The grave guardian spawns 1d4 + 2 Undead creatures with a CR of 1 or lower (DM's choice). The variety of undead will depend on the location of the encounter. Alternatively, a grave guardian can restore a creature it has killed to life. It comes back as a ghoul under the guardian's control, except it has hit points equal to half of the dead creature's hit point maximum.

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



# GRATUITOUS UNDEAD DRAGON

*Huge undead, neutral evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 254 (21d12 + 105)  
**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +8, Con +11, Wis +7, Cha +9  
**Skills** Perception +6, Stealth +12  
**Damage Resistances** necrotic, poison  
**Damage Immunities** acid  
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21  
**Languages** Common, Draconic  
**Challenge** 17 (18,000 XP)

**Amphibious.** The dragon can breathe air and water.

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

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

## Actions

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) necrotic 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 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon 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 dragon's Frightful Presence for the next 24 hours.

**Acid Breath (Recharge 5–6).** The dragon exhales dark acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

## Legendary Actions

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

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

**Summon Undead Horde (Costs 3 Actions).** The dragon summons a horde of undead thralls that do its bidding. 1d10 + 8 undead creatures spawn in unoccupied spaces within 60 feet of the dragon. The undead creatures must be Large or smaller with a CR of 2 or lower. The undead are under the dragon's control and act immediately after the dragon in the initiative count.

## GRATUITOUS UNDEAD DRAGON

The origin of this undead dragon is unknown, though rumors speak of a lich that slew and resurrected a dragon to serve as its personal mount. The dragon proved unwieldy and wild, breaking free of the lich's thrall to roam the world, hoarding corpses in the way other dragons hoard gold - though it is just as likely to send its personal horde of undead to collect more prey than go out on its own.

