

Tooth & Nail

NPCs and Creatures from Hereva



**Creatures, Monsters and NPCs for the World's
Greatest Role Playing Game, inspired on the web comic
Peper & Carrot, created by David Revoy**

Thanks for picking up this supplement

Hello reader! I sincerely hope that you enjoy this document as much as I enjoyed writing it. This book is the second of a series of supplements inspired on the world of Hereva, based on the comic Pepper & Carrot by David Revoy, and produced thanks to the backers of the kickstarter campaign.

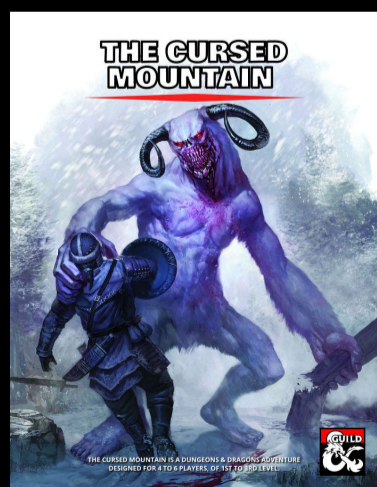
But these are not my first works. Previously I've written a few well received supplements and they are available to purchase online (some of them are pay-what-you-want).

Below in this page you will find a few.

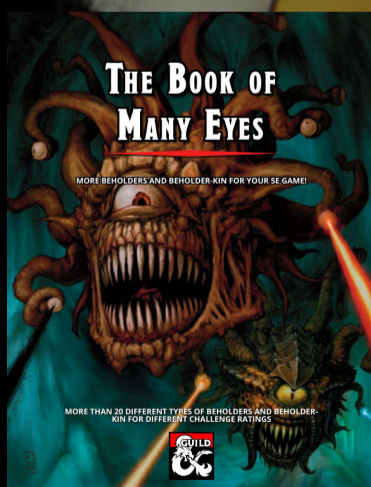
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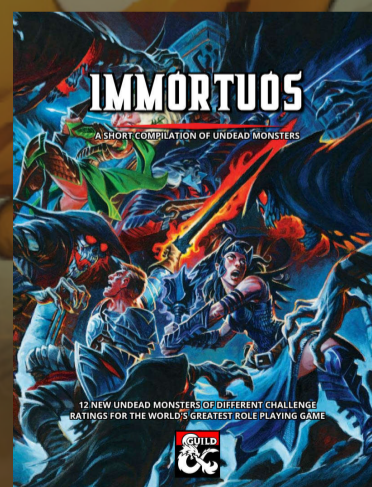
Witchcraft: Magic of Hereva



The Cursed Mountain



The Book of Many Eyes - Beholders for 5



Immortuos - Undead Monsters for D&D

Tooth & Nail

NPCs and Creatures from Hereva

CREATURES, MONSTERS AND NPCs FOR THE WORLD'S GREATEST ROLE PLAYING
GAME, INSPIRED ON THE WEB COMIC PEPPER & CARROT, CREATED BY DAVID
REVOY

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Chapter 1:

Creatures of Hereva



Adamantine Golem

Adamantine Golems are created by the most powerful sorcerers from one of the rarest substances in the world, for the task to protect important places or artifacts. Like the other golems, it has no feelings or opinion about the things it does, it only obeys orders. The conscience which it was gifted is only enough to execute the instructions that its master has imposed on it.

Being made of one of the strongest materials known, an Adamantine golem never ages, and it doesn't deteriorate over time. It doesn't need to eat, breathe, sleep either, and it doesn't have any of the needs of living beings.

These golems are usually linked to a magical object with which its creator, or some other person who possesses it, can command the Adamantine Golem. If this object changes hands, the new holder of this object may give orders to the golem.

ADAMANTINE GOLEM

Large construct, unaligned

Armor Class: 21 (Natural Armor)

Hit Point: 241 (21d10 +126)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	3 (-4)	13 (+1)	1 (-5)

Damage Immunities Fire, Poison, Psychic, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception +11

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

Challenge 18 (20,000 XP)

Fire Absorption. Whenever the adamantine golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

Magic Weapons. Weapon attacks made by the adamantine golem are magical.

Hardened Body. Any critical hit against the adamantine golem becomes a normal hit.

ACTIONS

Multiattack. The adamantine golem makes two melee attacks.

Slam. Melee Weapon Attack. +14 to hit, reach 10 ft., one target. Hit: 26 (4d8 + 8) slashing damage

Sword. Melee Weapon Attack. +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) slashing damage

Disintegration Beam (Recharge 6). The adamantine golem casts a 30-foot 5 foot wide ray of chaotic purple energy. Each creature in that area must make a DC 20 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one.

A creature damaged by this beam is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.





ADMIN SPIDER SUPPORT

Large beast, unaligned

Armor Class: 12

Hit Point: 91 (14d10 +14)

Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	4 (-3)

Skills: Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception +10

Challenge 2 (450 XP)

Spider Climb. The admin spider support 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The admin spider support ignores movement restrictions caused by webbing.

ACTIONS

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

Claw. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) slashing damage

Web (Recharge 5-6). *Ranged Weapon Attack.* +5 to hit, range 30/60 ft., one creature. Hit: 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).

Admin Spider

The admin spiders are responsible for handling a huge magic web of information that communicates the entire world of Hereva. One of the client devices of this type of network is the crystal ball used by witches of Hereva, with which the witches look for the information they need, although they usually end up wasting a lot of time, because this network has an enchantment effect that makes you forget the time you have spent in it. In the end, Hereva witches find it more convenient to find their information in books. That doesn't mean that the work of admin spiders is not important, they also do it with a lot of dedication.

Admin spiders have a human-like intelligence, their bodies are similar to those of giant spiders, but their legs end in sharp blades. Their main upper legs are more flexible, which is very useful for handling objects.

The older the spiders grow, the bigger and wiser they become, they are also in charge of more important tasks in the Hereva magic information network.

ADMIN SPIDER MONITOR

Large beast, unaligned

Armor Class: 13

Hit Point: 105 (14d10 +28)

Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	6 (-2)

Skills: Stealth +8

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception +11

Challenge 3 (700 XP)

Spider Climb. The admin spider monitor 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The admin spider monitor ignores movement restrictions caused by webbing.

ACTIONS

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

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

Web (Recharge 5-6). Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 13 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).

ADMIN SPIDER SERVER

Large beast, unaligned

Armor Class: 12

Hit Point: 119 (14d10 +42)

Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	22 (+6)	13 (+1)	6 (-2)

Skills: Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception +11

Challenge 4 (1,100 XP)

Spider Climb. The admin spider server 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 spider knows the exact location of any other creature in contact with the same web.

Web Walker. The admin spider server ignores movement restrictions caused by webbing.

Rea Points. The admin spider server has 4 Rea points. It regains all spent Rea after a long rest.

Analyze Magic Item. As an action, the admin spider server can expend one Rea point to touch an item. If it is a magic item or some other magic-imbued object, it learns its properties and how to use them, whether it requires Attunement to use, and how many Charges it has, if any. The admin spider server learns whether any Spells are affecting the item and what they are. If the item was created by a spell, it learns which spell created it.

Innate Hippiah Magic. The admin spider server can expend one Rea point to innately cast one of the following spells as a level 2 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 8).

1st Level: Animal Friendship, Goodberry

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) piercing damage

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

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 14 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).



AIR DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 5 (1d8 +1)

Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws DEX +3, CON +3, WIS +2, CHA +3

Skills: Perception +2, Stealth +3

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +12

Languages Draconic

Challenge 2 (450 XP)

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

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 18 (3d10 + 2) piercing damage.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the air dragon wyrmling. Each creature in a 15-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 18 (4d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

Air Dragon

One of the dragons that fly higher and faster in Hereva's sky is the Air Dragon. With little effort, these huge creatures can reach speeds that double that of normal dragons.

These magical beasts are dangerous since they are wyrmlings, but as they age, they become even more magical and more powerful.

Unlike other dragons that often spit fire, acid or other substances, Air Dragons create a powerful sound wave that damages creatures in their area of effect. Furthermore, in combat they fly so fast that they can approach and move away from their opponents before them being able to react, so confronting these creatures requires a better planned strategy than normal.

VERY YOUNG AIR DRAGON

Medium dragon, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 91 (14d8 +28)

Speed: 30 ft., Fly 120 ft.

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

Saving Throws DEX +3, CON +4, WIS +3, CHA +3

Skills: Perception +3, Stealth +3

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +13

Languages Draconic

Challenge 4 (1,100 XP)

Flyby. The very young air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 30 (5d10 + 3) piercing damage.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the very young air dragon. Each creature in a 15-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 27 (6d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

YOUNG AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 120 (16d10 +32)

Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws DEX +4, CON +5, WIS +4, CHA +5

Skills: Perception +4, Stealth +4

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +14

Languages Draconic

Challenge 6 (2,300 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 19 (3d10 + 3) piercing damage

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

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the young air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 40 (9d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

JUVENILE AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 153 (18d10 +54)

Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	13 (+1)	14 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Skills: Perception +4, Stealth +4

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +14

Languages Draconic

Challenge 8 (3,900 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 26 (4d10 + 4) piercing damage

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

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the juvenile air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 54 (12d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

YOUNG ADULT AIR DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 178 (21d10 +63)

Speed: 30 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws DEX +5, CON +7, WIS +5, CHA +6

Skills: Perception +5, Stealth +5

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15

Languages Draconic

Challenge 10 (5,900 XP)

Flyby. The young adult air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

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

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 26 (4d10 + 4) piercing damage

Claw. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) slashing damage

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the young adult air dragon. Each creature in a 30-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 63 (14d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

ADULT AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)

Hit Point: 231 (22d12 +88)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	17 (+3)	13 (+1)	16 (+3)

Saving Throws DEX +5, CON +8, WIS +5, CHA +7

Skills: Perception +5, Stealth +5

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15

Languages Draconic

Challenge 12 (8,400 XP)

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

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

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

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

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: +9 to hit, reach 10 ft., one target. Hit: 32 (5d10 + 5) piercing damage

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 26 (6d6 + 5) slashing damage

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 45 (9d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the adult air dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 15 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the adult air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 76 (17d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The adult air dragon makes a Wisdom (Perception) check.

Tail Attack. The adult air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The adult air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The adult air dragon can then fly up to half its flying speed.

MATURE ADULT AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)

Hit Point: 252 (24d12 +96)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	14 (+2)	16 (+3)

Saving Throws DEX +6, CON +9, WIS +7, CHA +8

Skills: Perception +7, Stealth +6

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17

Languages Draconic

Challenge 14 (11,500 XP)

Flyby. The mature adult air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The mature adult air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. The mature adult air dragon is immune to any spell or effect that would alter its form.

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

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: +10 to hit, reach 10 ft., one target. Hit: 38 (6d10 + 5) piercing damage

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 29 (7d6 + 5) slashing damage

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 54 (11d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the mature adult air dragon's choice that is within 60 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the mature adult air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 90 (20d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The mature adult air dragon makes a Wisdom (Perception) check.

Tail Attack. The mature adult air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The mature adult air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult air dragon can then fly up to half its flying speed.

OLD AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)

Hit Point: 287 (25d12 +125)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	18 (+4)	14 (+2)	17 (+3)

Saving Throws DEX +6, CON +10, WIS +7, CHA +8

Skills: Perception +7, Stealth +6

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17

Languages Draconic

Challenge 16 (15,000 XP)

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

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

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

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

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: 44 (7d10 + 6) piercing damage

Claw. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 30 (7d6 + 6) slashing damage

Tail. Melee Weapon Attack. +11 to hit, reach 15 ft., one target. Hit: 60 (12d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the old air dragon's choice that is within 60 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the old air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 99 (22d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The old air dragon makes a Wisdom (Perception) check.

Tail Attack. The old air dragon makes a tail attack.

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

VERY OLD AIR DRAGON

Huge dragon, neutral evil

Armor Class: 19 (Natural Armor)

Hit Point: 322 (28d12 +140)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws DEX +7, CON +11, WIS +8, CHA +9

Skills: Perception +8, Stealth +7

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +18

Languages Draconic

Challenge 18 (20,000 XP)

Flyby. The very old air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The very old air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. The very old air dragon is immune to any spell or effect that would alter its form.

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

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. +12 to hit, reach 10 ft., one target. Hit: 50 (8d10 + 6) piercing damage

Claw. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. Hit: 34 (8d6 + 6) slashing damage

Tail. Melee Weapon Attack. +12 to hit, reach 15 ft., one target. Hit: 69 (14d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the very old air dragon's choice that is within 60 feet of the dragon 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, 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.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the very old air dragon. Each creature in a 60-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 112 (25d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The very old air dragon makes a Wisdom (Perception) check.

Tail Attack. The very old air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The very old air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The very old air dragon can then fly up to half its flying speed.

ANCIENT AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 363 (22d20 +132)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws DEX +7, CON +12, WIS +9, CHA +10

Skills: Perception +9, Stealth +7

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +19

Languages Draconic

Challenge 20 (25,000 XP)

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

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

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

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

Rea Points. The ancient air dragon has 10 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The ancient air dragon can expend one Rea point to innately cast one of the following spells as a level 7 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 18).

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

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:* +13 to hit, reach 10 ft., one target. Hit: 51 (8d10 + 7) piercing damage

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 38 (9d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. Hit: 74 (15d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the ancient air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the ancient air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 126 (28d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The ancient air dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The ancient air dragon can then fly up to half its flying speed.

WYRM AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 462 (28d20 +168)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	20 (+5)	17 (+3)	19 (+4)

Saving Throws DEX +8, CON +13, WIS +10, CHA +11

Skills: Perception +10, Stealth +8

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +20

Languages Draconic

Challenge 22 (41,000 XP)

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

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

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

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

Rea Points. The wyrm air dragon has 11 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The wyrm air dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 19).

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

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.* +14 to hit, reach 10 ft., one target. Hit: 67 (11d10 + 7) piercing damage

Claw. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 49 (12d6 + 7) slashing damage

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. Hit: 97 (20d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the wyrm air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the wyrm air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 162 (36d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The wyrm air dragon makes a Wisdom (Perception) check.

Tail Attack. The wyrm air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The wyrm air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The wyrm air dragon can then fly up to half its flying speed.

GREAT WYRM AIR DRAGON

Gargantuan dragon, neutral evil

Armor Class: 21 (Natural Armor)

Hit Point: 542 (31d20 +217)

Speed: 40 ft., Fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	21 (+5)	18 (+4)	20 (+5)

Saving Throws DEX +8, CON +14, WIS +11, CHA +12

Skills: Perception +11, Stealth +8

Damage Immunities Thunder

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +21

Languages Draconic

Challenge 24 (62,000 XP)

Flyby. The great wyrm air dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The great wyrm air dragon has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Immutable Form. The great wyrm air dragon is immune to any spell or effect that would alter its form.

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

Rea Points. The great wyrm air dragon has 12 Rea points. It regains all spent Rea after a long rest.

Innate Ah Magic. The great wyrm air dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 20).

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

7th Level: Etherealness, Regenerate

8th Level: Demiplane, Invoke Ah Spirit*

Rea Enhanced: Quickened Spell. When the great wyrm air dragon casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

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. +15 to hit, reach 10 ft., one target. Hit: 79 (13d10 + 8) piercing damage

Claw. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. Hit: 60 (15d6 + 8) slashing damage

Tail. Melee Weapon Attack. +15 to hit, reach 15 ft., one target. Hit: 120 (25d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the great wyrm air dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). A wave of thunderous force sweeps out from the great wyrm air dragon. Each creature in a 120-foot cube originating from the dragon must make a Constitution saving throw. On a failed save, a creature takes 198 (44d8) thunder damage and is pushed 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

LEGENDARY ACTIONS

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

Detect. The great wyrm air dragon makes a Wisdom (Perception) check.

Tail Attack. The great wyrm air dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The great wyrm air dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The great wyrm air dragon can then fly up to half its flying speed.



Argiope

Haunted jungle spiders are small yellow argiopes with dark colored symbols on their backs. These spiders seem harmless at first, but you must be careful that they do not get into your clothes. When they are really close to the body of another creature is when they are really dangerous.

Argiopes of the haunted jungle carry with them different curses that transfer the creature that carries them close for a long time. If you find one of these on your clothes and you don't know how long you have had it, it's best to find a magical method to detect curses.

ARGIOPE OF WEAKNESS

Tiny aberration, neutral evil

Armor Class: 12
Hit Point: 2 (1d4)
Speed: 10 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses Passive Perception +11
Challenge 1/4 (50 XP)

Argiope Curse: Weakness. After 3 days of being in contact the target becomes cursed. While cursed, the target has disadvantage on Strength and Constitution Ability Checks and Saving Throws.

A Remove Curse spell ends this effect.

ACTIONS

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

Adventurers never really know how many of these spiders they find. During a jungle encounter, one of these spiders can try to stick to an adventurer. The adventurer can detect it before the spider reach him with a Wisdom (Perception) check DC 13. If the adventurer fails, the spider manages to get into his clothes and becomes more difficult to perceive, because these spiders are experts in hiding. From that day on, the spider must pass a Dexterity (Stealth) check with difficulty equal to the Adventurer's Passive Perception, or it will be discovered.

This is a list of the Argiope known in Hereva, but there could be many more that have not yet been found.

ARGIOPE OF DULLNESS

Tiny aberration, neutral evil

Armor Class: 12
Hit Point: 5 (2d4)
Speed: 10 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses Passive Perception +11
Challenge 1/4 (50 XP)

Argiope Curse: Dullness. After 3 days of being in contact the target becomes cursed. While cursed, the target has disadvantage on Intelligence and Wisdom Ability Checks and Saving Throws.

A Remove Curse spell ends this effect.

ACTIONS

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

ARGIOPE OF APATHY

Tiny aberration, neutral evil

Armor Class: 12
Hit Point: 5 (2d4)
Speed: 10 ft., Climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills: Stealth +4
Senses Passive Perception +11
Challenge 1/4 (50 XP)

Argiope Curse: Apathy. After 6 days of being in contact the target becomes cursed. While Cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.

A Remove Curse spell ends this effect.

ACTIONS

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



Aspidochelone

The aspidochelones are a variety of mythical sea creatures, which can be found in the form of huge whales, giant sea turtles and other types of sea monsters.

Even when they are young, the Aspidochelon whales are so large that they can swallow an entire person in one bite. These voracious animals live for hundreds of years and get so large that they are able to devour small islets.

Sometimes, creatures swallowed by the Aspidochelone survive inside. There are a few stories of adventurers who have managed to get out of the aspidochelone whale after being swallowed.

WHALE ASPIDOCHELONE

Huge beast (whale), unaligned

Armor Class: 12 (Natural Armor)

Hit Point: 180 (19d12 +57)

Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	17 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills: Perception +5

Senses Blindsight 120 ft., Passive Perception +15

Challenge 8 (3,900 XP)

Echolocation. The whale aspidochelone can't use its blindsight while deafened.

Hold Breath. The whale aspidochelone can hold its breath for 30 minutes.

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

ACTIONS

Bite. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 33 (5d10 + 6) piercing damage

Swallow Whole. The whale aspidochelone makes one bite attack against a Large or smaller target. If the attack hits, the target takes 33 (5d10 + 6) piercing damage and is swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the whale aspidochelone, and it takes 23 (5d6 + 6) acid damage at the start of each of the whale aspidochelone's turns. The whale aspidochelone can have only one target swallowed at a time, but it can still attack with its bite. If the whale aspidochelone dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

YOUNG WHALE ASPIDOCHELONE

Large beast (whale), unaligned

Armor Class: 11 (Natural Armor)

Hit Point: 150 (20d10 +40)

Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	15 (+2)	6 (-2)	14 (+2)	11 (+0)

Skills: Perception +5

Senses Blindsight 120 ft., Passive Perception +15

Challenge 6 (2,300 XP)

Echolocation. The young whale aspidochelone can't use its blindsight while deafened.

Hold Breath. The young whale aspidochelone can hold its breath for 30 minutes.

Keen Hearing. The young whale aspidochelone has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) piercing damage

Swallow Whole. The young whale aspidochelone makes one bite attack against a Medium or smaller target. If the attack hits, the target takes 27 (4d10 + 5) piercing damage and is swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the young whale aspidochelone, and it takes 19 (4d6 + 5) acid damage at the start of each of the young whale aspidochelone's turns. The young whale aspidochelone can have only one target swallowed at a time, but it can still attack with its bite. If the young whale aspidochelone dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

ANCIENT WHALE ASPIDOCHELONE

Gargantuan beast (whale), unaligned

Armor Class: 13 (Natural Armor)

Hit Point: 217 (14d20 +70)

Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	6 (-2)	14 (+2)	11 (+0)

Skills: Perception +6

Senses Blindsight 120 ft., Passive Perception +16

Challenge 10 (5,900 XP)

Echolocation. The ancient whale aspidochelone can't use its blindsight while deafened.

Hold Breath. The ancient whale aspidochelone can hold its breath for 30 minutes.

Keen Hearing. The ancient whale aspidochelone has advantage on Wisdom (Perception) checks that rely on hearing.

Rea Points. The ancient whale aspidochelone has 10 Rea points. It regains all spent Rea after a long rest.

Innate Hippiah Magic. The ancient whale aspidochelone can expend one Rea point to innately cast one of the following spells as a level 4 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Animal Friendship, Goodberry

2nd Level: Enlarge/Reduce, Nature's Healing*

3rd Level: Conjure Animals, Plant Growth

ACTIONS

Bite. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage

Swallow Whole. The ancient whale aspidochelone makes one bite attack against a Huge or smaller target. If the attack hits, the target takes 40 (6d10 + 7) piercing damage and is swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the ancient whale aspidochelone, and it takes 28 (6d6 + 7) acid damage at the start of each of the ancient whale aspidochelone's turns. The ancient whale aspidochelone can have only one target swallowed at a time, but it can still attack with its bite. If the ancient whale aspidochelone dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Chaosah Demons

Among the countless types of demons that inhabit the infinite layers of the abyss, there are the Chaosah Demons. These demons are the embodiment of chaos and confusion. They also usually inhabit other upper planes of chaos, including the Chaosah plane, from which they are begotten.

The Chaosah Demons played an important role in the great war of Hereva, as they were the majority of the army formed by the Chaosah Witches. During that time, they created a lot of chaos and destruction in Hereva, and to this day it is said that some of them remain on this plane.

Like the other demons, the Chaosah Demons do not fear death, as it has little effect on them. Many of them are resistant to normal attacks and some magical attacks. When one of these demons is destroyed, it turns into a dark substance. The demon is instantly reformed and revived on the plane of Chaosah. The only way to permanently destroy a Chaosah Demon is to do it on its own plane.

MINOR EYEÜK

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 102 (12d10 +36)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +5, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage

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

Chaos Trident. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage and 11 (2d10) lightning damage.



EYEÜK

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 147 (14d10 +70)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +6, WIS +5, CHA +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

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

Rea Points. The eyeük has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The eyeük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The eyeük 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: 18 (2d10 + 7) piercing damage

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

Chaos Trident. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 29 (5d8 + 7) piercing damage and 22 (4d10) lightning damage.

ANCIENT EYEÜK

Huge fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 202 (15d12 +105)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	14 (+2)	19 (+4)	19 (+4)

Saving Throws DEX +6, WIS +8, CHA +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

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

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

Rea Points. The ancient eyeük has 9 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The ancient eyeük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 16).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

3rd Level: Stinking Cloud, Major Image

Rea Enhanced: Quickened Spell. When the ancient eyeük casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) piercing damage

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 18 (3d6 + 8) slashing damage

Chaos Trident. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 35 (6d8 + 8) piercing damage and 27 (5d10) lightning damage.

EYEÜK SOLDIER

Large fiend (chaosah demon), any alignment

Armor Class: 16 (Natural Armor)

Hit Point: 126 (12d10 +60)

Speed: 40 ft., Fly 60 ft.

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

Saving Throws DEX +4, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

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

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage

Claw. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage

Chaos Trident. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) piercing damage and 11 (2d10) lightning damage.

EYEÜK STALKER

Large fiend (chaosah demon), any alignment

Armor Class: 16 (Natural Armor)

Hit Point: 136 (13d10 +65)

Speed: 40 ft., Fly 60 ft.

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

Saving Throws DEX +5, WIS +5, CHA +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

Sneak Attack. Once per turn, the eyeük stalker 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 eyeük stalker that isn't incapacitated and the eyeük stalker doesn't have disadvantage on the attack roll.

ACTIONS

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

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage

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

Chaos Trident. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) piercing damage and 16 (3d10) lightning damage.

HORNÜK

Large fiend (chaosah demon), any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 152 (16d10 +64)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +5, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

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

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

Bull Rush. When the hornük moves at least 30 feet before using its attack action, it can change its Gore attack for a Goring Rush.

Rea Points. The hornük has 6 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The hornük can expend one Rea point to innately cast one of the following spells as a level 2 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The hornük makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) piercing damage

Goring Rush. Melee Weapon Attack. +7 to hit, reach 40 ft., one target. Hit: 20 (3d10 + 4) piercing damage. Target must make a successful Strength saving throw (CD 15) or falls prone.

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

YOUNG HORNÜK

Large fiend (chaosah demon), any alignment

Armor Class: 14 (Natural Armor)

Hit Point: 136 (16d10 +48)

Speed: 40 ft., Fly 60 ft.

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

Saving Throws DEX +4, WIS +3, CHA +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +10

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The young hornük makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. Hit: 19 (3d10 + 3) piercing damage

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

HORNÜK SOLDIER

Large fiend (chaosah demon), any alignment

Armor Class: 14 (Natural Armor)

Hit Point: 119 (14d10 +42)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +4, WIS +3, CHA +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

Multiattack. The hornük soldier makes three attacks: one with its gore attack and two with its claws.

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

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

HORNÜK COMMANDER

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 168 (16d10 +80)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +6, WIS +4, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +11

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

Bull Rush. When the hornük commander moves at least 30 feet before using its attack action, it can change its Gore attack for a Goring Rush.

Rea Points. The hornük commander has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The hornük commander can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

Rea Enhanced: Quickened Spell. When the hornük commander casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

Multiattack. The hornük commander makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) piercing damage

Goring Rush. Melee Weapon Attack: +8 to hit, reach 40 ft., one target. Hit: 21 (3d10 + 5) piercing damage. Target must make a successful Strength saving throw (CD 16) or falls prone.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage

SPIDÜK

Large fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 136 (13d10 +65)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	8 (-1)	15 (+2)	13 (+1)

Saving Throws DEX +7, WIS +5, CHA +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spidük ignores movement restrictions caused by webbing.

Rea Points. The spidük has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The spidük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

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

Poisonous Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 14 (2d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 14 (4d6) 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.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage

SPIDÜK TROOPER

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)

Hit Point: 123 (13d10 +52)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	8 (-1)	15 (+2)	13 (+1)

Saving Throws DEX +5, WIS +4, CHA +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

Web Walker. The spidük trooper ignores movement restrictions caused by webbing.

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

ACTIONS

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

Poisonous Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

SPIDÜK LURKER

Large fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 133 (14d10 +56)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	8 (-1)	15 (+2)	13 (+1)

Saving Throws DEX +7, WIS +5, CHA +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

Web Walker. The spidük lurker ignores movement restrictions caused by webbing.

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

Sneak Attack. Once per turn, the spidük lurker 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 spidük lurker that isn't incapacitated and the spidük lurker doesn't have disadvantage on the attack roll.

ACTIONS

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

Poisonous Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage

ANCIENT SPIDÜK

Huge fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 202 (15d12 +105)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	24 (+7)	12 (+1)	17 (+3)	17 (+3)

Saving Throws DEX +7, WIS +7, CHA +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +13

Languages Abyssal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The ancient spidük ignores movement restrictions caused by webbing.

Rea Points. The ancient spidük has 9 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The ancient spidük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 15).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

3rd Level: Stinking Cloud, Major Image

Rea Enhanced: Quickened Spell. When the ancient spidük casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

Magic Weapons. Weapon attacks made by the ancient spidük are magical.

ACTIONS

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

Poisonous Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. Hit: 19 (3d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 21 (6d6) 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.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) slashing damage

Web (Recharge 5-6). Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 18 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).

SPIDÜK KING

Huge fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)

Hit Point: 283 (21d12 +147)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	24 (+7)	14 (+2)	19 (+4)	19 (+4)

Saving Throws DEX +8, WIS +9, CHA +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Telepathy 120 ft.

Challenge 15 (13,000 XP)

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

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spidük king ignores movement restrictions caused by webbing.

Rea Points. The spidük king has 15 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The spidük king can expend one Rea point to innately cast one of the following spells as a level 5 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 17).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

3rd Level: Stinking Cloud, Major Image

4th Level: Confusion, Polymorph

5th Level: Zone of Chaos*, Microdimension

Rea Enhanced: Quickened Spell. When the spidük king casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

Magic Weapons. Weapon attacks made by the spidük king are magical.

Charm. One humanoid the spidük king can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys verbal or telepathic commands by the spidük king. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the spidük king's Charm for the next 24 hours.

The spidük king can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

ACTIONS

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

Poisonous Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. Hit: 30 (5d8 + 8) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 28 (8d6) 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.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 29 (6d6 + 8) slashing damage

Web (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 21 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).



Dragon Moose

The Dragon Moose are huge and intimidating, but peaceful creatures, living in the tranquility and cold of the mountain tops. These magical creatures have huge moose heads, and their elongated bodies have bird-like wings, but covered in light beige fur.

On the top of the mountains they have their nests, which they protect fiercely. Since they don't have legs, they learn to fly since they are very little. A Dragon Moose can live more than a thousand years, and as it grows it acquires more magical qualities.

They are usually very curious and friendly with other creatures, except when they approach their nests. They only let creatures that they really trust close to their lairs.

DRAGON MOOSE WYRMLING

Medium dragon, chaotic neutral

Armor Class: 17 (Natural Armor)

Hit Point: 76 (9d8 +36)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws DEX +2, CON +6, WIS +2, CHA +3

Skills: Perception +2, Stealth +2

Damage Immunities Cold

Senses Passive Perception +12

Challenge 3 (700 XP)

ACTIONS

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

Cold Breath (Recharge 5-6). The dragon moose wyrmling exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

VERY YOUNG DRAGON MOOSE

Medium dragon, chaotic neutral

Armor Class: 17 (Natural Armor)

Hit Point: 102 (12d8 +48)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	12 (+1)	13 (+1)

Saving Throws DEX +3, CON +7, WIS +4, CHA +4

Skills: Perception +4, Stealth +3

Damage Immunities Cold

Senses Passive Perception +14

Challenge 5 (1,800 XP)

ACTIONS

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

Cold Breath (Recharge 5-6). The very young dragon moose exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

JUVENILE DRAGON MOOSE

Large dragon, chaotic neutral

Armor Class: 18 (Natural Armor)

Hit Point: 168 (16d10 +80)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	9 (-1)	14 (+2)	15 (+2)

Saving Throws DEX +4, CON +9, WIS +6, CHA +6

Skills: Perception +6, Stealth +4

Damage Immunities Cold

Senses Passive Perception +16

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The juvenile dragon moose makes 2 attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage.

Cold Breath (Recharge 5-6). The juvenile dragon moose exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 59 (17d6) cold damage on a failed save, or half as much damage on a successful one.

YOUNG DRAGON MOOSE

Large dragon, chaotic neutral

Armor Class: 18 (Natural Armor)

Hit Point: 136 (13d10 +65)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	8 (-1)	13 (+1)	14 (+2)

Saving Throws DEX +3, CON +8, WIS +4, CHA +5

Skills: Perception +4, Stealth +3

Damage Immunities Cold

Senses Passive Perception +14

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The young dragon moose makes 2 attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Cold Breath (Recharge 5-6). The young dragon moose exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 45 (13d6) cold damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT DRAGON MOOSE

Large dragon, chaotic neutral

Armor Class: 18 (Natural Armor)

Hit Point: 195 (17d10 +102)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

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

Saving Throws DEX +4, CON +10, WIS +6, CHA +7

Skills: Perception +6, Stealth +4

Damage Immunities Cold

Senses Passive Perception +16

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The young adult dragon moose makes 2 attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 28 (5d8 + 6) bludgeoning damage.

Cold Breath (Recharge 5-6). The young adult dragon moose exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 70 (20d6) cold damage on a failed save, or half as much damage on a successful one.

ADULT DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)

Hit Point: 237 (19d12 +114)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	11 (+0)	16 (+3)	17 (+3)

Saving Throws DEX +5, CON +11, WIS +8, CHA +8

Skills: Perception +8, Stealth +5

Damage Immunities Cold

Senses Passive Perception +18

Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The adult dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +11 to hit, reach 10 ft., one target. Hit: 33 (6d8 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack.* +11 to hit, reach 15 ft., one target. Hit: 51 (10d8 + 6) bludgeoning damage

Cold Breath (Recharge 5-6). The adult dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 84 (24d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The adult dragon moose makes a Wisdom (Perception) check.

Tail Attack. The adult dragon moose makes a tail attack.

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

MATURE ADULT DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)

Hit Point: 270 (20d12 +140)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	12 (+1)	17 (+3)	18 (+4)

Saving Throws DEX +5, CON +12, WIS +8, CHA +9

Skills: Perception +8, Stealth +5

Damage Immunities Cold

Senses Passive Perception +18

Challenge 15 (13,000 XP)

ACTIONS

Multiattack. The mature adult dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. Hit: 38 (7d8 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. Hit: 56 (11d8 + 7) bludgeoning damage

Cold Breath (Recharge 5-6). The mature adult dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 94 (27d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The mature adult dragon moose makes a Wisdom (Perception) check.

Tail Attack. The mature adult dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The mature adult dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult dragon moose can then fly up to half its flying speed.

OLD DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)

Hit Point: 297 (22d12 +154)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	13 (+1)	17 (+3)	19 (+4)

Saving Throws DEX +6, CON +13, WIS +9, CHA +10

Skills: Perception +9, Stealth +6

Damage Immunities Cold

Senses Passive Perception +19

Challenge 17 (18,000 XP)

ACTIONS

Multiattack. The old dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. Hit: 43 (8d8 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack.* +13 to hit, reach 15 ft., one target. Hit: 65 (13d8 + 7) bludgeoning damage

Cold Breath (Recharge 5-6). The old dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 105 (30d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The old dragon moose makes a Wisdom (Perception) check.

Tail Attack. The old dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The old dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The old dragon moose can then fly up to half its flying speed.

VERY OLD DRAGON MOOSE

Huge dragon, chaotic neutral

Armor Class: 19 (Natural Armor)

Hit Point: 333 (23d12 +184)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	14 (+2)	18 (+4)	20 (+5)

Saving Throws DEX +6, CON +14, WIS +10, CHA +11

Skills: Perception +10, Stealth +6

Damage Immunities Cold

Senses Passive Perception +20

Challenge 19 (22,000 XP)

ACTIONS

Multiattack. The very old dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 48 (9d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. Hit: 71 (14d8 + 8) bludgeoning damage

Cold Breath (Recharge 5-6). The very old dragon moose exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 119 (34d6) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The very old dragon moose makes a Wisdom (Perception) check.

Tail Attack. The very old dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The very old dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The very old dragon moose can then fly up to half its flying speed.

ANCIENT DRAGON MOOSE

Gargantuan dragon, chaotic neutral

Armor Class: 20 (Natural Armor)

Hit Point: 407 (22d20 +176)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	27 (+8)	15 (+2)	19 (+4)	21 (+5)

Saving Throws DEX +7, CON +15, WIS +11, CHA +12

Skills: Perception +11, Stealth +7

Damage Immunities Cold

Senses Passive Perception +21

Challenge 21 (33,000 XP)

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

ACTIONS

Multiattack. The ancient dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +15 to hit, reach 10 ft., one target. Hit: 57 (11d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. Hit: 89 (18d8 + 8) bludgeoning damage

Cold Breath (Recharge 5-6). The ancient dragon moose exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 20 Constitution

saving throw, taking 143 (41d6) cold damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the ancient dragon moose's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The ancient dragon moose magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the ancient dragon moose retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The ancient dragon moose makes a Wisdom (Perception) check.

Tail Attack. The ancient dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The ancient dragon moose can then fly up to half its flying speed.

WYRM DRAGON MOOSE

Gargantuan dragon, chaotic neutral

Armor Class: 20 (Natural Armor)

Hit Point: 507 (26d20 +234)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	28 (+9)	15 (+2)	20 (+5)	22 (+6)

Saving Throws DEX +7, CON +16, WIS +12, CHA +13

Skills: Perception +12, Stealth +7

Damage Immunities Cold

Senses Passive Perception +22

Challenge 23 (50,000 XP)

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

ACTIONS

Multiattack. The wyrm dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 72 (14d8 + 9) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. Hit: 108 (22d8 + 9) bludgeoning damage

Cold Breath (Recharge 5-6). The wyrm dragon moose exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 21 Constitution saving

throw, taking 178 (51d6) cold damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the wyrm dragon moose's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The wyrm dragon moose magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the wyrm dragon moose retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The wyrm dragon moose makes a Wisdom (Perception) check.

Tail Attack. The wyrm dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The wyrm dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The wyrm dragon moose can then fly up to half its flying speed.

GREAT WYRM DRAGON MOOSE

Gargantuan dragon, chaotic neutral

Armor Class: 21 (Natural Armor)

Hit Point: 594 (29d20 +290)

Speed: 30 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	16 (+3)	21 (+5)	23 (+6)

Saving Throws DEX +8, CON +18, WIS +13, CHA +14

Skills: Perception +13, Stealth +8

Damage Immunities Cold

Senses Passive Perception +23

Challenge 25 (75,000 XP)

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

ACTIONS

Multiattack. The great wyrm dragon moose makes three attacks, two with its hooves and one with its tail.

Hoof. *Melee Weapon Attack.* +18 to hit, reach 10 ft., one target. Hit: 86 (17d8 + 10) bludgeoning damage.

Tail. *Melee Weapon Attack.* +18 to hit, reach 15 ft., one target. Hit: 131 (27d8 + 10) bludgeoning damage

Cold Breath (Recharge 5-6). The great wyrm dragon moose exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 213 (61d6) cold damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the great wyrm dragon moose's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The great wyrm dragon moose magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the great wyrm dragon moose retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Charm. One humanoid the great wyrm dragon moose can see within 30 feet of it must succeed on a DC 22 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys verbal or telepathic commands by the great wyrm dragon moose. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the great wyrm dragon moose's Charm for the next 24 hours.

The great wyrm dragon moose can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

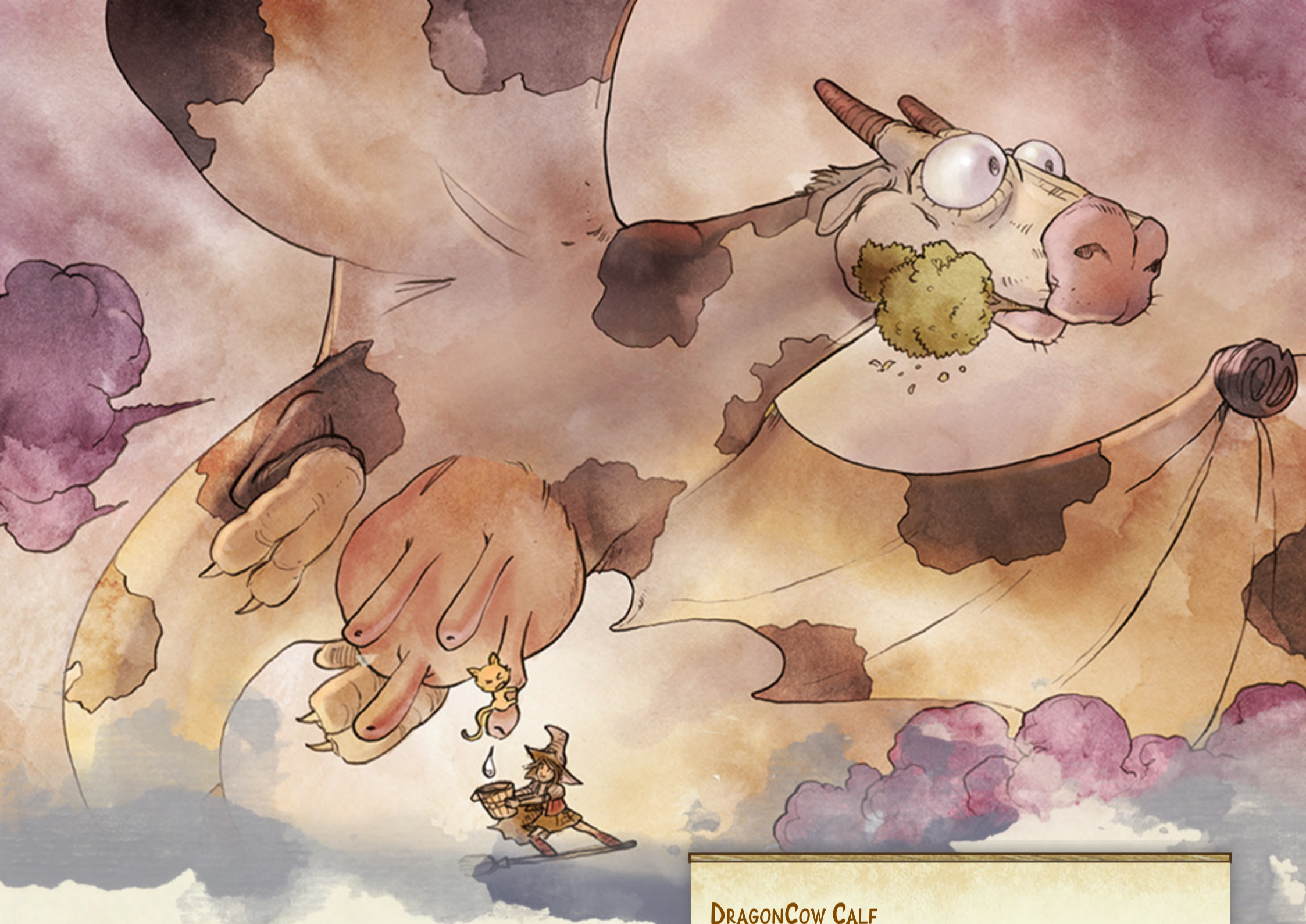
LEGENDARY ACTIONS

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

Detect. The great wyrm dragon moose makes a Wisdom (Perception) check.

Tail Attack. The great wyrm dragon moose makes a tail attack.

Wing Attack (Costs 2 Actions). The great wyrm dragon moose beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone. The great wyrm dragon moose can then fly up to half its flying speed.



DragonCow

In the sky of Hereva you can see a special type of creature, the huge DragonCow travel majestically through the clouds. From time to time you can see one of them descending to feed on the treetops, during a meal they can devour hectares of forests.

Even as newborn calves, they are already imposing animals, of the size of an adult man. A DragonCow usually lives more than 1200 years, reaching adulthood after 100 years, and as it ages, its magical powers are revealed in different ways.

DRAGONCOW CALF

Medium dragon (dragoncow), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 90 (12d8 +36)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws DEX +2, CON +5, WIS +2, CHA +4

Skills: Perception +2, Stealth +2

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +12

Languages Draconic, Sylvan

Challenge 4 (1,100 XP)

ACTIONS

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

Milk Splash (Recharge 5-6). The dragoncow calf throws a blast of acid milk in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

VERY YOUNG DRAGONCOW

Medium dragon (dragoncow), neutral

Armor Class: 17 (Natural Armor)

Hit Point: 119 (14d8 +56)

Speed: 30 ft., Fly 60 ft.

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

Saving Throws DEX +3, CON +7, WIS +4, CHA +5

Skills: Perception +4, Stealth +3

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +14

Languages Draconic, Sylvan

Challenge 6 (2,300 XP)

ACTIONS

Hoof. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Milk Splash (Recharge 5-6). The very young dragoncow throws a blast of acid milk in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

JUVENILE DRAGONCOW

Large dragon (dragoncow), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 178 (17d10 +85)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	13 (+1)	14 (+2)	17 (+3)

Saving Throws DEX +4, CON +9, WIS +6, CHA +7

Skills: Perception +6, Stealth +4

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +16

Languages Draconic, Sylvan

Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The juvenile dragoncow makes two attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 28 (5d8 + 6) bludgeoning damage.

Milk Splash (Recharge 5-6). The juvenile dragoncow throws a blast of acid milk in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 63 (18d6) acid damage on a failed save, or half as much damage on a successful one.

YOUNG DRAGONCOW

Large dragon (dragoncow), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 152 (16d10 +64)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	13 (+1)	16 (+3)

Saving Throws DEX +3, CON +7, WIS +4, CHA +6

Skills: Perception +4, Stealth +3

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +14

Languages Draconic, Sylvan

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The young dragoncow makes two attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) bludgeoning damage.

Milk Splash (Recharge 5-6). The young dragoncow throws a blast of acid milk in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 52 (15d6) acid damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT DRAGONCOW

Large dragon (dragoncow), neutral

Armor Class: 18 (Natural Armor)

Hit Point: 210 (20d10 +100)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	14 (+2)	18 (+4)

Saving Throws DEX +4, CON +9, WIS +6, CHA +8

Skills: Perception +6, Stealth +4

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +16

Languages Draconic, Sylvan

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The young adult dragoncow makes two attacks with its hoofs.

Hoof. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 33 (6d8 + 6) bludgeoning damage.

Milk Splash (Recharge 5-6). The young adult dragoncow throws a blast of acid milk in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 77 (22d6) acid damage on a failed save, or half as much damage on a successful one.

ADULT DRAGONCOW

Huge dragon (dragoncow), neutral

Armor Class: 19 (Natural Armor)

Hit Point: 237 (19d12 +114)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	15 (+2)	19 (+4)

Saving Throws DEX +5, CON +11, WIS +7, CHA +9

Skills: Perception +7, Stealth +5

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +17

Languages Draconic, Sylvan

Challenge 14 (11,500 XP)

ACTIONS

Multiattack. The adult dragoncow makes 3 attacks, two with its hoofs and one with its tail

Hoof. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. Hit: 38 (7d8 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. Hit: 56 (11d8 + 7) bludgeoning damage

Milk Splash (Recharge 5-6). The adult dragoncow throws a blast of acid milk in a 60-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 87 (25d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The adult dragoncow makes a Wisdom (Perception) check.

Tail Attack. The adult dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The adult dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The adult dragoncow can then fly up to half its flying speed.

MATURE ADULT DRAGONCOW

Huge dragon (dragoncow), neutral

Armor Class: 19 (Natural Armor)

Hit Point: 275 (22d12 +132)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	16 (+3)	19 (+4)

Saving Throws DEX +5, CON +11, WIS +8, CHA +9

Skills: Perception +8, Stealth +5

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +18

Languages Draconic, Sylvan

Challenge 16 (15,000 XP)

ACTIONS

Multiattack. The mature adult dragoncow makes 3 attacks, two with its hoofs and one with its tail

Hoof. *Melee Weapon Attack.* +12 to hit, reach 10 ft., one target. Hit: 43 (8d8 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack.* +12 to hit, reach 15 ft., one target. Hit: 61 (12d8 + 7) bludgeoning damage

Milk Splash (Recharge 5-6). The mature adult dragoncow throws a blast of acid milk in a 60-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 101 (29d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The mature adult dragoncow 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 mature adult dragoncow regains spent legendary actions at the start of its turn.

Detect. The mature adult dragoncow makes a Wisdom (Perception) check.

Tail Attack. The mature adult dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The mature adult dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult dragoncow can then fly up to half its flying speed.

OLD DRAGONCOW

Huge dragon (dragoncow), neutral

Armor Class: 19 (Natural Armor)

Hit Point: 297 (22d12 +154)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	16 (+3)	16 (+3)	20 (+5)

Saving Throws DEX +6, CON +13, WIS +9, CHA +11

Skills: Perception +9, Stealth +6

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +19

Languages Draconic, Sylvan

Challenge 18 (20,000 XP)

ACTIONS

Multiattack. The old dragoncow makes 3 attacks, two with its hoofs and one with its tail

Hoof. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 48 (9d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. Hit: 71 (14d8 + 8) bludgeoning damage

Milk Splash (Recharge 5–6). The old dragoncow throws a blast of acid milk in a 60-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 112 (32d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The old dragoncow makes a Wisdom (Perception) check.

Tail Attack. The old dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The old dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The old dragoncow can then fly up to half its flying speed.

VERY OLD DRAGONCOW

Huge dragon (dragoncow), neutral

Armor Class: 19 (Natural Armor)

Hit Point: 337 (25d12 +175)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	17 (+3)	20 (+5)

Saving Throws DEX +6, CON +13, WIS +9, CHA +11

Skills: Perception +9, Stealth +6

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +19

Languages Draconic, Sylvan

Challenge 20 (25,000 XP)

ACTIONS

Multiattack. The very old dragoncow makes 3 attacks, two with its hoofs and one with its tail

Hoof. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 53 (10d8 + 8) bludgeoning damage.

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. Hit: 75 (15d8 + 8) bludgeoning damage

Milk Splash (Recharge 5–6). The very old dragoncow throws a blast of acid milk in a 60-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 126 (36d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The very old dragoncow 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 very old dragoncow regains spent legendary actions at the start of its turn.

Detect. The very old dragoncow makes a Wisdom (Perception) check.

Tail Attack. The very old dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The very old dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The very old dragoncow can then fly up to half its flying speed.

ANCIENT DRAGONCOW

Gargantuan dragon (dragoncow), neutral

Armor Class: 20 (Natural Armor)

Hit Point: 370 (20d20 +160)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	18 (+4)	21 (+5)

Saving Throws DEX +7, CON +15, WIS +11, CHA +12

Skills: Perception +11, Stealth +7

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +21

Languages Draconic, Sylvan

Challenge 22 (41,000 XP)

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

ACTIONS

Multiattack. The ancient dragoncow can use its Frightful Presence. It then makes three attacks: one with its tale and two with its hooves.

Hoof. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 67 (13d8 + 9) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. Hit: 99 (20d8 + 9) bludgeoning damage

Milk Splash (Recharge 5-6). The ancient dragoncow throws a blast of acid milk in a 120-foot cone. Each creature in that area must make a DC 13 Dexterity

saving throw, taking 161 (46d6) acid damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the ancient dragoncow's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The ancient dragoncow magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the ancient dragoncow retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The ancient dragoncow makes a Wisdom (Perception) check.

Tail Attack. The ancient dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The ancient dragoncow can then fly up to half its flying speed.

WYRM DRAGONCOW

Gargantuan dragon (dragoncow), neutral

Armor Class: 20 (Natural Armor)

Hit Point: 462 (25d20 +200)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	19 (+4)	22 (+6)

Saving Throws DEX +7, CON +15, WIS +11, CHA +13

Skills: Perception +11, Stealth +7

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +21

Languages Draconic, Sylvan

Challenge 24 (62,000 XP)

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

ACTIONS

Multiattack. The wyrm dragoncow can use its Frightful Presence. It then makes three attacks: one with its tale and two with its hooves.

Hoof. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 81 (16d8 + 9) bludgeoning damage.

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. Hit: 117 (24d8 + 9) bludgeoning damage

Milk Splash (Recharge 5-6). The wyrm dragoncow throws a blast of acid milk in a 120-foot cone. Each creature in that area must make a DC 13 Dexterity saving

throw, taking 196 (56d6) acid damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the wyrm dragoncow's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The wyrm dragoncow magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the wyrm dragoncow retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

Detect. The wyrm dragoncow makes a Wisdom (Perception) check.

Tail Attack. The wyrm dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The wyrm dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The wyrm dragoncow can then fly up to half its flying speed.

GREAT WYRM DRAGONCOW

Gargantuan dragon (dragoncow), neutral

Armor Class: 21 (Natural Armor)

Hit Point: 643 (33d20 +297)

Speed: 40 ft., Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	19 (+4)	20 (+5)	23 (+6)

Saving Throws DEX +8, CON +17, WIS +13, CHA +14

Skills: Perception +13, Stealth +8

Senses Darkvision 60 ft., Blindsight 10 ft., Passive Perception +23

Languages Draconic, Sylvan

Challenge 26 (90,000 XP)

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

Rea Points. The great wurm dragoncow has 13 Rea points. It regains all spent Rea after a long rest.

Innate Hippiah Magic. The great wurm dragoncow can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 22).

1st Level: Animal Friendship, Goodberry

2nd Level: Enlarge/Reduce, Nature's Healing*

3rd Level: Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

7th Level: Regenerate, Wild Transformation*

8th Level: Earthquake, Dominate Monster

Rea Enhanced: Heightened Spell. When the great wurm dragoncow casts a spell that forces a creature to make a saving throw to resist its effects, the great wurm dragoncow can spend one Rea point to give one target of the spell disadvantage on its first saving throw made against the spell.

Rea Enhanced: Quicken Spell. When the great wurm dragoncow casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

Multiattack. The great wurm dragoncow can use its Frightful Presence. It then makes three attacks: one with its tale and two with its hooves.

Hoof. *Melee Weapon Attack.* +18 to hit, reach 10 ft., one target. Hit: 95 (19d8 + 10) bludgeoning damage.

Tail. *Melee Weapon Attack.* +18 to hit, reach 15 ft., one target. Hit: 140 (29d8 + 10) bludgeoning damage

Milk Splash (Recharge 5-6). The great wurm dragoncow throws a blast of acid milk in a 120-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 231 (66d6) acid damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the great wurm dragoncow's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Change Shape. The great wurm dragoncow magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the great wurm dragoncow retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The great wurm dragoncow 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 great wurm dragoncow regains spent legendary actions at the start of its turn.

Detect. The great wurm dragoncow makes a Wisdom (Perception) check.

Tail Attack. The great wurm dragoncow makes a tail attack.

Wing Attack (Costs 2 Actions). The great wurm dragoncow beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone. The great wurm dragoncow can then fly up to half its flying speed.



Evil Pumpkin

Witches of Chaosah have this weird custom of bury all their failed magic attempts. Potions, amulets, scrolls and other types of magical objects buried in the grounds around the witches of Chaosah have caused things to begin to behave strangely.

Pumpkins are just one of several types of vegetables that have become evil. If they are left planted for a long time without eating them, they can stand up for themselves and go on doing evil to the creatures of the forest.

Evil Pumpkin Hydra Creeper

Evil pumpkins are especially dangerous when they grow joined together by their vines, they become a kind of hydra with many pumpkin heads. These creatures are less intelligent but more resistant and more difficult to fight.

EVIL PUMPKIN

Medium plant, chaotic evil

Armor Class: 11

Hit Point: 99 (18d8 +18)

Speed: 30 ft., Burrow 20 ft.

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

Skills: Stealth +3, Perception +2

Damage Vulnerabilities: Cold

Damage Resistances: Fire

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Darkvision 120 ft., Passive Perception +12

Languages: Abyssal, Any one language (usually Common)

Challenge: 3 (700 XP)

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

ACTIONS

Poisonous Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Grappling Vine. *Melee Weapon Attack:* +4 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the evil pumpkin can't use the same vine on another target.

ANCIENT EVIL PUMPKIN

Large plant, chaotic evil

Armor Class: 14 (Natural Armor)

Hit Point: 165 (22d10 +44)

Speed: 30 ft., Burrow 20 ft.

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

Skills: Stealth +5, Perception +4

Damage Vulnerabilities Cold

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Any one language (usually Common)

Challenge 5 (1,800 XP)

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

Grasping Vines. The ancient evil pumpkin can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the ancient evil pumpkin, which can extrude a replacement vine on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

ACTIONS

Multiattack. The ancient evil pumpkin makes 4 attacks: 2 with its vines and 2 with its bite.

Poisonous Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Grappling Vine. *Melee Weapon Attack:* +6 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the ancient evil pumpkin can't use the same vine on another target.

EVIL PUMPKIN HYDRA CREEPER

Large plant, chaotic evil

Armor Class: 16 (Natural Armor)

Hit Point: 150 (20d10 +40)

Speed: 20 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Condition Immunities Grappled

Senses Darkvision 60 ft., Passive Perception +10

Languages --

Challenge 6 (2,300 XP)

Multiple Heads. The evil pumpkin hydra creeper has five heads. While it has more than one head, the evil pumpkin hydra creeper has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the evil pumpkin hydra creeper takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the evil pumpkin hydra creeper dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The evil pumpkin hydra creeper regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the evil pumpkin hydra creeper has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the evil pumpkin hydra creeper sleeps, at least one of its heads is awake.

Grasping Vines. The evil pumpkin hydra creeper can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the evil pumpkin hydra creeper, which can extrude a replacement vine on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.

ACTIONS

Multiattack. The evil pumpkin hydra creeper makes four attacks with its tendrils, uses Reel, and makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 17 (3d10 + 1) piercing damage

Grappling Vine. *Melee Weapon Attack:* +4 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the evil pumpkin hydra creeper can't use the same vine on another target.

Reel. The evil pumpkin hydra creeper pulls each creature grappled by it up to 25 feet straight toward it.



Fiend Planar Dragon

The Fiend Planar Dragon is one of the most feared monsters in the multiverse. The powerful Great Wyrms Fiend Planar Dragon is able to conquer entire worlds or destroy them. That is why it's also known as the Destroyer of Worlds.

The Fiend Dragons have no direct relationship with the demons or with the devils, but they inhabit the upper chaotic and evil planes alike.

When they are adults, these frightening creatures learn the ability to turn living creatures into Fiend Slaves with their necrotic breath. A fiend slave retains the abilities of the original creatures, but they lose all will and only obey orders from the Fiend Dragon closest to them.

Cruel conquerors. The Fiend Dragons exist only to destroy and conquer. When they are not fighting, they spend time planning their next conquests and waiting for the right moment to attack.

Secrets and treasures. Having conquered hundreds of worlds and even entire planes, they get to store a lot of rare, very valuable and legendary objects. But also among their treasure there are remains of civilizations missing for thousands of years.

FIEND PLANAR DRAGON WYRMLING

Medium fiend, chaotic evil

Armor Class: 19 (Natural Armor)

Hit Point: 90 (12d8 +36)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws DEX +5, CON +6, WIS +3, CHA +5

Skills: Deception +5, Insight +3, Perception +3

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +13

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

ACTIONS

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

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

A Fiend Planar Dragon's Lair

The Fiend Planar Dragons have their dens in the infinite layers of the abyss, in the nine hells, or on any higher plane in which they can be installed. They usually rest in caves protected by poisonous storms, surrounded by multiple fiends and protected by their own slaves.

Reaching the lair of a Fiend Planar Dragon is almost impossible for normal people, even very powerful infernal and celestial beings have trouble approaching them.

VERY YOUNG FIEND PLANAR DRAGON

Medium fiend, chaotic evil

Armor Class: 19 (Natural Armor)

Hit Point: 119 (14d8 +56)

Speed: Fly 60 ft. (hover)

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

Saving Throws DEX +5, CON +7, WIS +4, CHA +5

Skills: Deception +5, Insight +4, Perception +4

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +14

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

ACTIONS

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 38 (11d6) necrotic damage on a failed save, or half as much damage on a successful one.

YOUNG FIEND PLANAR DRAGON

Large fiend, chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 152 (16d10 +64)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	15 (+2)	12 (+1)	16 (+3)

Saving Throws DEX +6, CON +8, WIS +5, CHA +7

Skills: Deception +7, Insight +5, Perception +5

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +15

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

ACTIONS

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

Bite. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) piercing damage

Claw. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (14d6) necrotic damage on a failed save, or half as much damage on a successful one.

JUVENILE FIEND PLANAR DRAGON

Large fiend, chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 178 (17d10 +85)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	16 (+3)	12 (+1)	17 (+3)

Saving Throws DEX +6, CON +9, WIS +5, CHA +7

Skills: Deception +7, Insight +5, Perception +5

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +15

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

ACTIONS

Multiattack. The fiend 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: 28 (4d10 + 6) piercing damage

Claw. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. Hit: 23 (5d6 + 6) slashing damage

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT FIEND PLANAR DRAGON

Large fiend, chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 210 (20d10 +100)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	16 (+3)	13 (+1)	17 (+3)

Saving Throws DEX +7, CON +10, WIS +6, CHA +8

Skills: Deception +8, Insight +6, Perception +6

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +16

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

ACTIONS

Multiattack. The fiend 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: 33 (5d10 + 6) piercing damage

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 27 (6d6 + 6) slashing damage

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 66 (19d6) necrotic damage on a failed save, or half as much damage on a successful one.

ADULT FIEND PLANAR DRAGON

Huge fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 262 (21d12 +126)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	17 (+3)	14 (+2)	18 (+4)

Saving Throws DEX +8, CON +11, WIS +7, CHA +9

Skills: Deception +9, Insight +7, Perception +7

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +17

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

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

ACTIONS

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

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

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 56 (11d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the adult fiend planar dragon's choice that is within 60 feet of the fiend 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, 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 fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 77 (22d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with it's hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

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

Detect. The adult fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The adult fiend planar dragon makes a tail attack.

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

MATURE ADULT FIEND PLANAR DRAGON

Huge fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 287 (23d12 +138)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	18 (+4)	14 (+2)	19 (+4)

Saving Throws DEX +9, CON +12, WIS +8, CHA +10

Skills: Deception +10, Insight +8, Perception +8

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +18

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 17 (18,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

Legendary Resistance (3/Day). If the mature adult fiend planar dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

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

Bite. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 45 (7d10 + 7) piercing damage

Claw. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 35 (8d6 + 7) slashing damage

Tail. Melee Weapon Attack. +13 to hit, reach 15 ft., one target. Hit: 65 (13d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the mature adult fiend planar dragon's choice that is within 60 feet of the fiend and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 84 (24d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with it's hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

The mature adult fiend planar 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 mature adult fiend planar dragon regains spent legendary actions at the start of its turn.

Detect. The mature adult fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The mature adult fiend planar dragon makes a tail attack.

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

OLD FIEND PLANAR DRAGON

Huge fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 324 (24d12 +168)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	18 (+4)	15 (+2)	19 (+4)

Saving Throws DEX +9, CON +13, WIS +8, CHA +10

Skills: Deception +10, Insight +8, Perception +8

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +18

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 19 (22,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

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

ACTIONS

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

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

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 52 (8d10 + 8) piercing damage

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 36 (8d6 + 8) slashing damage

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 71 (14d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the old fiend planar dragon's choice that is within 60 feet of the fiend and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 94 (27d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with it's hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

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

Detect. The old fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The old fiend planar dragon makes a tail attack.

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

VERY OLD FIEND PLANAR DRAGON

Huge fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 351 (26d12 +182)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	19 (+4)	15 (+2)	20 (+5)

Saving Throws DEX +10, CON +14, WIS +9, CHA +12

Skills: Deception +12, Insight +9, Perception +9

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +19

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

Legendary Resistance (3/Day). If the very old fiend planar dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

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

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

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 57 (9d10 + 8) piercing damage

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 43 (10d6 + 8) slashing damage

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 89 (18d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the very old fiend planar dragon's choice that is within 60 feet of the fiend and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 115 (33d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with it's hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

The very old fiend planar 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 very old fiend planar dragon regains spent legendary actions at the start of its turn.

Detect. The very old fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The very old fiend planar dragon makes a tail attack.

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

ANCIENT FIEND PLANAR DRAGON

Gargantuan fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 462 (25d20 +200)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	26 (+8)	20 (+5)	15 (+2)	21 (+5)

Saving Throws DEX +10, CON +15, WIS +9, CHA +12

Skills: Deception +12, Insight +9, Perception +9

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +19

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 23 (50,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

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

Rea Points. The ancient fiend planar dragon has 12 Rea points. It regains all spent Rea after a long rest.

Innate Zombiah Magic. The ancient fiend planar dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 20).

1st Level: False Life, Identify

2nd Level: Zombification*, Rope Trick

3rd Level: Animate Dead, Animate Object*

4th Level: Fabricate, Imbue Spell*

5th Level: Animate Objects, Awaken

6th Level: Guards and Wards, Apparatus*

7th Level: Force Cage, Simulacrum

8th Level: Store Spell*, Construct Clone*

ACTIONS

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

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

Bite. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. Hit: 75 (12d10 + 9) piercing damage

Claw. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. Hit: 54 (13d6 + 9) slashing damage

Tail. Melee Weapon Attack. +16 to hit, reach 15 ft., one target. Hit: 108 (22d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the ancient fiend planar dragon's choice that is within 120 feet of the fiend and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 120-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 143 (41d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with its hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

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

Detect. The ancient fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient fiend planar dragon makes a tail attack.

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

WYRM FIEND PLANAR DRAGON

Gargantuan fiend, chaotic evil

Armor Class: 22 (Natural Armor)

Hit Point: 536 (29d20 +232)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	16 (+3)	27 (+8)	20 (+5)	15 (+2)	21 (+5)

Saving Throws DEX +11, CON +16, WIS +10, CHA +13

Skills: Deception +13, Insight +10, Perception +10

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +20

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 25 (75,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

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

Rea Points. The wyrm fiend planar dragon has 13 Rea points. It regains all spent Rea after a long rest.

Innate Zombiah Magic. The wyrm fiend planar dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 21).

1st Level: False Life, Identify

2nd Level: Zombification*, Rope Trick

3rd Level: Animate Dead, Animate Object*

4th Level: Fabricate, Imbue Spell*

5th Level: Animate Objects, Awaken

6th Level: Guards and Wards, Apparatus*

7th Level: Force Cage, Simulacrum

8th Level: Store Spell*, Construct Clone*

ACTIONS

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

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

Bite. Melee Weapon Attack. +17 to hit, reach 10 ft., one target. Hit: 86 (14d10 + 9) piercing damage

Claw. Melee Weapon Attack. +17 to hit, reach 10 ft., one target. Hit: 65 (16d6 + 9) slashing damage

Tail. Melee Weapon Attack. +17 to hit, reach 15 ft., one target. Hit: 130 (27d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the wyrm fiend planar dragon's choice that is within 120 feet of the fiend and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 120-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 171 (49d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with its hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

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

Detect. The wyrm fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The wyrm fiend planar dragon makes a tail attack.

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

GREAT WYRM FIEND PLANAR DRAGON

Gargantuan fiend, chaotic evil

Armor Class: 23 (Natural Armor)

Hit Point: 682 (35d20 +315)

Speed: Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	28 (+9)	21 (+5)	16 (+3)	22 (+6)

Saving Throws DEX +11, CON +17, WIS +11, CHA +14

Skills: Deception +14, Insight +11, Perception +11

Damage Resistances Cold, Fire, Bludgeoning, Piercing and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +21

Languages Abyssal, Infernal, Telepathy 120 ft.

Challenge 27 (105,000 XP)

Devil's Sight. Magical darkness doesn't impede the the fiend's darkvision.

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

Legendary Resistance (3/Day). If the great wyrm fiend planar dragon fails a saving throw, it can choose to succeed instead.

Rea Points. The great wyrm fiend planar dragon has 14 Rea points. It regains all spent Rea after a long rest.

Innate Zombiah Magic. The great wyrm fiend planar dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 22).

1st Level: False Life, Identify

2nd Level: Zombification*, Rope Trick

3rd Level: Animate Dead, Animate Object*

4th Level: Fabricate, Imbue Spell*

5th Level: Animate Objects, Awaken

6th Level: Guards and Wards, Apparatus*

7th Level: Force Cage, Simulacrum

8th Level: Store Spell*, Construct Clone*

Rea Enhanced: Heightened Spell. When the great wyrm fiend planar dragon casts a spell that forces a creature to make a saving throw to resist its effects, the great wyrm fiend planar dragon can spend one Rea point to give one target of the spell disadvantage on its first saving throw made against the spell.

Rea Enhanced: Quickened Spell. When the great wyrm fiend planar dragon casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

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

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

Bite. Melee Weapon Attack. +18 to hit, reach 10 ft., one target. Hit: 103 (17d10 + 10) piercing damage

Claw. Melee Weapon Attack. +18 to hit, reach 10 ft., one target. Hit: 76 (19d6 + 10) slashing damage

Tail. Melee Weapon Attack. +18 to hit, reach 15 ft., one target. Hit: 154 (32d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the great wyrm fiend planar dragon's choice that is within 120 feet of the fiend and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Frightful Presence for the next 24 hours.

Necrotic Breath (Recharge 5-6). The fiend exhales necrotic fire in a 120-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 203 (58d6) necrotic damage on a failed save, or half as much damage on a successful one.

When a living creature is reduced to 0 hit points by this damage dies, its soul is collected by the fiend and the creature is turned into a Fiend Slave with its hit points restored. The creature can only be turned back to a normal corpse when the soul is released, killing the fiend.

LEGENDARY ACTIONS

The great wyrm fiend planar 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 great wyrm fiend planar dragon regains spent legendary actions at the start of its turn.

Detect. The great wyrm fiend planar dragon makes a Wisdom (Perception) check.

Tail Attack. The great wyrm fiend planar dragon makes a tail attack.

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

GUARDIAN GLADIATOR

Large giant, lawful evil

Armor Class: 18 (Plate)
Hit Point: 136 (16d10 +48)
Speed: 40 ft.

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

Skills: Athletics +7, Perception +4
Damage Resistances Fire
Condition Immunities Charmed
Senses Darkvision 60 ft., Passive Perception +14
Languages Common, Giant
Challenge 6 (2,300 XP)

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

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

ACTIONS

Multiattack. The guardian gladiator makes two attacks with its maces.

Mace. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) bludgeoning damage

REACTIONS

Parry. The guardian gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the guardian gladiator must see the attacker and be wielding a melee weapon.



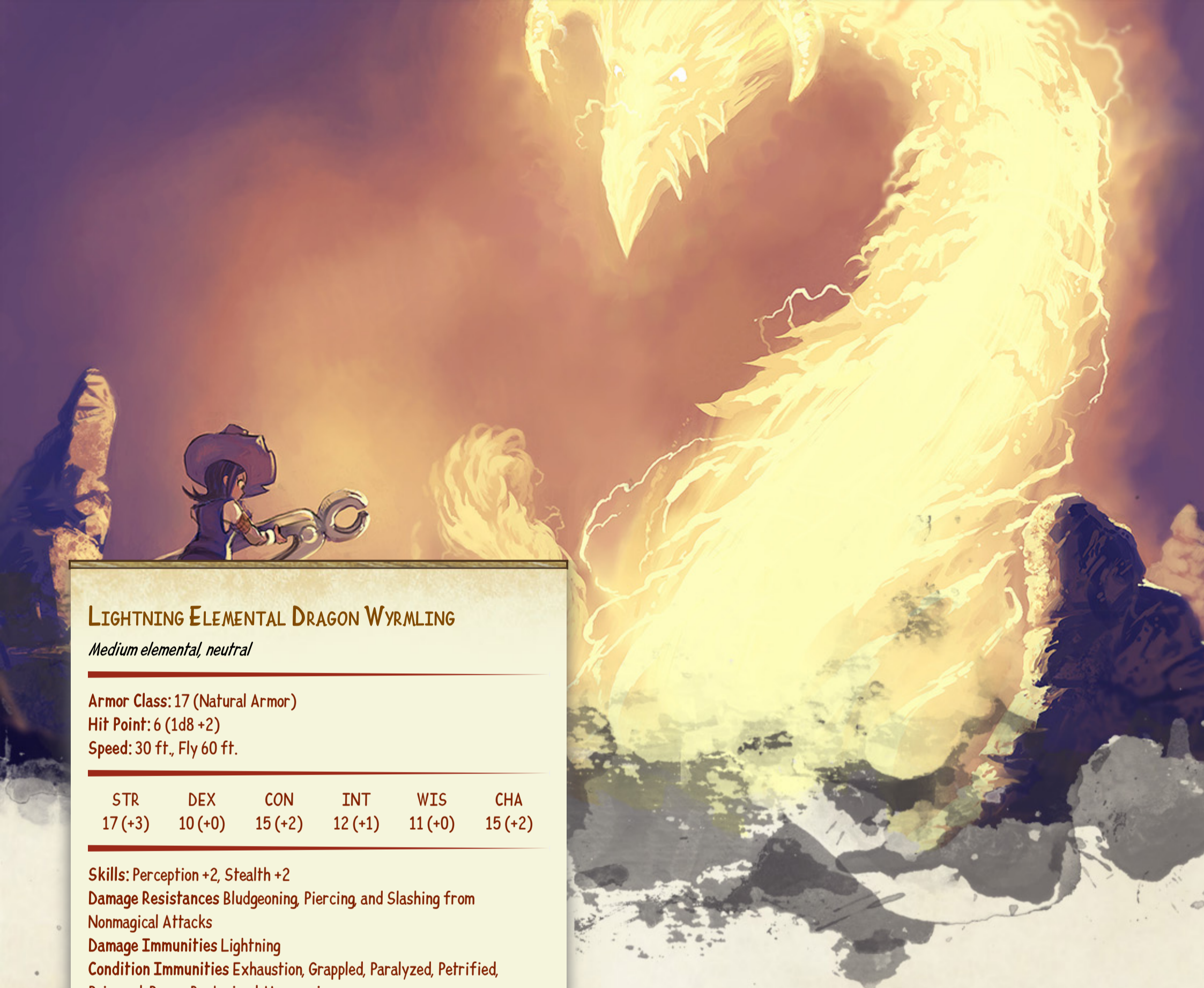
Guardian Gladiator

Guardian Gladiators are a legion of giant mercenary warriors. These fighters are extremely loyal to those who hire them and are usually very dangerous in combat. They fight with two huge maces and wear heavy armor. They are usually seen as guards in very important places, protecting the royalty of kingdoms, or magical objects of powerful sorcerers.

The race of the Guardian Gladiators is distantly related to the fire giants. In the past they raised their cities around the mountains and volcanoes, but during the times of war their kingdoms were dissolved by other

giants, and today most of them are nomads or live in service of a lord.

Like their distant cousins, all Guardian Gladiators' traditions are related to war. Since childhood, they always play war games, their dances and songs are remembrances of battles that have been passed from generation to generation. Their aspirations are to fight like the best giant warriors and die in battle honorably.



LIGHTNING ELEMENTAL DRAGON WYRMLING

Medium elemental, neutral

Armor Class: 17 (Natural Armor)

Hit Point: 6 (1d8 +2)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills: Perception +2, Stealth +2

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +12

Languages Auran, Draconic

Challenge 3 (700 XP)

Lightning Form. The lightning elemental dragon wyrmling can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 12) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 30 feet.

ACTIONS

Touch. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Lightning Dragon

The Lightning Dragon is a dangerous elemental beast that lives in elevated remote areas, such as mountain ranges or rocky plateaus. These beings have their dens in underground caverns and are rarely seen near civilization. As an elementary creature, these dragons do not have a rigid body, their movements seem as a result of the plasma fluid of which they are composed.

VERY YOUNG LIGHTNING ELEMENTAL DRAGON

Medium elemental, neutral

Armor Class: 17 (Natural Armor)

Hit Point: 105 (14d8 +42)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills: Perception +3, Stealth +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +13

Languages Auran, Draconic

Challenge 5 (1,800 XP)

Lightning Form. The very young lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 13) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 30 feet.

ACTIONS

Touch. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 37 (6d10 + 4) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

YOUNG LIGHTNING ELEMENTAL DRAGON

Large elemental, neutral

Armor Class: 18 (Natural Armor)

Hit Point: 136 (16d10 +48)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)

Skills: Perception +3, Stealth +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +13

Languages Auran, Draconic

Challenge 7 (2,900 XP)

Lightning Form. The young lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 14) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 60 feet.

ACTIONS

Multiattack. The elemental makes three touch attacks.

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

JUVENILE LIGHTNING ELEMENTAL DRAGON

Large elemental, neutral

Armor Class: 19 (Natural Armor)

Hit Point: 161 (17d10 +68)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Skills: Perception +5, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +15

Languages Auran, Draconic

Challenge 9 (5,000 XP)

Lightning Form. The juvenile lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 15) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 60 feet.

ACTIONS

Multiattack. The elemental makes three touch attacks.

Touch. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT LIGHTNING ELEMENTAL DRAGON

Large elemental, neutral

Armor Class: 19 (Natural Armor)

Hit Point: 199 (21d10 +84)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	13 (+1)	12 (+1)	16 (+3)

Skills: Perception +5, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +15

Languages Auran, Draconic

Challenge 11 (7,200 XP)

Lightning Form. The young adult lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 15) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 60 feet.

ACTIONS

Multiattack. The elemental makes three touch attacks.

Touch. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 27 (4d10 + 5) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 71 (13d10) lightning damage on a failed save, or half as much damage on a successful one.

ADULT LIGHTNING ELEMENTAL DRAGON

Huge elemental, neutral

Armor Class: 21 (Natural Armor)

Hit Point: 241 (21d12 +105)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	13 (+1)	12 (+1)	16 (+3)

Skills: Perception +6, Stealth +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +16

Languages Auran, Draconic

Challenge 13 (10,000 XP)

Lightning Form. The adult lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 16) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 120 feet.

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

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 28 (4d10 + 6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 120-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 82 (15d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the adult lightning elemental dragon's choice that is within 60 feet of the elemental 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 elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The adult lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The adult lightning elemental dragon makes a touch attack.

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

MATURE ADULT LIGHTNING ELEMENTAL DRAGON

Huge elemental, neutral

Armor Class: 21 (Natural Armor)

Hit Point: 276 (24d12 +120)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	13 (+1)	13 (+1)	16 (+3)

Skills: Perception +6, Stealth +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +16

Languages Auran, Draconic

Challenge 15 (13,000 XP)

Lightning Form. The mature adult lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 16) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 120 feet.

Legendary Resistance (3/Day). If the mature adult lightning elemental dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack. +11 to hit, reach 10 ft., one target. Hit: 33 (5d10 + 6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 120-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 93 (17d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the mature adult lightning elemental dragon's choice that is within 60 feet of the elemental 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 elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The mature adult lightning elemental 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 mature adult lightning elemental dragon regains spent legendary actions at the start of its turn.

Detect. The mature adult lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The mature adult lightning elemental dragon makes a touch attack.

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

OLD LIGHTNING ELEMENTAL DRAGON

Huge elemental, neutral

Armor Class: 21 (Natural Armor)

Hit Point: 300 (24d12 +144)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	14 (+2)	14 (+2)	17 (+3)

Skills: Perception +8, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +18

Languages Auran, Draconic

Challenge 17 (18,000 XP)

Lightning Form. The old lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage; and must succeed in a Constitution Saving Throw (DC 17) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 120 feet.

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

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 120-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 110 (20d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the old lightning elemental dragon's choice that is within 60 feet of the elemental 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, 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 elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The old lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The old lightning elemental dragon makes a touch attack.

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

VERY OLD LIGHTNING ELEMENTAL DRAGON

Huge elemental, neutral

Armor Class: 21 (Natural Armor)

Hit Point: 337 (27d12 +162)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	15 (+2)	15 (+2)	18 (+4)

Skills: Perception +8, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +18

Languages Auran, Draconic

Challenge 19 (22,000 XP)

Lightning Form. The very old lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 18) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 60-foot radius and dim light in an additional 120 feet.

Legendary Resistance (3/Day). If the very old lightning elemental dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 121 (22d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the very old lightning elemental dragon's choice that is within 60 feet of the elemental and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The very old lightning elemental 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 very old lightning elemental dragon regains spent legendary actions at the start of its turn.

Detect. The very old lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The very old lightning elemental dragon makes a touch attack.

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

ANCIENT LIGHTNING ELEMENTAL DRAGON

Gargantuan elemental, neutral

Armor Class: 22 (Natural Armor)

Hit Point: 402 (23d20 +161)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	24 (+7)	15 (+2)	15 (+2)	18 (+4)

Skills: Perception +9, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +19

Languages Auran, Draconic

Challenge 21 (33,000 XP)

Lightning Form. The ancient lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 19) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 120-foot radius and dim light in an additional 240 feet.

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

Rea Points. The ancient lightning elemental dragon has 11 Rea points. It regains all spent Rea after a long rest.

Innate Lightning Magic. The ancient lightning elemental dragon can expend one Rea point to innately cast one of the following spells as a level 7 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 19).

Call Lightning, Lightning Bolt, Chain Lightning

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. Hit: 52 (8d10 + 8) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 240-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 143 (26d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the ancient lightning elemental dragon's choice that is within 120 feet of the elemental and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The ancient lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The ancient lightning elemental dragon makes a touch attack.

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

WYRM LIGHTNING ELEMENTAL DRAGON

Gargantuan elemental, neutral

Armor Class: 23 (Natural Armor)

Hit Point: 507 (29d20 +203)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	25 (+7)	15 (+2)	15 (+2)	18 (+4)

Skills: Perception +9, Stealth +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +19

Languages Auran, Draconic

Challenge 23 (50,000 XP)

Lightning Form. The wyrm lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 19) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 120-foot radius and dim light in an additional 240 feet.

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

Rea Points. The wyrm lightning elemental dragon has 12 Rea points. It regains all spent Rea after a long rest.

Innate Lightning Magic. The wyrm lightning elemental dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 19).

Call Lightning, Lightning Bolt, Chain Lightning

Rea Enhanced: Empowered Spell. When the wyrm lightning elemental dragon rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. The wyrm lightning elemental dragon must use the new rolls.

The wyrm lightning elemental dragon can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack. +15 to hit, reach 10 ft., one target. Hit: 63 (10d10 + 8) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 240-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 181 (33d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the wyrm lightning elemental dragon's choice that is within 120 feet of the elemental and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The wyrm lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The wyrm lightning elemental dragon makes a touch attack.

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

GREAT WYRM LIGHTNING ELEMENTAL DRAGON

Gargantuan elemental, neutral

Armor Class: 23 (Natural Armor)

Hit Point: 592 (32d20 +256)

Speed: 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	26 (+8)	16 (+3)	16 (+3)	19 (+4)

Skills: Perception +11, Stealth +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Passive Perception +21

Languages Auran, Draconic

Challenge 25 (75,000 XP)

Lightning Form. The great wyrm lightning elemental dragon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage, and must succeed in a Constitution Saving Throw (DC 20) or become Incapacitated until the end of the creature next turn.

Illumination. The elemental sheds bright light in a 120-foot radius and dim light in an additional 240 feet.

Legendary Resistance (3/Day). If the great wyrm lightning elemental dragon fails a saving throw, it can choose to succeed instead.

Rea Points. The great wyrm lightning elemental dragon has 13 Rea points. It regains all spent Rea after a long rest.

Innate Lightning Magic. The great wyrm lightning elemental dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 20).

Call Lightning, Lightning Bolt, Chain Lightning

Rea Enhanced: Empowered Spell. When the great wyrm lightning elemental dragon rolls damage for a spell, it can spend 1 Rea point to reroll any number of

the damage dice. The great wyrm lightning elemental dragon must use the new rolls.

The great wyrm lightning elemental dragon can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

Rea Enhanced: Quicken Spell. When the great wyrm lightning elemental dragon casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

Rea Enhanced: Heightened Spell. When the great wyrm lightning elemental dragon casts a spell that forces a creature to make a saving throw to resist its effects, the great wyrm lightning elemental dragon can spend one Rea point to give one target of the spell disadvantage on its first saving throw made against the spell.

ACTIONS

Multiattack. The elemental can use its Frightful Presence. It then makes three touch attacks.

Touch. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 75 (12d10 + 9) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in an 240-foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 214 (39d10) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the great wyrm lightning elemental dragon's choice that is within 120 feet of the elemental and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elemental's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The great wyrm lightning elemental 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 great wyrm lightning elemental dragon regains spent legendary actions at the start of its turn.

Detect. The great wyrm lightning elemental dragon makes a Wisdom (Perception) check.

Touch Attack. The great wyrm lightning elemental dragon makes a touch attack.

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



OVERSIZED-POSH-ZOMBIE-CANARY

Huge undead, chaotic evil

Armor Class: 15 (Natural Armor)

Hit Point: 207 (18d12 +90)

Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	14 (+2)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception +10

Languages Common, Undercommon

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the oversized-posh-zombie-canary can move up to its speed toward a hostile creature that it can see.

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

Undead Fortitude. If damage reduces the oversized-posh-zombie-canary to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the oversized-posh-zombie-canary drops to 1 hit point instead.

ACTIONS

Multiattack. The oversized-posh-zombie-canary makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 63 (12d8 + 9) piercing damage

Talons. Melee Weapon Attack. +13 to hit, reach 10 ft., one target. Hit: 26 (5d6 + 9) slashing damage, and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the oversized-posh-zombie-canary can't use its talons on another target.

Oversized-Posh-Zombie-Canary

They say all legends have a small and humble origin. But the Oversized-Posh-Zombie-Canary, had the most extravagant, colorful, flashy, grandiose and massive of the humble beginnings that have ever been.

As a result of the experimental magic of the witches, the creation of the Oversized-Posh-Zombie-Canary was witnessed by hundreds of people, thousands of citizens suffered its fury and the whole world now fears its return.



Phanda

The phanda is a beast with raccoon and elephant features native to the world of Hereva. This dangerous predator that inhabits the furthest areas of the forest, chases its prey by running with four of its six legs and attacking them with the other two, which have sharp claws. Huge and pointed tusks come out of its snout with which it charges; and sharp fangs to bites its prey.

PHANDA

Medium beast, neutral

Armor Class: 12 (Natural Armor)

Hit Point: 90 (12d8 +36)

Speed: 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Senses Darkvision 60 ft., Passive Perception +11

Languages --

Challenge 3 (700 XP)

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

Trampling Charge. If the phanda 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 14 Strength saving throw or be knocked prone. If the target is prone, the phanda can make one stomp attack against it as a bonus action.

ACTIONS

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

Gore. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage

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



Rock Golem

Rock golems are created by powerful sorcerers and witches to protect their land and property. This type of golem are more linked to nature than others.

The material from which these golems are made is degraded over time, until it becomes part of nature. At that point, the creature that was once a golem is transformed into a rock elemental.

ROCK GOLEM

Large construct, neutral

Armor Class: 16 (Natural Armor)
Hit Point: 209 (22d10 +88)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	19 (+4)	8 (-1)	11 (+0)	9 (-1)

Damage Immunities Acid, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 120 ft., Passive Perception +10
Languages Understands the languages of its creator, but can't speak
Challenge 11 (7,200 XP)

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

Magic Weapons. Weapon attacks made by the rock golem are magical.

Rock Appearance. While the rock golem remains motionless, it is indistinguishable from a normal rock formation.

ACTIONS

Multiattack. The rock golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 41 (8d8 + 5) bludgeoning damage

ROCK ELEMENTAL

Large elemental, neutral

Armor Class: 17 (Natural Armor)
Hit Point: 256 (27d10 +108)
Speed: 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	13 (+1)	13 (+1)

Damage Immunities Acid, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 120 ft., Passive Perception +11
Languages Understands the languages of its creator, but can't speak
Challenge 13 (10,000 XP)

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

Magic Weapons. Weapon attacks made by the rock elemental are magical.

Rock Appearance. While the rock elemental remains motionless, it is indistinguishable from a normal rock formation.

Earth Glide. The rock elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The rock elemental deals double damage to objects and structures.

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

ACTIONS

Multiattack. The rock elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 45 (9d8 + 5) bludgeoning damage

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. Hit: 68 (18d6 + 5) bludgeoning damage



Sage of the Mountain

The Sage of the Mountain is a magical creature shaped like a horned fish with mustache, which inhabits the mountains of the Hereva forests. The Sage of the Mountain likes to relax and take baths when things do not go as it plans, and although it does not talk much, it's willing to share its wisdom with anyone who is willing to ask for it and decipher it.

SAGE OF THE MOUNTAIN

Large fey, neutral

Armor Class: 12 (Natural Armor)

Hit Point: 150 (20d10 +40)

Speed: 20 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Damage Resistances Cold, Fire, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception +13

Languages Any two languages, Telepathy 120 ft.

Challenge 8 (3,900 XP)

Amphibious. The sage of the mountain can breathe air and water.

Keen Hearing and Sight. The sage of the mountain has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Rea Points. The sage of the mountain has 8 Rea points. It regains all spent Rea after a long rest.

Innate Hippiah Magic. The sage of the mountain can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: Animal Friendship, Goodberry

2nd Level: Enlarge/Reduce, Nature's Healing*

3rd Level: Conjure Animals, Plant Growth

ACTIONS

Bite. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 53 (9d10 + 4) piercing damage.

Gore. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 26 (4d10 + 4) piercing damage

Sucker Hexapus

The Sucker Hexapus is a strange creature that lives in castles' dungeons and old mansions. They are excellent climbers and very stealthy, they always wait for their prey to be distracted to attack and leave it breathless.

The mouth of the Sucker Hexapus looks like a sucking bell with which they bite their victims, cover their entire heads and leave them unable to see or breathe.

When they are hunting, the Hexapi stalk in group, hidden in shadows, walking along the walls, keeping their distance, until they have an advantage to attack. They can follow groups of humanoids that enter dungeons, temples and castles, for hours or days until the moment when they are most distracted or injured to attack them.

SUCKER HEXAPUS

Small aberration, chaotic evil

Armor Class: 15 (Natural Armor)

Hit Point: 90 (20d6 +20)

Speed: 30 ft., Climb 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	8 (-1)	13 (+1)	5 (-3)

Senses Passive Perception +11

Challenge 2 (450 XP)

Amphibious. The sucker hexapus can breathe air and water.

Damage Transfer. While attached to a creature, the sucker hexapus takes only half the damage dealt to it (rounded down), and that creature takes the other half.

ACTIONS

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) piercing damage, and if the target is Large or smaller, the sucker hexapus attaches to it. If the sucker hexapus has advantage against the target, the sucker hexapus attaches to the target's head, and the target is blinded and unable to breathe while the sucker hexapus is attached.

While attached, the sucker hexapus can make this attack only against the target and has advantage on the attack roll. The sucker hexapus can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the sucker hexapus by succeeding on a DC 13 Strength check.





SWAMP DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 71 (11d8 +22)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +4, CON +4, WIS +2, CHA +3

Skills: Perception +2, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +12

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The swamp dragon wyrmling can breathe air and water.

Hold Breath. The swamp dragon wyrmling can hold its breath for 30 minutes.

ACTIONS

Acid Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage plus 9 (2d8) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Swamp Dragon

The swamp dragon is a quasi-elemental race of dragons that live in the desolate swampy grounds. The life cycle of swamp dragons begins like that of normal dragons. Since they are small they grow very fast, a wyrmling can be the size of an adult person, but they are much stronger. As they become adults they start becoming part of the swamp where they live, acquiring magical abilities to move beneath the earth and heal themselves.

VERY YOUNG SWAMP DRAGON

Medium dragon, neutral evil

Armor Class: 17 (Natural Armor)

Hit Point: 105 (14d8 +42)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +5, CON +6, WIS +3, CHA +4

Skills: Perception +3, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +13

Languages Draconic

Challenge 5 (1,800 XP)

Amphibious. The very young swamp dragon can breathe air and water.

Hold Breath. The very young swamp dragon can hold its breath for 30 minutes.

ACTIONS

Acid Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) piercing damage plus 9 (2d8) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

YOUNG SWAMP DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 136 (16d10 +48)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws DEX +5, CON +6, WIS +4, CHA +5

Skills: Perception +4, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +14

Languages Draconic

Challenge 7 (2,900 XP)

Amphibious. The young swamp dragon can breathe air and water.

Hold Breath. The young swamp dragon can hold its breath for 30 minutes.

ACTIONS

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

Acid Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 20 (5d6 + 3) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 3) slashing damage

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

JUVENILE SWAMP DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 161 (17d10 +68)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +6, CON +8, WIS +5, CHA +6

Skills: Perception +5, Stealth +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15

Languages Draconic

Challenge 9 (5,000 XP)

Amphibious. The juvenile swamp dragon can breathe air and water.

Hold Breath. The juvenile swamp dragon can hold its breath for 30 minutes.

ACTIONS

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

Acid Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 25 (6d6 + 4) piercing damage plus 13 (3d8) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 18 (4d6 + 4) slashing damage

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT SWAMP DRAGON

Large dragon, neutral evil

Armor Class: 18 (Natural Armor)

Hit Point: 199 (21d10 +84)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +6, CON +8, WIS +5, CHA +6

Skills: Perception +5, Stealth +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +15

Languages Draconic

Challenge 11 (7,200 XP)

Amphibious. The young adult swamp dragon can breathe air and water.

Hold Breath. The young adult swamp dragon can hold its breath for 30 minutes.

ACTIONS

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

Acid Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 28 (7d6 + 4) piercing damage plus 18 (4d8) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) slashing damage

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

ADULT SWAMP DRAGON

Huge dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 241 (21d12 +105)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +8, CON +10, WIS +7, CHA +8

Skills: Perception +7, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17

Languages Draconic

Challenge 13 (10,000 XP)

Amphibious. The adult swamp dragon can breathe air and water.

Hold Breath. The adult swamp dragon can hold its breath for 30 minutes.

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

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

ACTIONS

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

Acid Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (8d6 + 5) piercing damage plus 18 (4d8) acid damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 26 (6d6 + 5) slashing damage

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 50 (10d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the adult swamp dragon's choice that is within 60 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 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 81 (18d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The adult swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The adult swamp dragon makes a tail attack.

Move. The adult swamp dragon moves up to its speed without provoking opportunity attacks.

MATURE ADULT SWAMP DRAGON

Huge dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 276 (24d12 +120)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	17 (+3)	14 (+2)	17 (+3)

Saving Throws DEX +8, CON +10, WIS +7, CHA +8

Skills: Perception +7, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +17

Languages Draconic

Challenge 15 (13,000 XP)

Amphibious. The mature adult swamp dragon can breathe air and water.

Hold Breath. The mature adult swamp dragon can hold its breath for 30 minutes.

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

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

ACTIONS

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

Acid Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 40 (10d6 + 5) piercing damage plus 22 (5d8) acid damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 29 (7d6 + 5) slashing damage

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 59 (12d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the mature adult swamp dragon's choice that is within 60 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 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 94 (21d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The mature adult swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The mature adult swamp dragon makes a tail attack.

Move. The mature adult swamp dragon moves up to its speed without provoking opportunity attacks.

OLD SWAMP DRAGON

Huge dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 300 (24d12 +144)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	17 (+3)	15 (+2)	17 (+3)

Saving Throws DEX +9, CON +12, WIS +8, CHA +9

Skills: Perception +8, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +18

Languages Draconic

Challenge 17 (18,000 XP)

Amphibious. The old swamp dragon can breathe air and water.

Hold Breath. The old swamp dragon can hold its breath for 30 minutes.

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

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

ACTIONS

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

Acid Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 44 (11d6 + 6) piercing damage plus 22 (5d8) acid damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 34 (8d6 + 6) slashing damage

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 64 (13d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the old swamp dragon's choice that is within 60 feet of the dragon 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, 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 acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 108 (24d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The old swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The old swamp dragon makes a tail attack.

Move. The old swamp dragon moves up to its speed without provoking opportunity attacks.

VERY OLD SWAMP DRAGON

Huge dragon, neutral evil

Armor Class: 20 (Natural Armor)

Hit Point: 337 (27d12 +162)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

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

Saving Throws DEX +9, CON +12, WIS +8, CHA +10

Skills: Perception +8, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +18

Languages Draconic

Challenge 19 (22,000 XP)

Amphibious. The very old swamp dragon can breathe air and water.

Hold Breath. The very old swamp dragon can hold its breath for 30 minutes.

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

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

ACTIONS

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

Acid Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 48 (12d6 + 6) piercing damage plus 27 (6d8) acid damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 37 (9d6 + 6) slashing damage

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 73 (15d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the very old swamp dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 117 (26d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The very old swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The very old swamp dragon makes a tail attack.

Move. The very old swamp dragon moves up to its speed without provoking opportunity attacks.

ANCIENT SWAMP DRAGON

Gargantuan dragon, neutral evil

Armor Class: 22 (Natural Armor)

Hit Point: 402 (23d20 +161)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	19 (+4)	16 (+3)	19 (+4)

Saving Throws DEX +11, CON +14, WIS +10, CHA +11

Skills: Perception +10, Stealth +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +20

Languages Draconic

Challenge 21 (33,000 XP)

Amphibious. The ancient swamp dragon can breathe air and water.

Hold Breath. The ancient swamp dragon can hold its breath for 30 minutes.

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

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

Rea Points. The ancient swamp dragon has 11 Rea points. It regains all spent Rea after a long rest.

Regeneration. As a bonus action, the ancient swamp dragon can spend up to two Rea points, to heal 15 hit points for each Rea point spent this way.

ACTIONS

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

Acid Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 59 (15d6 + 7) piercing damage plus 31 (7d8) acid damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 45 (11d6 + 7) slashing damage

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 88 (18d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the ancient swamp dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 144 (32d8) acid damage on a failed save, or half as much damage on a successful one.

Life Drain. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 144 (25d10 + 7) necrotic damage. The dragon can spend one Rea point to force the target succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

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

Detect. The ancient swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient swamp dragon makes a tail attack.

Move. The ancient swamp dragon moves up to its speed without provoking opportunity attacks.

WYRM SWAMP DRAGON

Gargantuan dragon, neutral evil

Armor Class: 22 (Natural Armor)

Hit Point: 507 (29d20 +203)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	19 (+4)	17 (+3)	19 (+4)

Saving Throws DEX +11, CON +14, WIS +10, CHA +11

Skills: Perception +10, Stealth +11

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +20

Languages Draconic

Challenge 23 (50,000 XP)

Amphibious. The wurm swamp dragon can breathe air and water.

Hold Breath. The wurm swamp dragon can hold its breath for 30 minutes.

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

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

Rea Points. The wurm swamp dragon has 12 Rea points. It regains all spent Rea after a long rest.

Regeneration. As a bonus action, the wurm swamp dragon can spend up to two Rea points, to heal 15 hit points for each Rea point spent this way.

ACTIONS

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

Acid Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 73 (19d6 + 7) piercing damage plus 36 (8d8) acid damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 56 (14d6 + 7) slashing damage

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 110 (23d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the wurm swamp dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 180 (40d8) acid damage on a failed save, or half as much damage on a successful one.

Life Drain. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 177 (31d10 + 7) necrotic damage. The dragon can spend one Rea point to force the target succeed on a DC 19 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

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

Detect. The wurm swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The wurm swamp dragon makes a tail attack.

Move. The wurm swamp dragon moves up to its speed without provoking opportunity attacks.

GREAT WYRM SWAMP DRAGON

Gargantuan dragon, neutral evil

Armor Class: 22 (Natural Armor)

Hit Point: 592 (32d20 +256)

Speed: 30 ft., Burrow 30 ft., Climb 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	20 (+5)	18 (+4)	20 (+5)

Saving Throws DEX +12, CON +16, WIS +12, CHA +13

Skills: Perception +12, Stealth +12

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception +22

Languages Draconic

Challenge 25 (75,000 XP)

Amphibious. The great wurm swamp dragon can breathe air and water.

Hold Breath. The great wurm swamp dragon can hold its breath for 30 minutes.

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

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

Rea Points. The great wurm swamp dragon has 13 Rea points. It regains all spent Rea after a long rest.

Regeneration. As a bonus action, the great wurm swamp dragon can spend up to two Rea points, to heal 15 hit points for each Rea point spent this way.

ACTIONS

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

Acid Bite. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 88 (23d6 + 8) piercing damage plus 45 (10d8) acid damage.

Claw. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 64 (16d6 + 8) slashing damage

Tail. *Melee Weapon Attack.* +16 to hit, reach 15 ft., one target. Hit: 129 (27d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the great wurm swamp dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 216 (48d8) acid damage on a failed save, or half as much damage on a successful one.

Life Drain. *Melee Weapon Attack.* +16 to hit, reach 10 ft., one target. Hit: 217 (38d10 + 8) necrotic damage. The dragon can spend one Rea point to force the target succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTIONS

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

Detect. The great wurm swamp dragon makes a Wisdom (Perception) check.

Tail Attack. The great wurm swamp dragon makes a tail attack.

Move. The great wurm swamp dragon moves up to its speed without provoking opportunity attacks.



Sylvan Treant

In the forests of Hereva there is a type of intelligent tree that has lived for thousands of years. Even today, not everyone knows about their existence because it is very easy to confuse them with normal trees and they do not always reveal themselves to people.

These intelligent trees known as Sylvan Treants can move like animals, have limbs with which they can hold objects and also have a series of vines with which they hold other objects and creatures at a long distance.

The Sylvan Treants are the perfect guardians of secret places because they only get noticed when it's completely necessary.

SYLVAN TREANT

Huge plant, chaotic good

Armor Class: 15 (Natural Armor)

Hit Point: 92 (8d12 +40)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Blindsight 120 ft., Passive Perception +13

Languages Common, Druidic, Elvish, Sylvan

Challenge 7 (2,900 XP)

Tree Appearance. While the sylvan treant remains motionless, it is indistinguishable from a normal tree.

Grasping Vines. The sylvan treant can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the sylvan treant, which can extrude a replacement vine on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

ACTIONS

Multiattack. The sylvan treant makes two Slam attacks. Or makes four attacks with its Vines, uses Reel, and makes one Slam attack.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/180 ft., one target. Hit: 43 (4d19 + 5) bludgeoning damage.

Grappling Vine. Melee Weapon Attack: +8 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the sylvan treant can't use the same vine on another target.

Reel. The sylvan treant pulls each creature grappled by it up to 25 feet straight toward it.

ANCIENT SYLVAN TREANT

Gargantuan plant, chaotic good

Armor Class: 16 (Natural Armor)

Hit Point: 165 (10d20 +60)

Speed: 30 ft.

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

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Blindsight 120 ft., Passive Perception +13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

Tree Appearance. While the ancient sylvan treant remains motionless, it is indistinguishable from a normal tree.

Grasping Vines. The ancient sylvan treant can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the ancient sylvan treant, which can extrude a replacement vine on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 19 Strength check against it.

Rea Points. The ancient sylvan treant has 9 Rea points. It regains all spent Rea after a long rest.

Innate Hippiah Magic. The ancient sylvan treant can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: Animal Friendship, Goodberry

2nd Level: Enlarge/Reduce, Nature's Healing*

3rd Level: Conjure Animals, Plant Growth

ACTIONS

Multiattack. The ancient sylvan treant makes two Slam attacks. Or makes four attacks with its Vines, uses Reel, and makes one Slam attack.

Slam. *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. Hit: 17 (3d6 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack.* +11 to hit, range 60/180 ft., one target. Hit: 45 (4d19 + 7) bludgeoning damage.

Grappling Vine. *Melee Weapon Attack.* +11 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 19). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the ancient sylvan treant can't use the same vine on another target.

Reel. The ancient sylvan treant pulls each creature grappled by it up to 25 feet straight toward it.



Volcanic Dragon

Hereva's volcanic dragons have their dens in the caverns beneath the mountains of the Volcano Valley. The lava rivers that extend like veins under the subsoil, serve as protection for the treasures that these greedy monsters keep.

Volcanic Dragons are quasi-elemental creatures, so they are not only immune to fire, they absorb heat from fire and lava and heal themselves with it. A volcanic dragon can live for more than a thousand years, in regular situations, but it's known that the magical nature of the Volcano Valley extends its life much more.

Through the years, the heat of the valley of the volcanoes make the inner magical powers awaken inside these dragons, so the oldest of them can use Magmah magic.

VOLCANIC DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 75 (10d8 +30)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	11 (+0)	16 (+3)

Skills: Perception +2, Stealth +2

Damage Vulnerabilities: Cold

Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities: Fire

Condition Immunities: Exhaustion

Senses: Darkvision 120 ft., Blindsight 10 ft., Passive Perception +12

Languages: Draconic, Ignan

Challenge: 4 (1,100 XP)

Fire Absorption. Whenever the volcanic dragon wyrmling is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 31 (5d10 + 4) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

VERY YOUNG VOLCANIC DRAGON

Medium dragon, chaotic evil

Armor Class: 17 (Natural Armor)

Hit Point: 119 (14d8 +56)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	11 (+0)	12 (+1)	16 (+3)

Skills: Perception +4, Stealth +3

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +14

Languages Draconic, Ignan

Challenge 6 (2,300 XP)

Fire Absorption. Whenever the very young volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 43 (7d10 + 5) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG VOLCANIC DRAGON

Large dragon, chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 152 (16d10 +64)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	12 (+1)	12 (+1)	17 (+3)

Skills: Perception +4, Stealth +3

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +14

Languages Draconic, Ignan

Challenge 8 (3,900 XP)

Fire Absorption. Whenever the young volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage

Claw. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) slashing damage

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

JUVENILE VOLCANIC DRAGON

Large dragon, chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 178 (17d10 +85)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	13 (+1)	17 (+3)

Skills: Perception +5, Stealth +4

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +15

Languages Draconic, Ignan

Challenge 10 (5,900 XP)

Fire Absorption. Whenever the juvenile volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 28 (4d10 + 6) piercing damage

Claw. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) slashing damage

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT VOLCANIC DRAGON

Large dragon, chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 210 (20d10 +100)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	13 (+1)	13 (+1)	18 (+4)

Skills: Perception +5, Stealth +4

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +15

Languages Draconic, Ignan

Challenge 12 (8,400 XP)

Fire Absorption. Whenever the young adult volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 33 (5d10 + 6) piercing damage

Claw. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. Hit: 23 (5d6 + 6) slashing damage

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

ADULT VOLCANIC DRAGON

Huge dragon, chaotic evil

Armor Class: 19 (Natural Armor)

Hit Point: 262 (21d12 +126)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	14 (+2)	13 (+1)	19 (+4)

Skills: Perception +6, Stealth +5

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +16

Languages Draconic, Ignan

Challenge 14 (11,500 XP)

Fire Absorption. Whenever the adult volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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: +12 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 56 (11d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the adult volcanic dragon's choice that is within 60 feet of the dragon 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, 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The adult volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The adult volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The adult volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The adult volcanic dragon can then fly up to half its flying speed.

MATURE ADULT VOLCANIC DRAGON

Huge dragon, chaotic evil

Armor Class: 19 (Natural Armor)

Hit Point: 287 (23d12 +138)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	14 (+2)	14 (+2)	19 (+4)

Skills: Perception +7, Stealth +5

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +17

Languages Draconic, Ignan

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the mature adult volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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: +12 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 31 (7d6 + 7) slashing damage

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 61 (12d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the mature adult volcanic dragon's choice that is within 60 feet of the dragon 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, 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 80 (23d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The mature adult volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The mature adult volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The mature adult volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The mature adult volcanic dragon can then fly up to half its flying speed.

OLD VOLCANIC DRAGON

Huge dragon, chaotic evil

Armor Class: 19 (Natural Armor)

Hit Point: 297 (22d12 +154)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	15 (+2)	14 (+2)	20 (+5)

Skills: Perception +8, Stealth +6

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +18

Languages Draconic, Ignan

Challenge 18 (20,000 XP)

Fire Absorption. Whenever the old volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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: +14 to hit, reach 10 ft., one target. Hit: 46 (7d10 + 8) piercing damage

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 36 (8d6 + 8) slashing damage

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 71 (14d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the old volcanic dragon's choice that is within 60 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The old volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The old volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The old volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The old volcanic dragon can then fly up to half its flying speed.

ANCIENT VOLCANIC DRAGON

Gargantuan dragon, chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 367 (21d20 +147)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	15 (+2)	15 (+2)	20 (+5)

Skills: Perception +8, Stealth +6

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +18

Languages Draconic, Ignan

Challenge 20 (25,000 XP)

Fire Absorption. Whenever the ancient volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Rea Points. The ancient volcanic dragon has 10 Rea points. It regains all spent Rea after a long rest.

Innate Magma Magic. The ancient volcanic dragon can expend one Rea point to innately cast one of the following spells as a level 7 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 19).

1st Level: Burning Hands, Charm Person

2nd Level: Continual Flame, Heat Metal

3rd Level: Fireball, Hypnotic Pattern

4th Level: Fire Shield, Brasero Intensia*

5th Level: Flame Strike, Alchemize Armor*

6th Level: Heroes' Feast, Sunbeam

7th Level: Fire Storm, Mithral Cage*

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.* +14 to hit, reach 10 ft., one target. Hit: 52 (8d10 + 8) piercing damage

Claw. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 39 (9d6 + 8) slashing damage

Tail. *Melee Weapon Attack.* +14 to hit, reach 15 ft., one target. Hit: 75 (15d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the ancient volcanic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 101 (29d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The ancient volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The ancient volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The ancient volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The ancient volcanic dragon can then fly up to half its flying speed.

WYRM VOLCANIC DRAGON

Gargantuan dragon, chaotic evil

Armor Class: 20 (Natural Armor)

Hit Point: 462 (25d20 +200)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	16 (+3)	16 (+3)	21 (+5)

Skills: Perception +10, Stealth +7

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +20

Languages Draconic, Ignan

Challenge 22 (41,000 XP)

Fire Absorption. Whenever the wyrm volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Rea Points. The wyrm volcanic dragon has 11 Rea points. It regains all spent Rea after a long rest.

Innate Magma Magic. The wyrm volcanic dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 20).

1st Level: Burning Hands, Charm Person

2nd Level: Continual Flame, Heat Metal

3rd Level: Fireball, Hypnotic Pattern

4th Level: Fire Shield, Brasero Intensia*

5th Level: Flame Strike, Alchemize Armor*

6th Level: Heroes' Feast, Sunbeam

7th Level: Fire Storm, Mithral Cage*

Rea Enhanced: Empowered Spell. When the wyrm volcanic dragon rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. The wyrm volcanic dragon must use the new rolls.

The wyrm volcanic dragon can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

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. +16 to hit, reach 10 ft., one target. Hit: 64 (10d10 + 9) piercing damage

Claw. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. Hit: 51 (12d6 + 9) slashing damage

Tail. Melee Weapon Attack. +16 to hit, reach 15 ft., one target. Hit: 99 (20d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the wyrm volcanic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 129 (37d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The wyrm volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The wyrm volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The wyrm volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The wyrm volcanic dragon can then fly up to half its flying speed.

GREAT WYRM VOLCANIC DRAGON

Gargantuan dragon, chaotic evil

Armor Class: 21 (Natural Armor)

Hit Point: 536 (29d20 +232)

Speed: 30 ft., Burrow 20 ft., Climb 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	17 (+3)	22 (+6)

Skills: Perception +10, Stealth +7

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Exhaustion

Senses Darkvision 120 ft., Blindsight 10 ft., Passive Perception +20

Languages Draconic, Ignan

Challenge 24 (62,000 XP)

Fire Absorption. Whenever the great wyrm volcanic dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

Rea Points. The great wyrm volcanic dragon has 12 Rea points. It regains all spent Rea after a long rest.

Innate Magma Magic. The great wyrm volcanic dragon can expend one Rea point to innately cast one of the following spells as a level 8 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 21).

1st Level: Burning Hands, Charm Person

2nd Level: Continual Flame, Heat Metal

3rd Level: Fireball, Hypnotic Pattern

4th Level: Fire Shield, Brasero Intensia*

5th Level: Flame Strike, Alchemize Armor*

6th Level: Heroes' Feast, Sunbeam

7th Level: Fire Storm, Mithral Cage*

8th Level: Glibness, Incendiary Cloud

Rea Enhanced: Empowered Spell. When the great wyrm volcanic dragon rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage

dice. The great wyrm volcanic dragon must use the new rolls.

The great wyrm volcanic dragon can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

Rea Enhanced: Quickened Spell. When the great wyrm volcanic dragon casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

Rea Enhanced: Heightened Spell. When the great wyrm volcanic dragon casts a spell that forces a creature to make a saving throw to resist its effects, the great wyrm volcanic dragon can spend one Rea point to give one target of the spell disadvantage on its first saving throw made against the spell.

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. +16 to hit, reach 10 ft., one target. Hit: 80 (13d10 + 9) piercing damage

Claw. Melee Weapon Attack. +16 to hit, reach 10 ft., one target. Hit: 61 (15d6 + 9) slashing damage

Tail. Melee Weapon Attack. +16 to hit, reach 15 ft., one target. Hit: 117 (24d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the great wyrm volcanic dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 157 (45d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The great wyrm volcanic dragon makes a Wisdom (Perception) check.

Tail Attack. The great wyrm volcanic dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The great wyrm volcanic dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The great wyrm volcanic dragon can then fly up to half its flying speed.



Volcano Phoenix

Volcano Phoenix are huge birds from the valley of volcanoes in the world of Hereva. These creatures live for thousands of years in their mortal form, however when they die, either for natural or violent causes, the soul of the Volcano Phoenix returns to the valley of the volcanoes where it is reincarnated in an egg that is incubated by the heat of the lava and will be born in a few days.

In the valley, young phoenixes are cared for by elders until they reach the age and size to get out of there and get to know the world.

VOLCANIC PHOENIX

Huge monstrosity (phoenix), unaligned

Armor Class: 19 (Natural Armor)

Hit Point: 276 (24d12 +120)

Speed: 20 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	20 (+5)	11 (+0)	18 (+4)	17 (+3)

Saving Throws DEX +7, CON +10, WIS +9, CHA +8

Skills: Perception +9

Senses Passive Perception +19

Languages Understands Sylvan, Primordial, but can't speak

Challenge 14 (11,500 XP)

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

Volcano Eternity. After dead, the volcanic phoenix's soul returns to the valley of the volcanoes where it's reincarnated into a phoenix egg.

ACTIONS

Multiattack. The volcanic phoenix makes two attacks: one with its fire beak and one with its fire talons.

Fire Beak. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 37 (8d6 + 9) piercing damage and an additional 22 (4d10) Fire damage.

Fire Talons. *Melee Weapon Attack.* +14 to hit, reach 10 ft., one target. Hit: 44 (10d6 + 9) slashing damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the volcanic phoenix can't use its talons on another target. At the end of the target's turn, if it is still grappled, it's dealt 35 (10d6) additional fire damage.

Volcano Phoenix Hatchling

The small Volcano Phoenix Hatchling usually live only in the valley of the volcanoes. These creatures are small in size and they learn to fly very early, so sometimes they escape from the valley and are rarely seen in the rest of Hereva.

VOLCANIC PHOENIX HATCHLING

Tiny monstrosity (phoenix), unaligned

Armor Class: 19 (Natural Armor)

Hit Point: 135 (30d4 +60)

Speed: 20 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

Saving Throws DEX +5, CON +5, WIS +3, CHA +3

Skills: Perception +3

Senses Passive Perception +13

Languages Understands Sylvan, Primordial, but can't speak

Challenge 5 (1,800 XP)

Keen Sight. The volcanic phoenix hatchling has advantage on Wisdom (Perception) checks that rely on sight.

Volcano Eternity. After dead, the volcanic phoenix hatchling's soul returns to the valley of the volcanoes where it's reincarnated into a phoenix egg.

ACTIONS

Fire Beak. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage and an additional 16 (3d10) Fire damage.

ANCIENT VOLCANIC PHOENIX

Huge monstrosity (phoenix), unaligned

Armor Class: 21 (Natural Armor)

Hit Point: 333 (29d12 +145)

Speed: 20 ft., Fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	19 (+4)	26 (+8)	25 (+7)

Saving Throws DEX +10, CON +11, WIS +14, CHA +13

Skills: Perception +14

Senses Passive Perception +24

Languages Understands Sylvan, Primordial, but can't speak

Challenge 18 (20,000 XP)

Keen Sight. The ancient volcanic phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Volcano Eternity. After dead, the ancient volcanic phoenix's soul returns to the valley of the volcanoes where it's reincarnated into a phoenix egg.

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

ACTIONS

Multiattack. The ancient volcanic phoenix makes two attacks: one with its fire beak and one with its fire talons.

Fire Beak. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. Hit: 45 (11d6 + 7) piercing damage and an additional 27 (5d10) Fire damage.

Fire Talons. *Melee Weapon Attack.* +13 to hit, reach 10 ft., one target. Hit: 56 (14d6 + 7) slashing damage and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the ancient volcanic phoenix can't use its talons on another target. At the end of the target's turn, if it is still grappled, it's dealt 45 (13d6) additional fire damage.

LEGENDARY ACTIONS

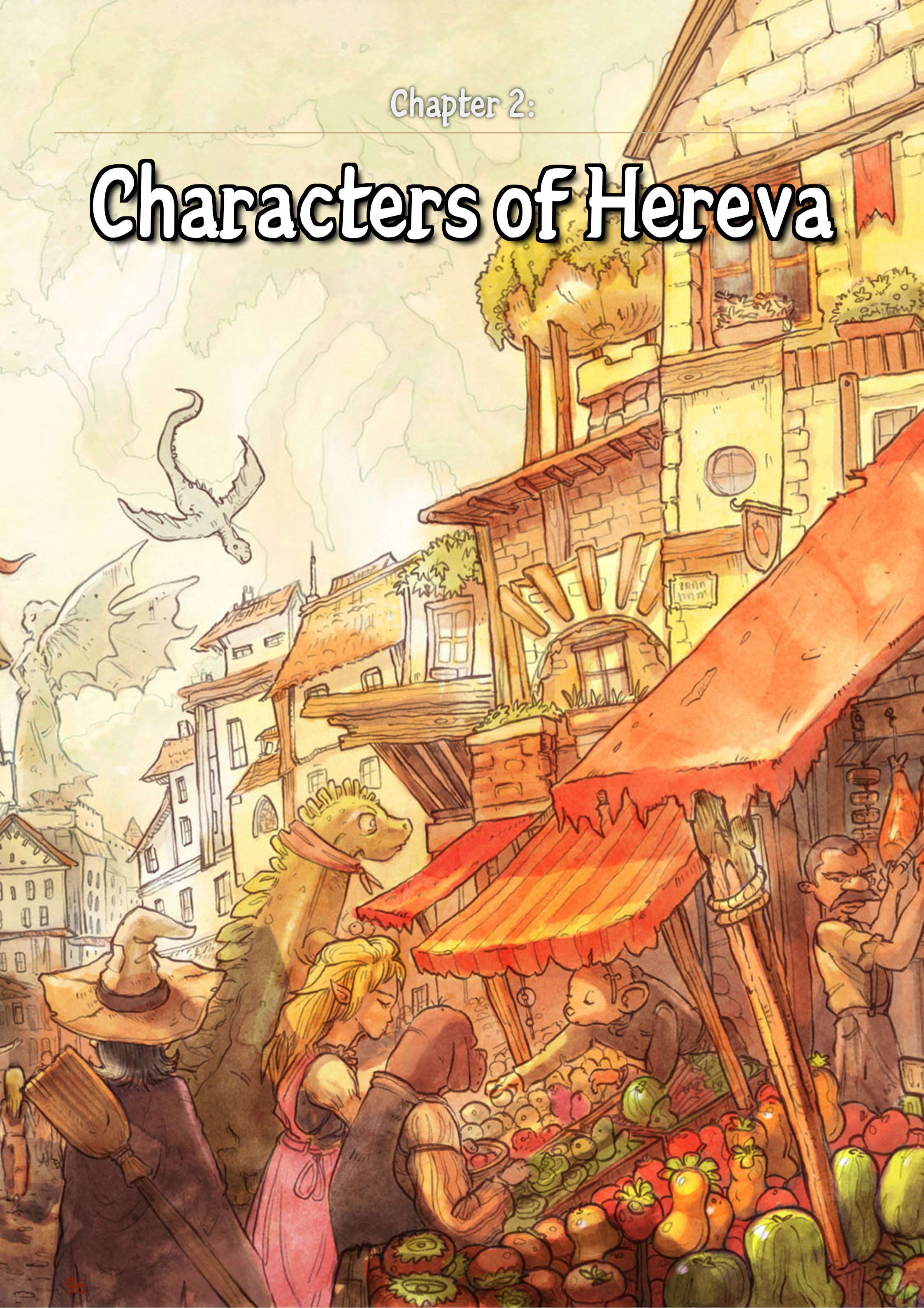
The ancient volcanic phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient volcanic phoenix regains spent legendary actions at the start of its turn.

Fire Beak. The ancient volcanic phoenix attacks with its Fire Beak.

Wing Attack (Costs 2 Actions). The ancient volcanic phoenix beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The ancient volcanic phoenix can then fly up to half its flying speed.

Chapter 2:

Characters of Hereva





Witches of Hereva

Witchcraft is the most popular type of arcane practice in Hereva. There are several witchcraft schools in different parts of the world with different styles and philosophies. In the past, magic schools fought each other, but they currently live in peace, although their relationships are not always the best.

Pepper

Pepper grew up as an orphan in Squirrel's End. From a young age she showed aptitudes for magic and entered a Hippiah school, the most popular type of magic in Hereva. But Pepper's magic is more chaotic and destructive than Hippiah's magic, so she was chosen by three Chaosah witches to be trained as their heir.

PEPPER

Medium humanoid, chaotic neutral

Armor Class: 14

Hit Point: 66 (12d8 +12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	16 (+3)	13 (+1)	21 (+5)

Saving Throws WIS +4, CHA +8

Skills: Arcana +6, Investigation +6, Sleight of Hand +7, Stealth +7

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +11

Languages Common

Challenge 6 (2,300 XP)

Rea Points. Pepper has 9 Rea points. She regains all spent Rea after a long rest.

Chaosah Magic. Pepper is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Pepper can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Chill Touch, Minor Illusion, Vicious Mockery

1st Level: Hideous Laughter, Grease, Mind Bond

2nd Level: Gravitax Spiralis, Spying Bat*, Web

3rd Level: Counterspell, Stinking Cloud, Witch Blast

4th Level: Confusion, Polymorph

5th Level: Hold Monster, Zone of Chaos

6th Level: Irresistible Dance, Harm

Chaos Control (3/Day). Whenever Pepper makes an attack roll, ability check, or saving throw, she can roll an additional d20. Pepper choose which of the d20s is used for the attack roll, ability check, or saving throw.

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

ACTIONS

Giant Pincers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage. And the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and Pepper can't attack another creature with the pincers.

Confusion (Recharge 4-6). Pepper points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 16). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if used with two hands.

Shichimi

Shichimi lives apart from civilization in a territory known as the Land of the Setting Moon. In that place are the Temples of Ah, which is the kind of magic she and her witchcraft schoolmates practice.

She wears the typical clothing of her magic school and has a dragon bone as a hair ornament.

SHICHIMI

Medium humanoid, lawful good

Armor Class: 13

Hit Point: 78 (12d8 +24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	22 (+6)

Saving Throws WIS +4, CHA +9

Skills: Arcana +6, Investigation +6, Medicine +4, Survival +4

Damage Resistances Fire

Senses Passive Perception +11

Languages Common, Celestial

Challenge 6 (2,300 XP)

Rea Points. Shichimi has 9 Rea points. She regains all spent Rea after a long rest.

Ah Magic. Shichimi is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Shichimi can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 17).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

3rd Level: Lux Maxima*, Revivify, Witch Blast

4th Level: Banishment, Light Ghost*

5th Level: Contact Other Plane, Raise Dead

6th Level: Heal, Moons Light*

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

Ghostly Shield. When Shichimi casts a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Shichimi can simultaneously create a Ghostly Shield on its targets that lasts until Shichimi finishes a long rest. The shield has 24 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

ACTIONS

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

SAFFRON

Medium humanoid, chaotic neutral

Armor Class: 13

Hit Point: 78 (12d8 +24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	21 (+5)

Saving Throws WIS +4, CHA +8

Skills: Arcana +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +11

Languages Common

Challenge 6 (2,300 XP)

Rea Points. Saffron has 9 Rea points. She regains all spent Rea after a long rest.

Magmah Magic. Saffron is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Saffron can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Minor Illusion, Shocking Grasp, Flambé*

1st Level: Comprehend Languages, Unseen Servant, Burning Hands, Charm Person

2nd Level: Continual Flame, Heat Metal, Spying Bat*

3rd Level: Fireball, Hypnotic Pattern

4th Level: Fire Shield, Brasero Intensia*

5th Level: Flame Strike, Alchemize Armor*

6th Level: Heroes' Feast, Sunbeam

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

Rea Enhanced: Empowered Spell. When Saffron rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Saffron must use the new rolls.

Saffron can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

Rea Enhanced: Heightened Spell. When Saffron casts a spell that forces a creature to make a saving throw to resist its effects, Saffron can spend one Rea point to give one target of the spell disadvantage on its first saving throw made against the spell.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if used with two hands.

Saffron

Saffron is a Witch of Magmah who lives in the great floating city of Komona. She is well known in the city, not only for being one of the most talented students, but because she has a witchcraft store in the most expensive area.

Saffron is very talented and charismatic, but above all she's very confident of herself. She is also very proud to belong to the Magmah magic school, to which she wants to restore the prestige it had in the years before the war.

Coriander

Qualicity is the most industrialized kingdom in all of Hereva. It is a very important city economically, but it is also a strategic ally of other kingdoms, since its production of machinery and armament is the largest in the world. Politics in Qualicity are very complicated, there are different groups trying to reach power and at the same time the kingdom has many external enemies. The imperial family has a long history of rulers who have been killed.

The current ruler of this great world power is Coriander, a 14-year-old Witch of Zombiah who grew up spoiled by her father and servants, who had the best education and who also has an endless enthusiasm for the practice of magic and inventing artifacts.

CORIANDER

Medium humanoid, lawful neutral

Armor Class: 13

Hit Point: 66 (12d8 +12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	15 (+2)	13 (+1)	21 (+5)

Saving Throws WIS +4, CHA +8

Skills: Arcana +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +11

Languages Common

Challenge 6 (2,300 XP)

Rea Points. Coriander has 9 Rea points. She regains all spent Rea after a long rest.

Zombiah Magic. Coriander is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Coriander can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Chill Touch, Shocking Grasp, Mending

1st Level: False Life, Mind Bond*, Illusory Script, Unseen Servant

2nd Level: Hold Person, Ray of Efeeblement, Zombification*

3rd Level: Animate Dead, Animate Object*

4th Level: Greater Invisibility, Phantasmal Killer

5th Level: Animate Objects, Cone of Cold

6th Level: Harm, Flesh to stone

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

ACTIONS

Hint of Life (3/day). Coriander points to a Large or smaller object, it becomes an animated object under Coriander's control for 24 hours. The animated object has hit point maximum increased by 12. The animated object gains a +3 bonus to attack and damage rolls.

Repair Damage. Coriander touches an undead or construct creature, it regains a number of Hit Points equal to 3d8+5.

Crossbow. Ranged Weapon Attack. +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) Piercing damage.

Spirulina

Spirulina is a young Witch of Aquah. Like other Witches of Aquah, very little is known about her, since their schools are located deep in the ocean, where few people can reach.

SPIRULINA

Medium humanoid, neutral

Armor Class: 17 (Natural Armor)

Hit Point: 78 (12d8 +24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	21 (+5)

Saving Throws WIS +5, CHA +8

Skills: Arcana +5, Investigation +5, Perception +5, Persuasion +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +15

Languages Common, Aquan

Challenge 6 (2,300 XP)

Rea Points. Spirulina has 9 Rea points. She regains all spent Rea after a long rest.

Aquah Magic. Spirulina is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Spirulina can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 16).

Cantrips (at will): Chill Touch, Minor Illusion, Ray of Frost

1st Level: Create or Destroy Water, Water Expulsion*

2nd Level: Gust of Wind, Water Steed*

3rd Level: Call Lightning, Water Breathing, Witch Blast

4th Level: Releasus Krakenis*, Ice Storm

5th Level: Cone of Cold, Conjure Water Elemental*

6th Level: Mass Suggestion, Wall of Ice

Amphibious. Spirulina can breathe air and water.

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

ACTIONS

Multiattack. Spirulina makes two attacks with its Water Whip.

Water Whip. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) slashing damage

Javelin. Ranged Weapon Attack. +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) Piercing damage.

REACTIONS

Retaliation. When Spirulina takes damage from a creature that is within 5 feet of you, it can use its reaction to make a melee weapon attack against that creature.

Camomile

One of Pepper's former school mates, she's a Witch of Hippiah. She looks like a human with raccoon ears and tail, and white hair. Since she was little she always showed a great aptitude for the practice of magic and nature.

CAMOMILE

Medium humanoid, chaotic good

Armor Class: 17 (Natural Armor)

Hit Point: 66 (12d8 +12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	15 (+2)	13 (+1)	22 (+6)

Saving Throws WIS +4, CHA +9

Skills: Arcana +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +11

Languages Common

Challenge 6 (2,300 XP)

Rea Points. Camomile has 9 Rea points. She regains all spent Rea after a long rest.

Hippiah Magic. Camomile is a 12-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-6 spell. Camomile can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 17).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh

1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

6th Level: Conjure Fey, Wall of Thorns

ACTIONS

Multiattack. Camomile makes 3 attacks, one with its bite and two with its claw.

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

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

Crossbow. *Ranged Weapon Attack.* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) Piercing damage.

Cinnamon

Another of Pepper's former schoolmates. Cinnamon is an elf with intense red hair.

CINNAMON

Medium humanoid, chaotic good

Armor Class: 16 (Natural Armor)

Hit Point: 55 (10d8 +10)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	14 (+2)	14 (+2)	19 (+4)

Saving Throws WIS +4, CHA +6

Skills: Arcana +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60 ft., Passive Perception +12

Languages Common, Elvish

Challenge 4 (1,100 XP)

Rea Points. Cinnamon has 8 Rea points. She regains all spent Rea after a long rest.

Hippiah Magic. Cinnamon is a 10-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-5 spell. Cinnamon can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh

1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

3rd Level: Bewitch Weapon*, Conjure Animals, Plant Growth

4th Level: Giant Insect, Conjure Woodland Beings

5th Level: Tree Stride, Shepherd of Hereva*

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

ACTIONS

Multiattack. Cinnamon makes 3 attacks, one with its bite and two with its claw.

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

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

Quarterstaff. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if used with two hands.

Witches of Chaosah

The only three known teachers of the Chaosah witchcraft school are Thyme, Cayenne and Cumin. The three played a very important role in the Hereva war, when Ah ended the war by exterminating all the witches of Chaosah, they alone fought against a large number of witches.

It was until they didn't have enough available Rea that they used the Rea from the environment, and due to its uncontrollable effects they were at disadvantage and died. After the war, the three witches had to be revived to restore the balance of magic in Hereva.

Now, they are carefully watched by Ah, with the mission of finding a new heiress who continues the practice of Chaosah's magic.

Thyme, Cayenne and Cumin were revived through the magic of Zombiah, so their current bodies only have a part of the power they had when they were alive.

Thyme

Possibly the most powerful witch that has flown over Hereva's night sky. Thyme is the leader of the Witches of Chaosah, she always seems cheerful and distracted, but in reality she is very intelligent and calculating. But she did not always have this personality. As a young witch she was the unofficial apprentice of Chicory, the founder of Chaosah. When Chicory left this plane, Thyme was in charge of the school, and she was feared even by the other witches, always in a bad mood and resentful of the witches who left her school. It is possible that her new life after life has given her a different perspective on the world and that would be the reason to her seemingly constant good humor.



Cayenne

She was once a feared witch who brought fear and destruction wherever she went. Nowadays Cayenne is the protector and second-in-command of Thyme. Cayenne was always very dedicated to the House of Chaosah, her role in this witchcraft school is something that she takes very seriously.

Cumin

Cumin is Pepper's closest teacher, her specialization is the magic potions, in which Pepper also specializes. Cumin has a very accessible and empathic personality, which allowed her to endure Thyme's wrath during her worst times, thus becoming her apprentice.

THYME

Medium humanoid, chaotic evil

Armor Class: 18 (Natural Armor)

Hit Point: 446 (47d8 +235)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	20 (+5)	18 (+4)	14 (+2)	24 (+7)

Saving Throws WIS +9, CHA +14

Skills: Arcana +11, Investigation +11, Sleight of Hand +10, Stealth +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +12

Languages Common

Challenge 22 (41,000 XP)

Rea Points. The thyme has 1 Rea points. She regains all spent Rea after a long rest.

Chaosah Magic. The thyme is a 0-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-1 spell. The thyme can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 22).

Cantrips (at will): Chill Touch, Minor Illusion, Vicious Mockery

1st Level: Hideous Laughter, Grease, Mind Bond

Chaos Control (3/Day). Whenever The thyme makes an attack roll, ability check, or saving throw, she can roll an additional d20. The thyme choose which of the d20s is used for the attack roll, ability check, or saving throw.

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

Undead Fortitude. If damage reduces the thyme to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the thyme drops to 1 hit point instead.

Rea Enhanced: Empowered Spell. When the thyme rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. The thyme must use the new rolls.

The thyme can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

Rea Enhanced: Quickened Spell. When the thyme casts a spell that has a casting time of 1 action, it can spend one Rea point to change the casting time to 1 bonus action for this casting.

ACTIONS

Confusion (Recharge 4-6). The thyme points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 22). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

LEGENDARY ACTIONS

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

Cantrip. The thyme casts a cantrip.

Teleport. The thyme magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The thyme casts a spell from its list of prepared spells, using a spell slot as normal.

CAYENNE

Medium humanoid, lawful evil

Armor Class: 18 (Natural Armor)

Hit Point: 170 (20d8 +80)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	19 (+4)	18 (+4)	15 (+2)	23 (+6)

Saving Throws WIS +8, CHA +12

Skills: Arcana +10, Investigation +10, Sleight of Hand +9, Stealth +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +12

Languages Common

Challenge 20 (25,000 XP)

Rea Points. Cayenne has 13 Rea points. She regains all spent Rea after a long rest.

Chaosah Magic. Cayenne is a 20-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Cayenne can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 20).

Cantrips (at will): Chill Touch, Minor Illusion, Vicious Mockery

1st Level: Hideous Laughter, Grease, Mind Bond

2nd Level: Gravitax Spiralis, Spying Bat*, Web

3rd Level: Counterspell, Stinking Cloud, Witch Blast

4th Level: Confusion, Polymorph

5th Level: Hold Monster, Zone of Chaos

6th Level: Irresistible Dance, Harm

7th Level: Conjure Chaosah Demon

8th Level: Feeblemind

9th Level: Time Stop

Chaos Control (3/Day). Whenever Cayenne makes an attack roll, ability check, or saving throw, she can roll an additional d20. Cayenne choose which of the d20s is used for the attack roll, ability check, or saving throw.

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

Undead Fortitude. If damage reduces Cayenne to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Cayenne drops to 1 hit point instead.

Rea Enhanced: Empowered Spell. When Cayenne rolls damage for a spell, it can spend 1 Rea point to reroll any number of the damage dice. Cayenne must use the new rolls.

Cayenne can use Empowered Spell even if it have already used a different Metamagic option during the casting of the spell.

ACTIONS

Confusion (Recharge 4-6). Cayenne points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 20). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

LEGENDARY ACTIONS

Cayenne 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. Cayenne regains spent legendary actions at the start of its turn.

Cantrip. Cayenne casts a cantrip.

Teleport. Cayenne magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Cayenne casts a spell from its list of prepared spells, using a spell slot as normal.

CUMIN

Medium humanoid, chaotic neutral

Armor Class: 16 (Natural Armor)

Hit Point: 135 (18d8 +54)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	17 (+3)	18 (+4)	15 (+2)	23 (+6)

Saving Throws WIS +7, CHA +11

Skills: Arcana +9, Investigation +9, Sleight of Hand +8, Stealth +8

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Passive Perception +12

Languages Common

Challenge 16 (15,000 XP)

Rea Points. Cumin has 12 Rea points. She regains all spent Rea after a long rest.

Chaosah Magic. Cumin is a 18-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-8 spell. Cumin can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 19).

Cantrips (at will): Chill Touch, Minor Illusion, Vicious Mockery

1st Level: Hideous Laughter, Grease, Mind Bond

2nd Level: Gravitax Spiralis, Spying Bat*, Web

3rd Level: Counterspell, Stinking Cloud, Witch Blast

4th Level: Confusion, Polymorph

5th Level: Hold Monster, Zone of Chaos

6th Level: Irresistible Dance, Harm

7th Level: Conjure Chaosah Demon

8th Level: Feeblemind

9th Level: Time Stop

Chaos Control (3/Day). Whenever Cumin makes an attack roll, ability check, or saving throw, she can roll an additional d20. Cumin choose which of the d20s is used for the attack roll, ability check, or saving throw.

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

Undead Fortitude. If damage reduces Cumin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Cumin drops to 1 hit point instead.

ACTIONS

Confusion (Recharge 4-6). Cumin points to a target creature at sight within 30 feet. The creature must succeed a Wisdom Saving Throw (DC 19). On a failed save, during the creature's next turn it uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action that turn.

LEGENDARY ACTIONS

Cumin 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. Cumin regains spent legendary actions at the start of its turn.

Cantrip. Cumin casts a cantrip.

Teleport. Cumin magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Cumin casts a spell from its list of prepared spells, using a spell slot as normal.

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Xacur is a freelancer programmer. Among his hobbies are playing role-playing games and video games. In his spare time he writes supplements for the world's greatest role-playing game and he publishes on DM's Guild, and creates indie video games for some game jams. For more than 20 years, role-playing games have been a very important part of his life.

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