

**ALISTER KONEZEGEL'S LOST NOTES**



**10 New Boss Monsters from Zeke Gonzalez**



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## COVER

**ORCUS FIGHTS A PARTY OF ILL-PREPARED ADVENTURERS ON THANATOS, THE 113TH LAYER OF THE ABYSS.**

## CREDITS

**Writer & Producer:** Zeke Gonzalez

**Layout:** Anja Svare

**Art:** DMs Guild Creator Resources

## INTRODUCTION

*When I say the word “monster” most of you imagine the savage villains that plague our towns: manticores, dragons, even the elusive mindflayer. And these monsters affect us on a personal scale: they eat our sheep, demand our coin, and kill our friends and neighbors. However, there are monsters that work at a greater scale. Unthinkable creatures which plot to bring ruin to entire kingdoms, continents, and worlds. I have collected the scattered stories of these grand foes, which you will find on the pages within. I pray to Rune that a band of brave heroes can stand up to these legendary monsters for the good of the entire realm.*

-Alister Konezegel,  
*The Traveler's Updated Guide to Meikelium*

Alister Konezegel's Lost Notes: Legendary & Mythic Monsters is a supplement containing 10 monsters designed for D&D 5th Edition. These monsters use rules, spells, and concepts from Wizards of the Coast's D&D 5th Edition and are intended to supplement your campaigns.

This bestiary is a collection of legendary and mythic monsters of CR 15 or higher with new traits and abilities inspired by JRPGs, common mythological themes, survival horror video games, and scientific literature. If you want more new monsters, investigate the other volumes of [Alister's Field Guide](#). And remember, if you seek the truly terrifying, you need look no further than the strange monsters with which we share our world...



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## TIPS FOR THE DM

As with any supplement, Legendary & Mythic Monsters should be adapted to work for your group. If you don't like the way a monster works, please feel free to change it. Adjust the hit points, damage, abilities, spells, and lore of these creatures to suit your games and your players. For example, if you want to use a monster, but think that its ability to impose certain conditions on the characters won't be fun for your group, instead have it deal extra damage or give it a new trait!

To deliver an optimum experience for your players, it is best to read the stat blocks of the monsters you intend to use in full before attempting to run them. There are spells, attacks, and abilities that you need to understand in advance to run a fun and effective encounter. Additionally, many of these boss monsters have secret weaknesses, extraordinary abilities, and powerful defenses. If you intend for characters to be able to destroy these monsters, they should discover important information about them through quests, NPCs, and perhaps even in-combat narration.

High-CR monsters such as these are intended to provide a difficult challenge to players of level 11 and higher (tiers 3 and 4). At these levels, Dungeon Masters often feel that it is difficult to present a challenge to their players. This bestiary provides monsters with a wide variety of difficulty levels for such characters, but also remember that *you* control the difficulty of encounters with these creatures. Keep in mind that although they are meant to be challenging monsters, combat with them should not be a drag. Do not be afraid to adjust things on the fly to keep combat fresh, cinematic, and exciting.

I find that much of keeping combat interesting is using terrain elements (such as streams of lava, moving platforms, or changing weather) and a wealth of options for monsters. As such, several of these legendary and mythic monsters have a wealth of options available to them in combat. If having too many options will be paralyzing to DMs, I recommend picking a smaller subset of abilities from which you can run these encounters.

Have fun using these monsters! It was highly enjoyable to create these creatures and set them loose on my own players, and I hope that you can share in that experience!



**PREPARE TO READ FURTHER AT  
YOUR OWN RISK  
THE DARKNESS OF NIGHTMARES  
IS OFFERED HEREIN**

A four-legged lower body bears a powerful humanoid torso. That muscular chest possesses two long, clawed limbs. Atop these monstrous shoulders is a grotesque head with two mouths and a scattering of sightless eyes. The entire creature is covered in a midnight blue skin as unyielding as a diamond. When she leaps into battle, spectral horns of blazing silver arise all across her body with which she spears her adversaries. This terrifying creature is Atrixedes the Soul-Flayer.

## MYSTERIOUS ORIGIN

Nobody quite knows where Atrixedes came from or what she is. Some say that she is the combination of a necromancer and her familiar who returned from the Negative Energy Plane. Others believe she is the offspring of a giant queen and a demon lord, given power over lost souls. There are even rumors that she is a walking avatar of a death god or born from the severed finger of a goddess. Regardless of her origin, one thing is certain: Atrixedes has tremendous power over the transition between life and death. She consumes the souls of those who die near her and soulless creatures that die too close to her rise again as the feral dead.

## SCHEMING FOR SOULS

Atrixedes survives on the souls of those who die near her. Rather than travelling to their intended destination in the Outer Planes, these souls are pulled into Atrixedes's terrible gravity and are devoured. Atrixedes spends decades patiently orchestrating events in order to glut herself on a feast of pained souls. In doing so, she establishes an underground lair along a strong ley line that is near an arcane college or wizard's tower. She walks into the dreams of nearby mages and encourages them to form guilds or factions while slowly driving her wards to greater and greater acts of violence. Every so often, a war or calamity can be traced back to Atrixedes behind the scenes and pulling the strings. What she does with the resulting banquet of souls is unknown. Perhaps she is building her power to strike back at a deity which abandoned or disrespected her. Maybe she plans to destroy the veil separating the Ethereal Plane from the Material Plane. She may even be planning to create a new dark god of her own: an apocalyptic force of destruction.

## REGIONAL EFFECTS

A region containing Atrixedes's lair is warped by the creature's overwhelming presence, which creates the following effect:

- Creatures with an Intelligence score of 5 or less that die within 6 miles of the lair rise again as hostile zombies or specters.
- Within 1 mile of Atrixedes's lair, portals to the Ethereal Plane form. This allows ghosts, spectral travelers, and other residents of the Ethereal Plane to escape and dwell in the area.

If Atrixedes dies, these effects fade over the course of 2d10 days.

## LAIR ACTIONS

When fighting inside her lair, Atrixedes can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Atrixedes can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- The grasping hands of disembodied spirits erupt in a 10-foot square on the ground within the lair. That area becomes difficult terrain and each creature in that area when it appears must succeed on a DC 21 Wisdom saving throw or the target's lowest available spell slot is consumed as if they cast a spell of that level. The grasping hands fade away when Atrixedes uses this lair action again or when Atrixedes dies.
- The disembodied head of a giant appears at a point that Atrixedes can see within 120 feet of her. The head begins uttering judgements of nearby souls. All creatures within a 20-foot-radius sphere of the head when it appears must make a DC 21 Charisma saving throw, taking 10 (3d6) psychic damage on a failed save or half as much damage on a successful one. A creature that ends its turn in the sphere takes 10 (3d6) psychic damage. This effect lasts until initiative count 20 on the next round.
- Corpses erupt from the ground in a 20-foot radius centered on a point that Atrixedes can see within 120 feet of her. That area becomes difficult terrain, and each creature there must succeed on a DC 21 Strength saving throw or be grappled (escape DC 15) by the animated dead. A creature grappled this way is restrained and gains one level of exhaustion at the end of each of their turns. The corpses slide beneath the earth again when Atrixedes uses this lair action again or when Atrixedes dies.
- Atrixedes's rage and violence call forth 1d4 + 1 **wraiths** from the Ethereal Plane, which appear within the lair. These wraiths obey Atrixede's telepathic commands.

Atrixedes has a challenge rating of 28 (120,000 XP) when encountered within her lair.

# ATRIX EDES THE SOUL-LAYER



# ATRIXEDES THE SOUL-FLAYER

## ATRIXEDES THE SOUL-FLAYER

*Gargantuan monstrosity, lawful evil*

**Armor Class** 22 (natural armor)

**Hit Points** 546 (28d20 + 252)

**Speed** 40 ft.

| STR      | DEX     | CON     | INT     | WIS     | CHA     |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 10 (+0) | 29 (+9) | 18 (+4) | 15 (+2) | 23 (+6) |

**Saving Throws** Con +16, Wis +9, Cha +13

**Skills** Perception +16, Religion +11, Stealth +7

**Damage Resistances** cold, poison

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** blindsight 120 ft., passive Perception 26

**Languages** Common, Celestial, Dwarvish, Primordial

**Challenge** 27 (105,000 XP)

**Amphibious.** Atrixedes can breathe air and water.

**Dream Walker.** Whenever Atrixedes takes a long rest, she may infiltrate the sleeping mind of another creature as if by the dream spell (spell save DC 21).

**Keen Senses.** Atrixedes has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

**Innate Spellcasting.** Atrixedes's innate spellcasting ability is Charisma (spell attack bonus +13, spell save DC 21). She can innately cast the following spells, requiring no material components:

At will: *misty step*, *sleep* (10d8),  
*toll the dead* (4d8 or 4d12)

3/day each: *hold person* (4th level), *enervation*

1/day each: *modify memory*, *synaptic static*

**Antimagic Hide.** Atrixedes has advantage on saving throws against spells, and any creature making a spell attack against Atrixedes has disadvantage on the attack roll. If Atrixedes succeeds on her saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1-2: If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only Atrixedes, it has no effect on Atrixedes and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3-4: No additional effect.

5-6: Atrixedes's hide converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of Atrixedes must make a DC 21 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** Atrixedes can use her Judgemental Presence. She then makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 21 (6d6) necrotic damage. If the target is a creature, it is grappled (escape DC 25). Until this grapple ends, the target is restrained, and Atrixedes can't bite another target.

**Claw.** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

**Gore.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage and the target is grappled (escape DC 25). Any creature grappled this way by Atrixedes takes 18 (4d8) piercing damage at the start of its turn.

**Judgemental Presence.** Each creature of Atrixedes's choice that is within 60 feet of Atrixedes and aware of her must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature takes 7 (2d6) psychic damage at the start of each of its turns. 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 Atrixedes's Judgemental Presence for the next 24 hours.

**Swallow.** Atrixedes makes one bite attack against a Large or smaller creature she is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Atrixedes, and it takes 21 (6d6) necrotic damage at the start of each of Atrixedes's turns. If Atrixedes takes 40 damage or more on a single turn from a creature inside it, Atrixedes must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Atrixedes. If Atrixedes dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

**Soul Breath (Recharge 5-6).** Atrixedes exhales tortured souls of the dead in a 90 foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and a wraith rises from its corpse and acts immediately after Atrixedes in the initiative count. The wraith is under Atrixedes's control and follows her telepathic commands.

## REACTIONS

**Soul Devour.** When a non-undead creature within 60 feet of Atrixedes is reduced to 0 hit points, Atrixedes gains 13 (2d12) temporary hit points. The creature must succeed on a DC 18 Constitution saving throw or fail two death saving throws.

## LEGENDARY ACTIONS

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

**Move.** Atrixedes moves up to her speed.

**Attack.** Atrixedes makes one claw attack or gore attack.

**Chomp (Costs 2 Actions).** Atrixedes makes one bite attack or uses her Swallow.

**Quaking Stomp (Costs 2 Actions).** Atrixedes slams her legs into the ground with tremendous force. Each creature within 15 ft. of Atrixedes must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Creatures grappled by Atrixedes have disadvantage on this saving throw. Atrixedes can then move up to half her speed.

**Quick Casting (Costs 2 Actions).** Atrixedes casts a spell using her Innate Spellcasting.

**Nightmare Sight (Costs 3 Actions).** Baleful eyes open in the fabric of reality around Atrixedes. Each non-undead creature within 30 feet of Atrixedes must make a DC 21 Charisma saving throw against this magic, taking 35 (10d6) psychic damage and becoming paralyzed until the end of their next turn on a failed save, or taking half as much damage on a successful one.



THE HORRIBLE CONSEQUENCES OF  
ATRIXEDES' SOUL BREATH POWER

# ATRIXEDES THE SOUL-FLAYER

A chorus of screams echoes across a blasted landscape dotted with ruined furniture, sinking into dark and murky waters. As the moans and cries become louder, a stout and sinewy creature crawls over a nearby rise. Its pallid grey skin is pockmarked with the writhing faces of the collection that mark this fiend as the demon lord Cachi-Trok. Its most terrifying feature is the twisting, sucking hole that it bears atop its shoulders instead of a head. As this fearful chorus rises to a crescendo, the very landscape around the demon lord begins to squirm and crawl.

## HUMBLE BEGINNINGS

The mortal life of the soul which evolved into the Demon Lord Cachi-Trok is long lost to time. However, demonologists speculate that in its mortal life, Cachi-Trok was a powerful warlock who was granted power over the raw arcana of chaos. Following its death, its soul was sent to the 17th layer of the Abyss: Death's Reward. In order to prevent other fiends from discovering its true name, Cachi-Trok hid it in Diovangia, the Library of Snakes, and took on its current moniker as the Ceaseless Hunger, Collector of Voices, and the Lord of Broken Song. With its power over chaos, it bent the chaotic nature of demons to its will and quickly ascended to become the Demon Lord of Death's Reward. Despite the constant turmoil of Death's Reward & the ongoing Blood War, Cachi-Trok has grown bored with its position and has taken to wandering the stacks of Diovangia seeking forbidden knowledge. It eagerly forges pacts with mortals for entertainment and always aims to add their voices to its collection.

## LAUGHTER AND SONG

Following its rebirth as a demon, Cachi-Trok no longer had its own voice with which to speak, instead bearing its emblematic black hole instead of a traditional head. In time, Cachi-Trok developed a taste for collecting unique voices from the mortal creatures. When Cachi-Trok hears a voice it likes, it will draw that person to Death's Reward with promises of power, knowledge, or untold delights. Cachi-Trok then sews that individual into its skin, where they eventually fuse to its body and become part of its terrible chorus. The Demon Lord of Lost Tongues can speak and use any of the voices which have become part of its body and it entertains itself by finding new and unique voices and songs to add to its collection.

## REGIONAL EFFECTS

A region containing Cachi-Trok's lair is warped by the creature's overwhelming presence, which creates the following effect:

- Creatures capable of speech within 6 miles of Cachi-Trok's lair find themselves singing out their greatest fears, most deeply held secrets, and hidden desires.
- Water within 1 mile of Cachi-Trok's lair turns to boiling acid. Creatures which touch or drink this acid take 9 (2d8) acid damage.

If Cachi-Trok dies, these effects fade over the course of 2d10 days.

## LAIR ACTIONS

When fighting inside its lair, Cachi-Trok can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Cachi-Trok can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- The ground in a 20 foot square that Cachi-Trok can see within 60 feet of it melts into a pool of acidic tendrils. The area becomes difficult terrain and creatures in that area must succeed on a DC 19 Strength saving throw or become grappled (escape DC 19) and take 18 (4d8) acid damage. While grappled this way, a creature takes 9 (2d8) acid damage at the end of their turn. This effect lasts until initiative count 20 on the next round.
- Disembodied voices begin to sing within the lair. This song causes one creature of Cachi-Trok's choice to be subjected to dominate monster (save DC 19). Cachi-Trok needn't see the creature, but it must be aware that the individual is in the lair.
- One creature within the lair that Cachi-Trok can see must succeed on a DC 19 Charisma saving throw or be magically teleported to an unoccupied space on the floor of Cachi-Trok's Demiplanar Donjon. At the end of the target's next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.
- Cachi-Trok absorbs one of the voices it has collected, gaining 50 temporary hit points. It can use their lair action two times per long rest.

Cachi-Trok has a challenge rating of 23 (50,000 XP) when encountered within its lair.



# GAGCHI-TROK THE CEASELESS HUNGER



## CACHI-TROK THE CEASELESS HUNGER

*Gargantuan fiend (demon), chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 347 (21d20 + 147)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 14 (+2) | 25 (+7) | 16 (+3) | 15 (+2) | 19 (+4) |

**Saving Throws** Dex +9, Con +14, Wis +9, Cha +11

**Skills** Perception +16, Stealth +9

**Damage Resistances** cold, fire, lightning, psychic

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhausted, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 26

**Languages** all, telepathy 120 ft.

**Challenge** 22 (41,000 XP)

**Acidic Blood.** A creature that touches Cachi-Trok or hits it with a melee attack while within 5 feet of it takes 16 (3d10) acid damage.

**Aura of Despair.** Cachi-Trok attracts or repels creatures of its choice. When a creature comes within 60 feet of it, they must succeed on a DC 19 Wisdom saving throw or be affected as if by the *antipathy/sympathy* spell, with the aura's effect chosen by Cachi-Trok. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Cachi-Trok's Aura of Despair for the next 24 hours.

**Demiplanar Donjon.** Any creature or object that Cachi-Trok swallows is transported to a demiplane that can be entered by no other means except a *wish* spell or this creature's Donjon Visit ability. A creature can leave the demiplane only by using magic that enables planar travel, such as the *plane shift* spell. The demiplane resembles an abandoned library filled with broken furniture roughly 1,000 feet in diameter with a ceiling 100 feet high. Like a stomach, it contains the remains of Chachi-Trok's past meals. Cachi-Trok can't be harmed from within the demiplane. If Cachi-Trok dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

**Innate Spellcasting.** Cachi-trok's innate spellcasting ability is Charisma (spell attack bonus +11, spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *dissonant whispers*, *tasha's hideous laughter*  
3/day each: *Otto's irresistible dance*, *synaptic static*  
1/day each: *psychic scream*

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

## ACTIONS

**Multiattack.** Cachi-Trok makes three attacks with its claws or its acid spit. If two or more attacks hit a Huge or smaller target, the target is grappled (escape DC 23).

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) slashing damage plus 10 (3d6) psychic damage.

**Acid Spit.** *Ranged Weapon Attack:* +15 to hit, range 30/90 ft., one target. *Hit:* 29 (6d8 + 2) acid damage.

**Black Hole.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., up to two grappled targets. *Hit:* 66 (12d10) force damage and Cachi-Trok swallows the target. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of Cachi-Trok's Demiplanar Donjon. If this damage reduces the target to 0 hit points, the target dies and their body is completely obliterated, but magic items on their person fall into Cachi-Trok's Demiplanar Donjon.

**Acid Eruption (Recharge 5-6).** Cachi-Trok sprays acid from his mouths in a 30-foot radius. Each creature in that area must make a DC 23 Constitution saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one. If a creature fails this saving throw, the acid continues to eat away at them for 1 minute. Unless the creature takes an action to carefully wipe away the acid, the creature takes 9 (2d8) acid damage at the start of each of its turns.

## LEGENDARY ACTIONS

Cachi-trok 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. Cachi-Trok regains spent legendary actions at the start of its turn.

**Move.** Cachi-Trok moves up to its speed without provoking opportunity attacks.

**Attack.** Cachi-Trok makes a claw or acid spit attack.

**Acid Jet (Costs 2 Actions).** One of Cachi-Trok's mouths breathes acid in a 15-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) acid damage.

**Black Hole (Costs 2 Actions).** Cachi-Trok makes a black hole attack.

**Dance, Puppet! (Costs 2 Actions).** Cachi-Trok casts *Otto's irresistible dance* using its Innate Spellcasting.

**Fearful Chorus (Costs 3 Actions).** Cachi-Trok targets up to three creatures that it can see within 60 feet of it. Each target must make a DC 19 Wisdom saving throw, taking 45 (8d10) psychic damage and becoming frightened of Cachi-Trok for 1 minute on a failed save or half as much damage on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

An invisible abomination crawls out of the smoking crater left by a meteor. Its single baleful eye, hanging beneath a clustering of spindly, bristling legs, gazes out across its new surroundings. With smooth, effortless strides it explores its craggy home, ready to reveal its hidden mouths to fresh prey.

### ALIEN PREDATOR

Entirineth may be an alien with two minds, but both of those minds are focused on one thing: the taste of raw meat. It is a roaming apex predator from the Far Realms which utilizes its near-constant invisibility to its advantage while hunting and tracking new and unfamiliar prey across the Material Plane. Entirineth revels in creeping up on the unwary and lashing out with its hidden mouths, one which yawns wide on each side of its bulbous, rubbery body. As it digests its prey, it rests and waits for another interesting prey item to cross its path. Its propensity for hunting in the ruby caverns and red clay canyons of Sryvendyre, earned it the nickname Chasmwalker (though it is equally well-suited to clambering between the buildings of a crowded city). Few know its true nature and many think it is an untrue myth conjured up to scare children, but those who have encountered it and survived its horrible gaze know better.

### HERALD OF HEDONISM

In truth, Entirineth is much more than a hunter from beyond the stars. It is also the second herald of the Elder Evil known as Hastur. When Hastur sets its sights on a world, Entirineth falls to those lands alongside the other heralds to incite fear and terror in the populace. Within Entirineth's body is the knowledge of Hastur's singular weakness: the snakeskin-wrapped manuscript for a play called *The King in Yellow*. If epic heroes find themselves up against the servants of Hastur, fighting back against the waves of depravity and hedonistic decadence, then finding this manuscript and learning Hastur's weakness is their only chance of destroying the Elder Evil before it consumes the spark of their world.

### FAIRY TALES

Wherever Entirineth begins to crawl and hunt, strange stories begin to bubble up in the minds of those nearby. The story is never quite the same, but has many similar beats. Nobody who finds themselves with the knowledge of it can recall ever hearing it before, but it tells the tale of an invisible monster which begins to terrorize a small hamlet. No matter who the town sends after the monster, its impenetrable skin and invisible body make it impossible to harm. However, a hunter hears these tales and comes to town. The hunter finds the monster and taunts it, waiting carefully and biding her time. When she hears the monster lunge for her with its open maw, she fires her arrow directly into its open mouth, striking it down dead. This story is the seed from which knowledge of how to harm Entirineth can be drawn: for its slick and rubbery alien hide protects it from all but the most lucky of attacks. However, its open mouth and lidless eye are its vulnerable points and the only way a savvy hero can reliably kill the creature.

# ENTRINEETH THE CHASMWALKER



# ENTIRINETH THE CHASMWALKER

*Gargantuan aberration, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 333 (18d20 + 144)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 10 (+0) | 26 (+8) | 10 (+0) | 13 (+1) | 14 (+2) |

**Saving Throws** Dex +7, Con +15, Wis +8, Cha +9

**Skills** Acrobatics +8, Athletics +15, Perception +15, Stealth +14, Survival +8

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

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

**Senses** truesight 120 ft., passive Perception 23

**Languages** Deep Speech

**Challenge** 23 (50,000 XP)

**Impenetrable Hide.** When Entirineth takes damage from any source other than a critical hit, the amount of damage it takes is reduced to 1. Attackers who can see Entirineth may target its eye by taking a -5 penalty to their attack roll. If its eye is hit, the damage it takes bypasses this trait. Creatures who can see Entirineth and hold their attack for when Entirineth opens one of its mouths (such as while it uses its Foul Breath or a Bite attack) deal damage that bypasses this trait.

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

**Multiple Brains.** Entirineth has two brains. While it has more than one brain, Entirineth has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Reactive Mouths.** Entirineth gets an extra reaction that can be used only for opportunity attacks.

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

**Superior Invisibility.** Entirineth is invisible. When Entirineth takes damage, it must succeed on a concentration check in order to maintain its invisibility. If its concentration is broken, it becomes visible until the end of its next turn.

## ACTIONS

**Multiattack.** Entirineth makes three attacks, but cannot make more than two attacks with its bite and must use each bite on a different target. If it is visible, it may also use its Warring Gaze.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) poison damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 5 (1d10) poison damage.

**Foul Breath (Recharge 4-6).** Entirineth exhales vile gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 72 (16d8) poison damage on a failed save, or half as much damage on a successful one.

**Warring Gaze.** When it is visible, Entirineth turns its magical gaze toward one creature that it can see within 120 feet of it. That target must make a DC 23 Wisdom saving throw. If the target fails the save, the target suffers one of the following effects of Entirineth's choice or at random:

1. **Beguiling Gaze.** The target is stunned until the start of Entirineth's next turn or until Entirineth is more than 120 feet away.
2. **Sickening Gaze.** The target cannot regain hit points until the start of Entirineth's next turn or until Entirineth is more than 120 feet away.
3. **Disorienting Gaze.** The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of Entirineth's next turn. Entirineth doesn't need to concentrate on the spell.
4. **Graviturgic Gaze.** The target's experience of gravity is changed for 1 minute. They hurtle towards their new center of gravity (any surface or object Entirineth can see within 120 feet of it), taking 1d10 bludgeoning damage for each 5 feet they move and fall prone.

## LEGENDARY ACTIONS

Entirineth 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. Entirineth regains spent legendary actions at the start of its turn.

**Detect.** Entirineth makes a Wisdom (Perception) check.

**Attack.** Entirineth makes a claw attack.

**Bite (Costs 2 Actions).** Entirineth makes a bite attack.

**Warring Gaze (Costs 2 Actions).** If visible, Entirineth uses its Warring Gaze.

**Rapid Scramble (Costs 3 Actions).** Entirineth moves up to its speed. It may make a claw attack against each creature it passes within 10 feet of during this movement.

Hastur is an Elder Evil which comes forth from the Far Realms to descend upon worlds and suffocate them with the fervor of creativity and the death of empathy. When it finally arrives, it comes in the shape of its herald: Cassilda, a porcelain-pale, eerily-thin woman with claw-like hands and golden hair that whips about her face. Her eyes are unnatural pools of rich gold. When Hastur removes its humanoid mask, the very sight of its thrashing body and quavering light distorts the world around it and is unbearable for mortal eyes to look upon.

## THE FINAL MUSE

Hastur's arrival to a world is heralded by a frenzied increase in the nobility's desire for sick decadence, a surge in violent enactments of strange and unnatural theatrical performances, and the end of compassion between friends and neighbors. Hastur is a brilliant muse which eclipses all else and drives weak minds to greater and greater acts of violence and hedonism. As civilization begins to collapse under the weight of its heavy and burgeoning desires, the stars themselves begin to wink out as terrible aberrations from beyond the stars descend and wreak havoc. Finally, the King in Yellow arrives and warps the very fabric of the world around it into the image of its lair in the Far Realms: Carcosa.

## THE CITY ON LAKE HALI

As the world warps in Hastur's wake and its heralds leave destruction in their wake, all sentient creatures begin to believe they have a deep and meaningful bond with Cassilda, the prophet of the King. At Her touch, buildings twist into painful shapes and streets pave themselves with gold. Water floods to the surface and forms a seemingly placid lake which is an orgy of violence beneath its surface. People who devote themselves to Cassilda or Hastur find their bodies changed to match their unmoored minds and lurk in the changing city. Given time, the very sun itself is eclipsed by Hastur's presence and its stain will spread across the world it visits until Carcosa is all that remains.

## REGIONAL EFFECTS

A region containing Hastur's lair is warped by the creature's overwhelming presence, which creates the following effect:

- Portals to the Far Realms open and close within 6 miles of Hastur's lair, causing aberrations loyal to Hastur to escape and dwell in the area.
- The night sky viewed from within 6 miles of Hastur's lair appears to be starless.
- The sun's light is extinguished within 1 mile of Hastur's lair, leaving the area in permanent darkness.
- Humanoid creatures who complete a long rest within 1 mile of Hastur's lair must succeed on a DC 15 Wisdom saving throw or gain a random flaw from the table at right.

## D100 FLAW

|         |   |
|---------|---|
| 01-20   | "I DO EVERYTHING I CAN TO ENCOURAGE OTHERS TO GREATER AND GREATER ACTS OF HEDONISM."                      |
| 21 - 40 | "THE ONLY PATH TO ENLIGHTENMENT IS BY DECADENCE & OVERINDULGENCE."  |
| 41- 60  | "IN ORDER TO GAIN THE RECOGNITION OF THE KING IN YELLOW, I MUST CREATE SELF-DESTRUCTIVE AND DEVIANT ART." |
| 61-80   | "IF I CAN REACH CARCOSA, I WILL FIND THE GREATEST PLEASURE I HAVE EVER KNOWN."                            |
| 81-90   | "TO PROPERLY HONOR THE KING IN YELLOW, I MUST PREPARE INTRICATE, DEBAUCHED RITUALS."                      |
| 91 - 00 | "TEARING ASIDE THE MASK OF THE FLESH IS THE ONLY WAY TO WITNESS THE YELLOW SIGN."                         |

If Hastur dies, these effects fade over the course of 3d10 days.

## LAIR ACTIONS

When fighting inside its lair, Hastur can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Hastur can take one lair action to cause one of the following effects.

- Hastur suspends gravity within its lair. Creatures drift 10 feet off of the ground and are restrained. Flying creatures can move at half speed, unless they have a fly (hover) speed, in which case they move normally. This effect persists until initiative count 20 on the following round.
- Hastur sighs and its exhalations take on a twisting, winged form. This summons a **byakhee** which rolls its own initiative and follows Hastur's telepathic commands. The byakhee uses the statistics of a **star spawn hulk** (see *Mordenkeinen's Tome of Foes*) with a fly speed of 30 feet.
- Hastur brings the Far Realms into phase with its lair in two 20-foot-radius spheres of blackness punctuated by baleful stars. The spheres are each centered on a point Hastur can see within 120 feet of it. The area spreads around corners, is heavily obscured, and contains no air. Each creature in the sphere when it appears must make a DC 22 Constitution saving throw, taking 10 (3d6) cold damage and unable to catch their breath on a failed save or half as much on a successful one. A creature which cannot catch their breath starts suffocating at the start of their turn and cannot cast a spell with a verbal component during that turn. Any creature other than Hastur that ends its turn in the sphere takes 10 (3d6) cold damage. The sphere lasts until Hastur uses this lair action again or until Hastur dies.
- Hastur rips the fabric of space, forcing two creatures it can see within 30 feet of it to gaze into the Far Realms. Those creatures must succeed on a DC 22 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save or half as much damage on a successful save. The creatures then magically teleport to a space Hastur can see within its lair as the fabric of reality snaps shut again, distorting physical space.

# HASTUR-THE KING IN YELLOW



## HASTUR, THE KING IN YELLOW

*Medium or Gargantuan aberration (see Pallid Mask), chaotic evil*

**Armor Class** 22 (natural armor), 26 (see Pallid Mask)

**Hit Points** 481 (26d20 + 208)

**Speed** 40 ft., fly 80 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 21 (+5) | 26 (+8) | 29 (+9) | 27 (+8) | 29 (+9) |

**Saving Throws** Con +17, Int +18, Wis +17, Cha +18

**Skills** Deception +18, Insight +17, Perception +17, Performance +17, Sleight of Hand +14

**Damage Resistances** cold, poison, radiant

**Damage Immunities** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** blinded, charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, restrained

**Senses** truesight 120 ft., passive Perception 28

**Languages** all, telepathy 120 ft.

**Challenge** 30 (155,000 XP)

**Aura of Madness.** Creatures within 30 feet of Hastur that aren't aberrations have disadvantage on saving throws, as well as on attack rolls against creatures other than Hastur.

**Innate Spellcasting.** Hastur's spellcasting ability is Charisma (spell attack bonus +18, spell save DC 26). It can innately cast the following spells, requiring no components:

At will: *bane*, *dissonant whispers* (2nd level), *enemies abound*, *hunger of hadar*, *mind spike* (3rd level), *vicious mockery* (4d4), *word of radiance* (4d6)  
 3/day each: *banishment*, *crown of madness*, *dispel magic*, *sickenening radiance*, *synaptic static*, *vitriolic sphere*  
 1/day each: *circle of death*, *destructive wave*, *divine word*, *far step*, *maddening darkness*, *psychic scream*

**Legendary Resistance (4/Day).** If Hastur fails a saving throw, it can choose to succeed instead.

**Pallid Mask (Mythic Trait; Recharges on a Short or Long Rest).** When Hastur is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the damage shatters the humanoid mask Hastur wears, revealing its true otherworldly form. Hastur regains 300 hit points and each creature within 120 feet of Hastur who can see it must succeed on a DC 26 Wisdom saving throw or be paralyzed for 1 minute. An affected creature can repeat the saving throw at the end of its turn.

Hastur's true form is Gargantuan and incorporates what should be impossible geometrics. This warping of planar realities around Hastur grants it a +4 bonus to its Armor Class for 1 hour after using Pallid Mask.

**Supernova.** When Hastur is reduced to 0 hit points while its mythic trait is active, it explodes with the force of a dying star. Each creature within 120 feet of Hastur must make a DC 25 Constitution saving throw, taking 110 (20d10) radiant damage on a failed save, or half as much damage on a successful one.

When this occurs, Hastur leaves behind its essence in a cloud of stardust. Hastur reforms from the cloud of stardust in 24 hours and regains all its hit points and legendary resistances. This trait can only be prevented from functioning if Hastur is addressed by name in this form, which destroys Hastur permanently.

**Unthinkable Anatomy.** Hastur can move across and climb any surface without making ability checks and difficult terrain does not cost it any movement. Spells and other magical effects cannot reduce Hastur's speed. Hastur can spend 5 feet of movement to automatically escape from magical or nonmagical restraints, such as a magic item, manacles, or a creature that has it grappled.

### ACTIONS

**Multiattack.** Hastur can use its Presence of Awe. It then makes one unspeakable gaze attack, one corrupting touch attack, and casts a spell using its Innate Spellcasting or uses its Poison Mind.

**Corrupting Touch. Melee Spell Attack:** +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) psychic damage and the target must succeed on a DC 25 Wisdom saving throw or become confused. A confused creature can't take reactions and rolls a d8 at the start of each of its turns. On a roll of 1 or 2, the creature does nothing. On a roll of 3 or 4, it makes a melee attack against a random creature other than Hastur or one of its allies. If no creature is nearby, it does nothing. On a roll of 5 or 6, the creature uses all its movement to move in a random direction. On a roll of 7 or 8, the creature makes a melee attack against itself. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Unspeakable Gaze. Ranged Spell Attack:** +17 to hit, range 120 ft., one target. *Hit:* 13 (2d12) psychic damage and the target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

**Poison Mind.** Hastur targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 26 Wisdom saving throw or take 52 (8d12) necrotic damage and is blinded until the start of Hastur's next turn.

**Presence of Awe.** Each creature of Hastur's choice that is within 120 feet of Hastur and aware of it must succeed on a DC 26 Wisdom saving throw or become charmed for 1 minute. While charmed in this way, a creature must spend its full movement going prone and its action prostrating itself before Hastur. A creature can repeat the saving throw at the end of each of its turns and when it takes damage, 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 Hastur's Presence of Awe for the next 24 hours.



**Eclipse Aurora (Recharge 5-6).** Hastur emits a dancing aurora of pallid light in a 90 foot cone. Each creature of Hastur's choice in that area must make a DC 25 Dexterity saving throw, taking 105 (30d6) radiant damage on a failed save or half as much damage on a successful one.

## REACTIONS

**Instinctive Charm.** When a creature within 120 feet of Hastur makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 26 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including Hastur or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to Hastur's Instinctive Charm for 24 hours.

## LEGENDARY ACTIONS

Hastur 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. Hastur regains spent legendary actions at the start of its turn.

**Move.** Hastur moves up to its speed without incurring attacks of opportunity.

**Depraved Utterance.** Hastur casts an at will spell from its Innate Spellcasting.

**Inhale Stars (Costs 2 Actions).** Hastur recharges its Eclipse Aurora.

**Writhing Halo (Costs 2 Actions).** Hastur fixes its gaze on one creature within 60 feet of it. A halo of dripping tentacles encircle the target's head and the target becomes vulnerable to damage dealt by Hastur until the end of Hastur's next turn.

**Quick Casting (Costs 3 Actions).** Hastur casts a spell using its Innate Spellcasting.

## MYTHIC ACTIONS

If Hastur's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Pallid Mask

**Regal Stride.** Hastur moves up to its speed and makes a corrupting touch attack.

**Royal Decree (Costs 2 Actions).** Hastur gives a telepathic command to a confused creature, which uses its reaction to move up to its speed and make a weapon attack against a target of Hastur's choice.

**The Yellow Sign (Costs 3 Actions).** The Yellow Sign appears behind Hastur as it speaks poetic prophecy. Each creature of Hastur's choice within 60 feet of it and aware of it must make a DC 26 Intelligence saving throw against this magic, taking 28 (8d6) psychic damage and using its action on its next turn to vomit foamy, brackish water on a failed save, or half as much damage on a successful one.

## HASTUR AS A MYTHIC ENCOUNTER

Fighting Hastur as a mythic encounter is equivalent to taking on two CR 30 creatures in one encounter. Award a party 465,000 XP for defeating Hastur after it uses Pallid Mask.



BYAKHEE

Borne from the ire or wrath of an Archduke of the Nine Hells, an imposing figure strides through the wastes of the Lower Planes, setting everything and everyone in its path ablaze. That is the purpose of a Hellraiser. Wherever it goes, the sick and screaming fire of the Nine Hells flickers from their footsteps and smolders in their imposing form. To look into the blazing hate of a Hellraiser's eyes is to stare at your own smoldering corpse.

### INFERNAL LEGIONNAIRE

Hellraisers are not devils like their all-powerful masters. Rather, they are embodiments of the Nine Hells themselves, its hateful presence given physical form to carry out the will of those who rule it. The conditions to conjure a hellraiser are a closely kept secret among those lucky superior devils with enough power and influence to have leveraged the ritual from the eternal night hag Gryllis Bloodsuckle. A devil can conjure a hellraiser only once, so it is a powerful weapon held for an opportune time. When summoned, they are given a singular directive which they follow above all else. They are often mistaken for the leaders of vast infernal legions, when the truth is simply that the army is following the Hellraiser to their objective, for a Hellraiser makes little distinction between friend or foe, only those that assist it in its objective and those who stand in its way.

### FORBIDDEN WEAPONS

There are rumors that Asmodeus has issued a firm decree that no Hellraisers are to be used in the course of the Blood War or sent against the Demon Lords of the Abyss. Whether true or not, what is known is that Hellraisers have only appeared in internal power struggles within the infernal hierarchy or on the Material Plane to destroy champions of good.

### HEART OF THE FORGE

History tells of Numisi Swornblade, a dwarf mage specialized in the binding of fiends, who captured a Hellraiser in a series of powerful arcane wards within a small island blanketed in heather. The Swornblade clan spent years building and testing around the Hellraiser until they crafted an artifact of tremendous power: the Spellforge. This magical forge, powered by the hellfire of the great fiend, allowed the Swornblade clan to smelt multiple minor magic items together into new, more powerful items. Eventually, the Swornblades succumbed to infighting and greed, but legend tells that the Hellraiser is still trapped below the isle of heather, waiting for an entrepreneurial hero to reignite the Spellforge.

### REGIONAL EFFECTS

A region containing a Hellraiser's lair is warped by the creature's overwhelming presence, which creates the following effects:

- The air within 1 mile of the lair is thick with sulfurous smog, lightly obscuring the area.
- Flames within 1 mile of the Hellraiser's lair are more difficult to put out and spark and jump of their own accord.
- Those who complete a long rest within 1 mile of the Hellraiser's lair find their dreams push them towards dark deeds.

If the Hellraiser dies, these effects fade over the course of 1d10 days.

### LAIR ACTIONS

When fighting inside its lair, the Hellraiser can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Hellraiser can take one lair action to cause one of the following effects.

- Black flame ignites on up to three targets the Hellraiser can see within 30 feet of it. The targets cannot regain hit points until initiative count 20 of the next round.
- One creature within the lair hears the whispers of the devil who created the Hellraiser, who casts *control person* (spell save DC 20) on them using the Hellraiser as an arcane focus. The spell ends on initiative count 20 of the next round.
- The Hellraiser casts *wall of fire* anywhere within its lair. The Hellraiser concentrates on this spell as normal and the wall remains for the duration of the spell or until this lair action is used again.
- If it has used its Raise Hellfire, the Hellraiser expands the radius of the hellfire sphere by 10 feet. The fire spreads around corners and ignites flammable objects in the sphere that aren't being worn or carried.

The hellraiser has a challenge rating of 19 (22,000 XP) when encountered within its lair.



# HELLRAISER

# HELLRAISER

## HELLRAISER

*Huge fiend, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 13 (+1) | 25 (+7) | 16 (+3) | 13 (+1) | 21 (+5) |

**Saving Throws** Dex +8, Con +13, Wis +7

**Skills** Perception +7

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

**Damage Immunities** cold, fire

**Condition Immunities** charmed, exhausted, frightened, poisoned

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

**Languages** Abyssal, Infernal, telepathy 60 ft.

**Challenge** 18 (20,000 XP)

**Fire Aura.** At the start of each of the Hellraiser's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the Hellraiser or hits it with a melee attack while within 5 feet of him takes 10 (3d6) fire damage.

**Fire Incarnate.** All fire damage dealt by the Hellraiser ignores fire resistance but not fire immunity.

**Innate Spellcasting.** The Hellraiser's spellcasting ability is Charisma (spell attack bonus +11, spell save DC 19). It can innately cast the following spells, requiring no material components:

3/day each: *absorb elements* (4th level), *fireball*, *heat metal*, *wall of fire*

1/day each: *conjure minor elementals* (4 magma mephits only), *flame strike*, *incendiary cloud*

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

### ACTIONS

**Multiattack.** The Hellraiser can use its Frightful Presence. It then makes two ranged or three melee attacks, but can use its Slam only once.

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Third Eye.** *Ranged Spell Attack:* +11 to hit, range 80 ft./300 ft., one target. *Hit:* 20 (2d8 + 11) fire damage.

**Frightful Presence.** Each creature of the Hellraiser's choice that is within 60 feet of the Hellraiser 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 Hellraiser's Frightful Presence for the next 24 hours.

**Raise Hellfire (Recharges on a Short or a Long Rest).**

The Hellraiser raises hellfire in a 30-foot-radius sphere centered on a point the Hellraiser chooses within 30 feet. Each creature in the sphere must make a DC 21 Constitution saving throw, taking 45 (10d8) fire damage on a failed save or half as much damage on a successful one. The sphere lasts for 1 minute and its area is difficult terrain. At the end of the Hellraiser's turn, the radius of the sphere increases by 10 feet. The fire spreads around corners and ignites flammable objects in the sphere that aren't being worn or carried. Hellfire is not extinguished by nonmagical water. If submerged in magical water, hellfire persists for 1d4 rounds.

The Hellraiser can use a bonus action to cause a monstrosity of hellfire to leap from the center of the sphere toward one creature of its choice within 30 feet of the sphere. That creature must make a DC 21 Dexterity saving throw, taking 27 (6d8) fire damage and igniting on a failed save, or half as much damage on a successful save. While ignited, the target takes 27 (6d8) fire damage at the start of each of its turns until it takes an action to douse the flames.

### LEGENDARY ACTIONS

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

**Attack.** The Hellraiser makes one claw attack.

**Heat Metal.** The Hellraiser casts heat metal using its Innate Spellcasting.

**Inhale Flames.** The Hellraiser snuffs out a 5 foot square of hellfire, magical flame, or nonmagical flame. It regains 10 hit points and makes its next attack roll with advantage.

**Legion of Flame.** The Hellraiser shouts a command and one magma mephit uses its reaction to move up to its speed without incurring attacks of opportunity and make one attack with its claws.

**Combustible (Costs 2 Actions).** The Hellraiser suddenly ignites its body. Each creature within 15 feet of the Hellraiser must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) fire damage and be knocked prone.

**Hellfire Beast (Costs 2 Actions).** If the Hellraiser has used its Raise Hellfire, it causes a monstrosity of hellfire to leap from the center of the sphere toward one creature of its choice within 30 feet of the sphere. That creature must make a DC 21 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful save.

**Infernal Roar (Costs 2 Actions).** The Hellraiser lets out an awful roar. All creatures within 15 feet of the Hellraiser must succeed on a DC 19 Wisdom saving throw or be paralyzed until the end of their next turn.

“Oh, little morsel, you do not yet know the role you play on this world. You think you march home to challenge me and reclaim your mother’s realm. So ready to reclaim your family’s glory that you never wonder if your family was truly so virtuous in the first place. But nevertheless... I eagerly await you in what remains of your family home. I have feasted on the misery of your people and you, little morsel, will make for an excellent dessert.”

## CANNIBAL DRAGON

The monster who now styles himself as Kynos the Dreamreaver began life as the youngest of a tight-knit brood of bronze dragons. His mother was known to be the guardian of her realm and protector of the local people. However, a knight from a strange land arrived one day bearing a gold banner embroidered with a pair of silver wings each bearing a brilliant eye. This mysterious knight struck down the young bronze dragon’s mother and siblings in an epic battle that destroyed their home. Trapped within the ruins of his old nest, the young bronze dragon had to eat the flesh of his family in order to survive. Not long after, a handsome stranger calling himself Asmodeus arrived and offered the traumatized dragon a deal: one hundred years of servitude in the Nine Hells in return for the magic and power to seek vengeance for his family. The young bronze dragon accepted this deal, and Kynos was born.

## DARK DEALINGS

Over the course of Kynos’s one hundred years of service to Asmodeus, Kynos rose to prominence in his own right and even claimed his own small infernal domain as the Duke of the Burning Glass Desert. Kynos grew in power and influence, but with this power came an increase in paranoia and hate. He watched as the knight built a new royal family and grew equally in power from across the Planes. As his hate boiled and grew, he mastered a technique to find and bind celestial beings to his will, biding his time to strike. And on midnight of the one hundredth year, Kynos descended upon the knight’s descendents and cursed their lands, manipulating and shaping its people into making him their ruler, and fueling his visions of conquest and greatness.

## LEGACY OF TERROR

Kynos ruled from the dark shadows of the kingdom and used the descendents of the knight as his puppets and his ensnared angels as figureheads. Ever fearing the influence of those gods of light which allowed the knight to kill his family, Kynos introduced a system to identify aasimar of other god-touched who could grow to be his end. During this ceremony of sight, children are made to swallow a nugget of infernal metal from the Burning Glass Desert of the Nine Hells, which reacts to celestial blood and causes their eyes to glow with golden light. Those children whose eyes glow are given to Kynos, who consumes the infants while their parents watch. It is in this grip of fear that Kynos rules this darkened corner of the land.

## REGIONAL EFFECTS

A region containing Kynos’s lair is warped by the creature’s overwhelming presence, which creates the following effects:

- Living creatures which die within 6 miles of the lair rise again as mindless zombies and skeletons.
- Sentient creatures who sleep within 1 mile of Kynos’s lair suffer from nightmares wherein they witness glimpses of Kynos’s past atrocities.
- Within 1 mile of the lair, creatures which are created or summoned as a result of conjuration magic, such as by the *find familiar* spell, *summon celestial* spell, or similar magic, must succeed on a DC 23 Charisma saving throw or become charmed by Kynos and consider him their master to defend and protect at any cost.

If Kynos dies, these effects fade over the course of 2d10 days.

## LAIR ACTIONS

When fighting inside his lair, Kynos can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Kynos can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- Thick bronze chains erupt from the ground and target up to four creatures within the lair. The targets must succeed on a DC 23 Strength saving throw or be grappled (escape DC 23). While grappled this way, the target is restrained. These chains evaporate on initiative count 20 of the next round.
- Kynos creates a roiling cloud of sulfur as though he cast the fog cloud spell. Any creature which starts its turn in the cloud must succeed on a DC 23 Constitution saving throw or cough and choke during their turn, making them unable to cast spells with verbal components during their turn. This cloud lasts for 1 minute or until Kynos uses this lair action again.
- A thunderclap originates at a point Kynos can see within 120 feet of it. Each creature within a 30-foot radius centered on that point must make a DC 23 Constitution saving throw, taking 22 (4d10) thunder damage and be deafened on a failed save or half as much damage on a successful one.
- A beam of burning light descends from the ceiling in a cylinder that is 120 feet tall and has a radius of 10 feet. Creatures within the area must succeed on a DC 23 Dexterity saving throw, taking 18 (4d8) radiant damage and be blinded on a failed save or half as much damage on a successful one.
- Kynos conjures forth a **deva** he captured from the Nine Hells. They roll their own initiative and follow Kynos’s telepathic commands.

Kynos has a challenge rating of 30 (155,000 XP) when encountered within his lair.

# KYNOS THE DREAMBREWER



# KYNOS THE DREAMWEAVER

*Gargantuan dragon, lawful evil*

**Armor Class** 23 (natural armor)

**Hit Points** 615 (30d20 + 300)

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

| STR      | DEX     | CON      | INT     | WIS     | CHA     |
|----------|---------|----------|---------|---------|---------|
| 30 (+10) | 15 (+3) | 30 (+10) | 21 (+5) | 19 (+4) | 26 (+7) |

**Saving Throws** Con +18, Wis +12, Cha +15

**Skills** Athletics +18, Deception +15, Intimidation +15, Insight +12, Perception +12, Persuasion +15

**Damage Resistances** acid, cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire

**Condition Immunities** charmed, exhausted, frightened

**Senses** darkvision 120 ft., passive Perception 22

**Languages** Abyssal, Celestial, Common, Draconic, Infernal

**Challenge** 29 (135,000 XP)

**Ignite.** When a creature takes fire damage from Kynos, it ignites. An ignited target takes 14 (4d6) fire damage at the start of its turn and cannot take reactions. Ignited creatures and areas remain ignited until the end of their next turn.

**Innate Spellcasting.** Kynos's spellcasting ability is Charisma (spell attack bonus +16, spell save DC 23). He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *firebolt* (4d10), *light*, *magic missile* (6d4+ 6), *detect thoughts*  
3/day each: *banishment*, *counterspell*, *fireball*, *lightning bolt*, *mirror image*, *wall of fire*  
1/day each: *control weather*, *screaming*, *time stop*

**Legendary Resistance (4/Day).** If Kynos fails a saving throw, he can choose to succeed instead.

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

**Magic Weapons.** Kynos's weapon attacks are magical.

**Regeneration.** Kynos regains 20 hit points at the start of its turn. If Kynos takes radiant damage, this trait doesn't function at the start of the Kynos's next turn. Kynos dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** Kynos can use his Frightful Presence. He then makes three attacks: two with his claws and one with his bite.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 45 (6d10 + 12) piercing damage plus 10 (3d6) fire damage.

**Claw.** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 33 (6d6 + 12) slashing damage.

**Tail.** *Melee Weapon Attack:* +18 to hit, reach 35 ft., one target. *Hit:* 39 (6d8 + 12) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be either knocked prone or pushed 20 feet, Kynos's choice.

**Immolate Foe.** *Ranged Spell Attack:* +16 to hit, range 120 ft., one target. *Hit:* 28 (8d6) fire damage and the target loses resistance to fire damage for 1 minute.

**Frightful Presence.** Each creature of Kynos's choice that is within 120 feet of Kynos and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kynos's Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5-6).** Kynos exhales fire in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

**Summon Corrupted Angels (1/Day).** Kynos uses his action to conjure forth 2 of his **deva** from the Nine Hells. They roll their own initiative and follow Kynos's telepathic commands.

## LEGENDARY ACTIONS

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

**Expert Mage.** Kynos casts an at will spell from his Innate Spellcasting.

**Telepathic Coordination.** Kynos's devas use their reaction to move up to their speed without provoking attacks of opportunity.

**Bite (Costs 2 Actions).** Kynos makes a bite attack.

**Immolate (Costs 2 Actions).** Kynos makes an Immolate Foe attack.

**Sheer Terror (Costs 2 Actions).** Kynos bares his fangs and lets out a terrible roar. Creatures who are frightened of him must succeed on a DC 18 Wisdom saving throw or be reduced to half of their current hit points.

**Quick Casting (Costs 3 Actions).** Kynos casts a spell from his Innate Spellcasting.

**Wing Attack (Costs 3 Actions).** Kynos beats his wings. Each creature within 15 ft. of Kynos must succeed on a DC 26 Dexterity saving throw or take 31 (6d6 + 10) bludgeoning damage and be knocked prone. Kynos can then move up to half his flying speed.

# KYNOS THE DREAMWEAVER

An ominous hunched figure with a smooth, blank face except for a small, circular mouth. Green tendrils emerge from the base of the skull like hair and long arms trail with small, ever-moving fingers. Curiosity and contemplation radiates from her as she sits in cubes of her own construction in the deepest, warmest place of the world, crafting art and reinforcing the stone walls of her home.

## ANCIENT GOD

Phantom of Truth is a long-forgotten deity of a culture long gone from the world. Her people, the sarrukh, were the origin of several groups of people including the yuan-ti and the lizardfolk. However, the city and culture that worshipped her lived in a valley that was devastated by a tectonic calamity. While all her people sank into the earth and were entombed, their city ruined and buried, Phantom steadfastly carved out a new space for herself. And it is there within the catacombs of art and architecture she has surrounded herself with, that Phantom collects truths and philosophies from the new civilizations that have risen above. Although she is gone, enough faint traces and echoes of her remain in the world above that she has not yet gone to the Astral Sea.

## PHILOSOPHER QUEEN

Every so often, a miner or archeologist stumbles across a perfectly cube-shaped room, carved with exquisite art into the sheer stone. Upon entry into these strange rooms, the visitor finds the cube contains entrances to more cube-shaped rooms, each carved with scenes of forgotten history and ancient lore. Deep within this maze of rooms is Phantom of Truth, who quickly clambers through her lair to find visitors, which she has an uncanny sense for. As her contact with people has diminished, so too has her understanding of them. When she finds visitors to her lair, she asks questions about their life and their purpose until she is satisfied. When a particularly interesting visitor slips into her domain, she will ask them to play her game of truths and lies.

## THE IDENTITY GAME

Phantom's voice echoes throughout her realm and before approaching visitors, she will occasionally ask them to play her game.

*"I would like to play a game of truth and lies. We can question one another-I am curious about your emotions. You may speak truths or lies. When you speak the truth, we become closer. When you lie, you spurn your true feelings and punish yourself. What say you, visitors?"*

If they accept, she enters and seals the cube they are in. If they refuse, she will stalk the intruders and try to learn as much as she can about them from a distance, growing more wistful all the while.

The Phantom's game requires each contestant to ask another contestant a question in two rounds. When a contestant tells the truth, they create an increasingly powerful bond between Phantom of Truth & the contestant which makes her harder to resist. When a contestant lies too near Phantom of Truth, their will and mind are wounded by the deception. Asking Phantom of Truth questions is an opportunity to learn much about ancient lore and lost magic, though the threat is quite great: if Phantom comes to view you as a close friend, she may not let you go without a fight or a promise to return. Phantom of Truth prefers to ask her visitors intimate questions such as...

*What is a painful truth that could hurt somebody you love?*

*What is your greatest regret?*

*When & why have you last felt loved?*

*What made you feel the angriest you've ever been?*

*How does failure make you feel?*

*What makes you feel peace?*

*What is your greatest fault?*

*What is your purpose?*

*What do you lack that you seek above all else?*

## IMMORTAL NATURE

Phantom of Truth does not require food, drink, or sleep.

## REGIONAL EFFECTS

A region containing Phantom of Truth's lair is warped by the creature's overwhelming presence, which creates the following effects:

- Within 1 mile of her lair, rubies bloom into existence beneath the surface of the earth.
- Those who fall asleep within 1 miles of Phantom of Truth's lair have normal dreams in which intricate art appears on surfaces and shapes change into geometric patterns.
- Within 6 miles of her lair, creatures with an Intelligence of 5 such as lizards, moles, and bats or lower are overcome with insatiable curiosity that drives them to learn and speak simply in Common.
- Within 6 miles of her lair, rock formations take on unnatural geometric shapes.

If Phantom of Truth dies, these effects fade over the course of 3d10 days.

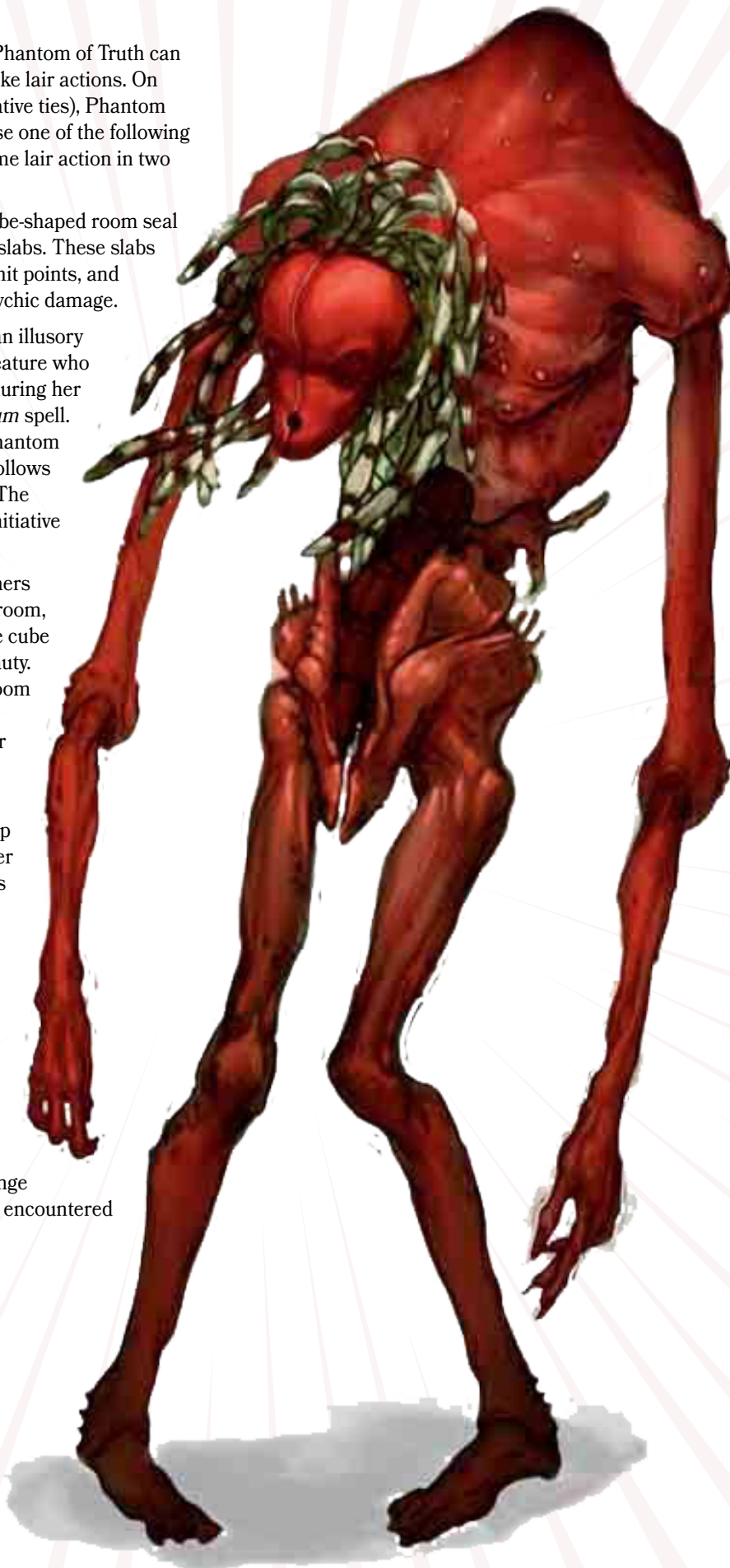


## LAIR ACTIONS

When fighting inside her lair, Phantom of Truth can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Phantom can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- All of the doors into one cube-shaped room seal shut with decorative stone slabs. These slabs each have an AC of 20, 40 hit points, and immunity to poison and psychic damage.
- Phantom of Truth creates an illusory duplicate of herself or a creature who told her at least one truth during her game as if by the *simulacrum* spell. This duplicate acts after Phantom in the initiative order and follows her telepathic commands. The duplicate is destroyed on initiative count 20 of the next round.
- The art on the walls shimmers and projects itself into the room, magically transforming one cube into a scene of pastoral beauty. Each creature within the room must succeed on a DC 24 Intelligence saving throw or be stunned until the end of their next turn.
- Phantom of Truth targets up to three creatures within her lair. Each of these creatures must succeed on a DC 24 Strength saving throw or their experience of gravity in the lair is warped. When this occurs, a creature falls up to 60 feet into an adjacent cube, taking 1d6 bludgeoning damage per 5 feet moved and falling prone.

Phantom of Truth has a challenge rating of 25 (75,000 XP) when encountered within her lair.



# PHANTOM OF TRUTH

# PHANTOM OF TRUTH

## PHANTOM OF TRUTH

*Large celestial, lawful neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 315 (30d8 + 180)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 15 (+3) | 22 (+6) | 29 (+9) | 14 (+2) | 18 (+4) |

**Saving Throws** Con +13, Int +16, Wis +9, Cha +11

**Skills** Arcana +16, History +16, Insight +9, Perception +9, Persuasion +11

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

**Damage Immunities** force, psychic

**Condition Immunities** charmed, exhausted, frightened

**Senses** truesight 120 ft., passive Perception 19

**Languages** all, telepathy 60 ft.

**Challenge** 24 (62,000 XP)

**Aura of Truth.** A creature that willingly lies (not including a liar's paradox) within 30 feet of Phantom of Truth takes 26 (4d12) psychic damage.

**Detect Life.** Phantom of Truth can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

**Friendship.** The better Phantom of Truth knows a creature, the less she truly wishes to harm them. If a creature participates in her game, the DC for Phantom of Truth's spells and abilities is reduced by the number of truths they share with her during her game of truths and lies. For example, a creature which responds truthfully to three questions has a DC of 21 when targeted by one of Phantom of Truth's spells or abilities.

**Innate Spellcasting.** Phantom of Truth's innate spellcasting ability is Intelligence (spell save DC 24). Phantom of Truth can innately cast the following spells, requiring no material or verbal components:

At will: *calm emotions, charm person, detect thoughts, hold person, legend lore*  
3/day each: *blur, confusion, mirror image, dominate monster*

1/day each: *power word pain, power word kill, psychic scream, synaptic static*

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

**Magic Resistance.** Phantom of Truth has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Phantom of Truth's weapon attacks are magical.

**Rejuvenation.** If she dies, Phantom of Truth returns to life in 1d6 days and regains all her hit points. Only a *wish* spell can prevent this trait from functioning. If a liar's paradox is spoken in the moment of her death, this trait does not function and Phantom of Truth is destroyed.

**Sense Magic.** Phantom of Truth senses magic within 120 feet of her at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

## ACTIONS

**Multiattack.** Phantom of Truth makes three attacks: one with her bite, one with her erupting touch, and one with her claw. Phantom of Truth can cast a spell with a casting time of 1 action in place of her erupting touch.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 33 (6d10 + 8) piercing damage and the target must succeed on a DC 24 Intelligence saving throw or be censured. While censured, Phantom of Truth chooses an action for that target: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object/Magic Item. The affected target can't take that action for 1 minute. At the end of each of the target's turns, it can repeat the saving throw. A target that succeeds on the saving throw becomes immune to being censured for 24 hours.

**Erupting Touch.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 14 (4d6) force damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage. If the target is a creature, it must succeed on a DC 24 Wisdom saving throw or be agonized until the start of Phantom of Truth's next turn. While agonized, a creature takes 14 (4d6) psychic damage each time Phantom of Truth takes damage. At the end of the target's turn, it can repeat the saving throw.

**Sigh (1/Day).** Phantom of Truth exhales a sigh of disappointment. All creatures within 30 feet of her that can hear her must make a DC 24 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 42 (12d6) psychic damage.

## LEGENDARY ACTIONS

Phantom of Truth 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. Phantom of Truth regains spent legendary actions at the start of her turn.

**Bond of Friendship.** Phantom of Truth targets one creature who told her at least one truth during her game. That creature loses 4 (1d8) hit points and Phantom of Truth regains hit points equal to twice the damage taken.

**Move.** Phantom of Truth moves her speed without provoking opportunity attacks.

**Attack (Costs 2 Actions).** Phantom of Truth makes an attack with her bite or her claw.

**Cast a Spell (Costs 2 Actions).** Phantom of Truth casts a spell using her Innate Spellcasting.

**Bonds of Truth (Costs 3 Actions).** Phantom of Truth exerts her formidable will. All creatures within 30 feet of her who told her at least one truth during her game must succeed on a DC 24 Wisdom saving throw or become charmed by her. While charmed this way, a creature views Phantom of Truth as their closest friend and ally who must be protected and defended at all costs. Whenever the charmed creature takes damage, it may repeat the saving throw, 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 Phantom of Truth's Bonds of Truth for the next 24 hours.

A tremendous, spherical body is suspended in the air, bearing several eyestalks with pale eyes and three other long tendrils bearing ferocious toothed maws. Traug'zerath is a beholder unlike any other, born from the dreams of an Elder Evil and fueled by venomous blood that shapes its hateful and violent demeanor.

### PLAGUEBRINGER

Traug'zerath combines all of the worst xenophobic and paranoid tendencies of a beholder with the alien intellect and unparalleled appetite for death of the Elder Evil which dreamt it. Within its hidden lair, Traug'zerath performs experiments with its own blood, creating diabolical poisons and deadly diseases to unleash on those humanoid cities (or the lair of fellow beholders) which capture its ire. When Traug'zerath sends its minions out into the world, they bear its sigil: three eyes situated within a green flame. This symbol represents the burning agony that Traug'zerath's poison brings to its adversaries.

### ALCHEMIST'S DREAMS

It is believed in alchemist's circles that Traug'zerath has unlocked the magnum opus of the craft: the elixir of life. It is believed that a single sip of this elixir can cure any ailment, stop the aging process for several years, and even restore life to the dead. Many an alchemist would pay an extraordinary fee for Traug'zerath's alchemical journals or samples of its poisonous blood.

### REGIONAL EFFECTS

A region containing Traug'zerath's lair is warped by the creature's overwhelming presence, which creates the following effects:

- Creatures within 6 miles of Traug'zerath's lair sometimes feel itching sensations across their body when nothing is there.
- Creatures within 1 mile of Traug'zerath's lair sometimes feel as though they are being watched when they aren't.
- While Traug'zerath sleeps, minor warps in reality occur within 1 mile of its lair and then vanish 24 hours later. Marks on cave walls might change subtly, an eerie trinket may appear where none existed before, harmless slime might coat a statue, and so on. These effects occur only to natural surfaces and to nonmagical objects that aren't on anyone's person.
- Water sources within 1 mile of the lair are poisoned. Enemies of Traug'zerath that touch or drink such water must succeed on a DC 21 saving throw or be poisoned for 1 hour.

If Traug'zerath dies, these effects fade over the course of 1d10 days.

### LAIR ACTIONS

When fighting inside its lair, Traug'zerath can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Traug'zerath can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- One of Traug'zerath's alchemical solutions drip from the ceiling. All creatures within Traug'zerath's lair gain vulnerability to poison damage.
- An area that is a 50-foot cube within 120 feet of Traug'zerath is filled with spectral eyes and tentacles. To creatures other than Traug'zerath, that area is lightly obscured and difficult terrain until initiative count 20 on the next round.
- A spectral eye appears in the air at a point within 50 feet of Traug'zerath. One random eye ray of Traug'zerath shoots from that eye, which is considered to be an ethereal source, at a target of Traug'zerath's choice. The eye then closes and disappears.
- A geyser of poisonous gas billows from a point within 60 feet of Traug'zerath into a sphere with a radius of 20 feet. Creatures within that sphere must make a DC 21 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Traug'zerath has a challenge rating of 26 (90,000 XP) when encountered within its lair.

# TRAUG'ZERATH THE VENOMOUS MIND



## TRAUG'ZERATH THE VENOMOUS MIND

*Gargantuan aberration, chaotic evil*

**Armor Class** 21 (natural armor)

**Hit Points** 350 (20d20 + 140)

**Speed** 40 ft., fly 30 ft. (hover), swim 60 ft.

| STR     | DEX      | CON     | INT     | WIS     | CHA     |
|---------|----------|---------|---------|---------|---------|
| 19 (+4) | 30 (+10) | 25 (+7) | 18 (+4) | 17 (+3) | 19 (+4) |

**Saving Throws** Dex +18, Con +15, Wis +11, Cha +12

**Skills** Acrobatics +18, Perception +11,  
Sleight of Hand +18, Stealth +18

**Damage Resistances** cold

**Damage Immunities** poison; bludgeoning, piercing,  
and slashing from nonmagical weapons

**Condition Immunities** exhausted, frightened,  
paralyzed, petrified, poisoned, prone

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

**Languages** Deep Speech, Undercommon

**Challenge** 25 (75,000 XP)

**Amphibious.** Traug'zerath can breathe air and water.

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

**Poison Incarnate.** All poison damage dealt by the Traug'zerath ignores poison resistance and deals half damage to creatures with immunity to poison damage.

**Poisonous Blood.** A creature that touches Traug'zerath or hits it with a melee attack while within 5 feet of it must make a DC 23 Constitution saving throw, taking 21 (6d6) poison damage on a failed save or half as much damage on a successful one.

**Venomous Being.** When a creature takes poison damage from Traug'zerath for the first time, it becomes poisoned. While poisoned this way, a creature has disadvantage on saving throws and takes an additional 7 (2d6) poison damage at the start of each of its turns. A creature poisoned this way can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this trait for the next 24 hours.

## ACTIONS

**Multiattack.** Traug'zerath makes four attacks: three with its bite and one with its constrict. It can replace any of these attacks with an eye ray.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 10 (3d6) poison damage.

**Gore.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage.

**Constrict.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 20 (3d6 + 20) bludgeoning damage. The target is grappled (escape DC 23) if Traug'zerath isn't already constricting a creature, and the target is restrained until the grapple ends. While grappling the target, Traug'zerath has advantage on attack rolls against it and can't use this attack against other targets. When Traug'zerath moves, any target they are grappling moves with it.

**Eye Rays.** Traug'zerath shoots one of the following magical eye rays at random (reroll duplicates), choosing one target it can see within 120 feet of it:

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. **Fear Ray.** The targeted creature must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Slowing Ray.** The targeted creature must succeed on a DC 20 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Enervation Ray.** The targeted creature must make a DC 20 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
5. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 20 Strength saving throw or Traug'zerath moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic gri until the start of Traug'zerath's next turn or until Traug'zerath is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. Traug'zerath can also exert fine control on objects within this ray, such as manipulating a simple tool or opening a door or a container.
6. **Sleep Ray.** The targeted creature must succeed on a DC 20 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
7. **Petrification Ray.** The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.
8. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

**Poison Breath (Recharge 5-6).** Traug'zerath's three mouths each exhale poisonous gas in a 30-foot cone. Each creature in one of those areas must make a DC 23 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Traug'zerath 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. Traug'zerath regains spent legendary actions at the start of their turn.

**Eye Ray.** Traug'zerath uses one random eye ray.

**Gore.** Traug'zerath makes a gore attack.

**Bite (Costs 2 Actions).** Traug'zerath makes a bite attack.

**Slither (Costs 2 Actions).** Traug'zerath makes a constrict attack. Traug'zerath can then move up to half its speed.

**Poison Breath (Costs 3 Actions).** One of Traug'zerath's mouths exhale poisonous gas in a 30-foot cone. Each creature in the area must make a DC 23 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.



WHO KNOWS WHAT OTHER MONSTROSITIES  
LIE BEYOND OUR REALM?

The unthinkable result of great magic or terrible science, a twinwyrms is a catch-all phrase for the class of creature which arises from the physical combination of a dragon with a purple worm. The process burns away all sapience the dragon may have once possessed, leaving behind a hunting and killing machine which is as ruthless and deadly as it is obedient to its master and creator.

## MONSTROUS CREATION

Twinwyrms are a victim of the very process which creates them and leave them a violent shell of their previous life. The process was famously enacted on Terriloth the Great, the gold dragon guardian of the city-state of Jessix. After its transformation at the hands of the secretive leader of the Jade Mask gang, it destroyed much of the city it once protected until it was finally killed by its previous companion and rider, Imperator Nallan Templar. After this tragic battle, Nallan forged a pact among the city-states of Sryvendyre that the creation of a twinwyrms, whether from a good or evil dragon, was punishable by death. This pact spread throughout the lands and is upheld by wizard colleges and arcane circles around the world. However, whispered rumors hint that the creation of that first twinwyrms was simply the prototype of the Jade Masks' plan to lay waste to the city-states.

## TWO HEADS, ONE BODY

Although twinwyrms lose the dragon's ability to fly, they are not to be trifled with. With both the breath weapon of the dragon used to create them and the worm's head gaining the ability to spew its characteristic poison, the twinwyrms has a formidable pair of deadly attacks. On top of that, the damage that can be caused by the purple worm's newly modified and glistening mandibles can deal devastating blows when the two heads make a series of coordinated strikes. A morally ambiguous alchemist would likely view a twinwyrms as a one-stop shop and would pay a great deal to get their hands on the breath weapon glands of a dragon and a vial of purple worm poison from the same twinwyrms.

## REGIONAL EFFECTS

A region containing a legendary twinwyrms's lair is warped by the creature's magic, which creates one or more of the same effects as that of a legendary red dragon:

- Small earthquakes are common within 6 miles of the twinwyrms's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- Rocky fissures within 1 mile of the twinwyrms's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.

If the twinwyrms dies, these effects fade over the course of 1d10 days.

## LAIR ACTIONS

When fighting inside its lair, the twinwyrms can invoke the ambient magic to take the same lair actions as a legendary red dragon. On initiative count 20 (losing initiative ties), the twinwyrms can take one lair action to cause one of the following effects, but cannot take the same lair action in two consecutive rounds.

- Magma erupts from a point on the ground the twinwyrms can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the twinwyrms. Each creature other than the twinwyrms on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the twinwyrms can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

The twinwyrms has a challenge rating of 19 (22,000 XP) when encountered within its lair.

## A TWINWYRM BY ANY OTHER COLOR

These statistics represent a twinwyrms created by the fusion of a red dragon and a purple worm. If a different kind of twinwyrms would fit into your campaign better, it is easy to change the draconic origin of a twinwyrms. Simply make the following changes:

**Damage Immunities.** Replace the immunity to fire with the damage type of your dragon's breath weapon.

**Breath Weapon.** Replace the Fire Breath action and legendary action with the breath weapon of your dragon.

# TWINMYRM



# TWINWYRM

## TWINWYRM

Huge dragon, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 330 (36d12 + 96)

**Speed** 40 ft., burrow 40 ft., swim 80 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 10 (+0) | 22 (+6) | 14 (+2) | 12 (+1) | 12 (+1) |

**Saving Throws** Str +12, Con +12, Wis +7

**Skills** Perception +8, Stealth +6

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

**Damage Immunities** fire, poison

**Condition Immunities** frightened, poisoned

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

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

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

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

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

**Multiple Heads.** The twinwyrms has two heads. While it has more than one head, the twinwyrms has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Reactive Heads.** The twinwyrms gets an extra reaction that can be used only for opportunity attacks.

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

### ACTIONS

**Multiattack.** The twinwyrms can use its Frightening Presence. It then makes three attacks: one with its dragon bite, one with its mandibles, and one constrict.

**Constrict.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the twinwyrms can't constrict another target.

**Dragon Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 6) piercing damage.

**Mandible.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 6) piercing damage and the target must make a DC 18 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.

**Frightening Presence.** Each creature of the twinwyrms's choice that is within 60 feet of the twinwyrms 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 twinwyrms's Frightening Presence for the next 24 hours.

**Poison Breath (Recharge 5-6).** The twinwyrms exhales a cloud of poison gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

**Fire Breath (Recharge 5-6).** The twinwyrms exhales flames in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

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

**Detect.** The twinwyrms makes a Wisdom (Perception) check.

**Attack.** The twinwyrms makes a dragon bite or constrict attack.

**Pincer Strike (Costs 2 Actions).** The twinwyrms makes a coordinated assault on one creature using both heads. It makes a mandible attack with advantage. If the attack hits, the target takes the mandible's damage and is wounded for 24 hours. While wounded, the creature moves at half its speed (rounded down to the nearest 5 ft.) and cannot take reactions. This condition ends early if the target is treated with a successful DC 18 Wisdom (Medicine) check, lesser restoration, or similar magic.

**Poison Breath (Costs 3 Actions).** If the twinwyrms has successfully recharged its Poison Breath on its turn and did not use it, it uses its Poison Breath.

**Fire Breath (Costs 3 Actions).** If the twinwyrms has successfully recharged its Fire Breath on its turn and did not use it, it uses its Fire Breath.



When a vampire beastlord is significantly wounded, it takes on a new form: the vampire's body twists and bulges as it tears out of its finery, growing into a massive, muscular torso supported by two canine legs. The vampire's fingers melt together into obsidian claws. Thick, dark fur grows all across its body and a pair of leathery wings burst from its back. And as its transformation into its bestial form completes, you see that its eyes contain the same glint of malevolent intelligence

## ANCIENT MONSTERS

Vampires represent the darkness in the heart of all mankind. The profound selfishness and cruelty that vampires embody bring misery to all of those trapped within their realms. What many do not know is that the older a vampire grows, the more powerful they become. And the most ancient vampires possess the ability to transform into a bestial monster that represents their rage and evil.

## REGIONAL EFFECTS

A region containing a vampire beastlord's lair is warped by the creature's overwhelming presence, which creates the following effects:

- There's a noticeable increase in the populations of bats, rats, and wolves in the region.
- Plants within 500 feet of the lair wither, and their stems and branches become twisted and thorny.
- Shadows cast within 500 feet of the lair seem abnormally gaunt and sometimes move as though alive.
- A creeping fog clings to the ground within 500 feet of the vampire's lair. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.

If the vampire is destroyed, these effects end after 2d6 days.



# VAMPIRE BEASTLORD

## VAMPIRE BEASTLORD

Medium or Large undead  
(see *Monstrous Transformation*), lawful evil

**Armor Class** 16 (natural armor) or 22 (see *Monstrous Transformation*)

**Hit Points** 170 (20d8 + 80)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 15 (+1) | 18 (+4) |

**Saving Throws** Dex +9, Wis +7, Cha +9

**Skills** Perception +7, Stealth +9

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

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

**Languages** The Languages It Knew In Life

**Challenge** 13 (10,000 XP) and 15 (13,000 XP)

**Shapechanger.** If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

**Misty Escape.** When the vampire drops to 0 hit points while its mythic trait is active and outside its resting place, the vampire transforms into a cloud of mist (as in the *Shapechanger* trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

**Monstrous Transformation (Mythic Trait; Recharges on a Short or Long Rest).** When the vampire is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the vampire's wounded pride unleashes its bestial form. The vampire regains 100 hit points and freezing winds swirl within 30 feet of the vampire, extinguishing candles, torches, and similar unprotected flames. Large or smaller creatures in this area must make a DC 17 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

The vampire's bestial form is Large, has a fly speed of 60 feet, and deals two additional damage dice with its weapon attacks (included in the attack). In addition, its thick hide and muscular body grants it a +6 bonus to its Armor Class for 1 hour after using *Monstrous Transformation*.

**Regeneration.** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

**Vampire Weaknesses.** The vampire has the following flaws:

**Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.

**Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.



THE NIGHTMARES OF BEINGS  
BEYOND OUR RECKONING

## ACTIONS

**Multiattack (Vampire Form Only).** The vampire makes two attacks, only one of which can be a bite attack.

**Unarmed Strike (Vampire Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage or 17 (3d8 + 4) bludgeoning damage in its bestial form. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

**Bite (Bat or Vampire Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage or 14 (3d6 + 4) piercing damage plus 17 (5d6) necrotic damage in its bestial form. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

**Charm.** The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day).** The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

## LEGENDARY ACTIONS

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

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

**Unarmed Strike.** The vampire makes one unarmed strike.

**Bite (Costs 2 Actions).** The vampire makes one bite attack.

## MYTHIC ACTIONS

If the vampire's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Monstrous Transformation.

**Flyby.** The vampire moves up to its speed without provoking opportunity attacks. It may make one unarmed strike at any point during this movement.

**Savage Bite.** The vampire makes a bite attack with advantage.

**Bestial Protection.** The vampire flaps its wings and creates a sphere of chilling wind around itself. Until it moves or until the start of its next turn, the vampire has a +5 bonus to AC.

**Wing Attack (Costs 2 Actions).** The vampire beats its wings. Each creature within 15 ft. of it must succeed on a DC 17 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The vampire can then move up to half its fly speed.

**Aural Ruin (Costs 3 Actions).** The vampire emits a deafening scream with destructive power in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save and are deafened for 1 minute, or half as much damage on a successful one.

## VAMPIRE BEASTLORD AS A MYTHIC ENCOUNTER

Fighting the Vampire Beastlord as a mythic encounter is equivalent to taking on a CR 13 and CR 15 creature in one encounter. Award a party 34,500 XP for defeating the vampire beastlord after it uses Monstrous Transformation.

## CHALLENGE RATING 15

Vampire Beastlord

## CHALLENGE RATING 18

Hellraiser

Twinwyrms

## CHALLENGE RATING 19

Hellraiser (in lair)

Twinwyrms (in lair)

## CHALLENGE RATING 22

Cachi-Trok the Ceaseless Hunger

## CHALLENGE RATING 23

Cachi-Trok the Ceaseless Hunger (in lair)

Entirineth the Chasmwalker

## CHALLENGE RATING 24

Phantom of Truth

## CHALLENGE RATING 25

Phantom of Truth (in lair)

Traag'zerath the Venomous Mind

## CHALLENGE RATING 26

Traag'zerath the Venomous Mind (in lair)

## CHALLENGE RATING 27

Atrixedes the Soul-Flayer

## CHALLENGE RATING 28

Atrixedes the Soul-Flayer (in lair)

## CHALLENGE RATING 29

Kynos the Dreamreaver

## CHALLENGE RATING 30

Hastur

Hastur (in lair)

Kynos the Dreamreaver (in lair)

**UNSPEAKABLE HORRORS TO CHALLENGE  
EVEN THE HARDIEST OF ADVENTURERS**

