

## KELPCRAW, AQUATIC SCREAMER

Medium Aberration, neutral evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 64

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

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

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

**Skills** Perception +8

**Senses** Truesight 120 ft., Passive Perception 14

**Languages** Deep Speech, Aquan

**Damage Resistances** Acid

**Condition Immunities** Poisoned

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

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

**Water Resistance.** The screamer has advantage on saving throws against water spells and other watery magical effects.

## Actions

**Multi-Attack.** Tordek makes two attacks.

**Aquatic Scream.** The Screamer unleashes a horrific gurgling scream. All creatures of its choice within 120 feet must make a DC 13 Constitution saving throw taking 3d6 psychic damage and be Deafened, Paralyzed and Stunned for 2 rounds on a fail.

**Claw Clamp.** Melee Weapon Attack: +3 to hit, reach 5 ft., 1 target. Hit: (5d4) piercing damage. Target must make a DC 13 saving throw, on a fail they are poisoned for 2 rounds.

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

## Reactions

**Scream of Pain.** When the Aquatic Screamer dies he screams his last breath awakening 2 seconds later with 15 hit points and only doing half damage on all attacks. He can only use this once per long rest and if he dies a second time he is dead for good.

Kelpclaw, a fearsome aquatic creature, guards the depths of the ocean. His powerful claws and piercing scream are a terror to all who dare to trespass in his domain. He is a creature of instinct, driven by a primal urge to protect his territory and his young.

A tragic event, a human fishing vessel that strayed too close to his lair, ignited a deep-seated hatred for humanity. He now sees humans as a threat, a blight upon the ocean. He will stop at nothing to defend his home, even if it means sacrificing his own life.



## STELLA, ASTRAL SORCERESS

Medium Humanoid, neutral evil

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**Armor Class** 15 (Natural Armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	20 (+5)	14 (+2)	12 (+1)	19 (+4)

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**Saving Throws** CON +6, CHA +7

**Skills** Arcana +25, Sleight of Hand +17, Stealth +6

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Sylvan, Common, Gith

**Damage Resistances** Fire

**Condition Immunities** Exhaustion

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

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**Astral Spirit.** Stelle has an advantage on all saves when in the Astral Plane.

**Ethereal Form.** Stelle can move through other creatures and objects as if they were difficult terrain. She takes 10 (2d10) force damage if it ends she turn up inside an object

**Spellcasting.** Stelle is a 4-level spellcaster. Her spellcasting ability is CHA (spell save DC 17, +5 to hit with spell attacks). She has following spells prepared:

**Cantrips (at will):** Light, Guidance

**1st level (3 slots):** Cure Wounds, Inflict Wounds, Guiding Bolt

**2nd level (3 slots):** Hold Person, Lesser Restoration, Spiritual Weapon, Zone of Truth

**3rd level (2 slots):** Bestow Curse, Revivify, Spirit Guardians

**4th level (1 slots):** Banishment, Death Ward, Guardian of Faith

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### Actions

**Astral Bolt.** Stelle blasts a bolt of astral energy at a creature of it's choice. That creature takes 2d12 lightning damage plus 2d6 radiant damage. Target must make a DEX 15 saving throw or be hit with the full damage or half on a save. If target rolls a 19 or 20 they take no damage at all.

**Astral Displacement (Recharge 5-6).** Stelle disappears from current location, reappearing up to 120 feet away in a space she can see. Any creature occupying that space must succeed on a DC 15 Dexterity saving throw. On a failed save the creature takes full damage. On a fail the damage is shared between the creature and Stelle. Damage is 33 (6d10) force damage.

Stelle, a powerful astral sorceress, is a being of immense cosmic power. She often roams the astral plane and her understanding of the universe is profound, and her mastery of arcane arts is unparalleled. She is a solitary figure, often lost in thought, contemplating the mysteries of existence. Several years ago, a cosmic cataclysm that threatened to consume the celestial skies, forced Stelle to confront a darkness within herself. She must now choose between the light and the dark, between creation and destruction.



# TORR THUNDERKATT, TABAXI CLERIC

Medium Humanoid (tabaxi), neutral good

**Armor Class** 20

**Hit Points** 63 (9d8 + 27)

**Speed** 30 ft.

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

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

**Skills** Medicine +4, Religion +2

**Senses** Darkvision 60 ft, Passive Perception 15

**Languages** Common, Draconic, Dwarvish, Tabaxi

**Damage Resistances** Fire

**Condition Immunities** Surprised

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

**War Caster.** Torr has advantage on CON saving throws he makes to maintain concentration on a spell when he takes damage.

**Divine Strike.** once on each of Torr's turns, when he hits a creature with a weapon attack he can cause the attack to deal an extra 1d8 lightning damage.

**Spellcasting.** Torr is a 5th-level spellcaster. His spellcasting ability is WIS (spell save DC 18, +6 to hit with spell attacks).

He has following spells prepared:

Cantrips (at will): chill touch, light, sacred flame, thaumaturgy,

1st level (4 slots): bane, command, false life, healing word

2nd level (2 slots): Hold person, spiritual weapon

3rd level (2 slots): Bestow curse, dispel magic, mass healing word

4th level (2 slots): Banishment, Blight, Death Ward

5th level (1 slots): Contagion, mass cure words, scrying

## Actions

**Multi-Attack.** Torr may make 2 warhammer attacks per turn.

**Warhammer.** Melee Weapon Attack: +7 to hit, reach 5ft., 1 target. Hit: 11 (2d8+ 5) bludgeoning damage.

**God of Lightning (Recharge 5-6).** Torr calls down lightning to 4 spaces of his choice. Any creature occupying that space must succeed on aDC 15 CON saving throw. On a failed save the creature takes 33 (6d10) lightning damage.

## Reactions

**War Caster.** Torr can use his reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

Torr, a mighty tabaxi cleric armed with his thunderous hammer, smashes his enemies with righteous fury. His cape, a symbol of his power and nobility, billows behind him as he charges into battle.

Although an orphan, an elder tabaxi knowledgeable of storms raised him as her own. To honor her, he vowed to master the power of thunder, to harness its destructive force for the good of all. Through rigorous training and unwavering dedication, he learned to channel the lightning, calling down bolts of energy from the heavens.



## AERITH SHASOLIS, TIEFLING DRUID

Medium Humanoid (tiefling), true neutral

**Armor Class** 16 (barkskin)

**Hit Points** 65 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	19 (+4)	16 (+3)

**Saving Throws** CON +5, WIS +7

**Skills** Medicine +10, Nature +10, Stealth +7, Survival +9

**Senses** Darkvision 120 ft, Passive Perception 16

**Languages** Common, Sylvan

**Damage Resistances** Poison

**Condition Immunities** Frightened

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

**Spellcasting.** Aerith is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following druid spells prepared:

**Cantrips:** mending, mold earth, poison spray, produce flame

**1st level** (4 slots): cure wounds, entangle, faerie fire, thunderwave

**2nd level** (3 slots): barkskin, beast sense, hold person, spider climb

**3rd level** (3 slots): call lightning, conjure animals, dispel magic, plant growth, water breathing

**4th level** (3 slots): divination, dominate beast, freedom of movement, locate creature, wall of fire

**5th level** (2 slots): commune with nature, mass cure wounds, reincarnate, tree stride

**6th level** (1 slot): sunbeam, wall of thorns

**7th level** (1 slot): mirage arcane

### Actions

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

### Bonus Actions

**Change Shape** (2/short or long rest). The druid magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 7 hours. The druid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The druid reverts to its true form if it dies or falls unconscious. The druid can revert to its true form using a bonus action on its turn.



Aerith spends countless hours poring over ancient tomes, seeking knowledge of the arcane. Her pact with Akadi, a deity of air, has granted her the power to manipulate the wind and clouds. However, her tiefling heritage has made her an outcast, feared and reviled by many. A recent encounter with a group of celestial beings has challenged her understanding of good and evil. She must now decide whether to embrace her demonic nature or strive for a higher purpose.

## DELILAH, THE DEVILISH DELIGHT

Medium (Variant), chaotic evil

**Armor Class** 14

**Hit Points** 84 (12d8 + 36)

**Speed** 30 ft.

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

**Saving Throws** CHA +6, INT +4

**Skills** Deception +7, Insight +4, Persuasion +7

**Senses** Darkvision 60 ft, Passive Perception 14

**Languages** Common, Infernal, Draconic

**Damage Resistances** Poison, Acid

**Condition Immunities** Poisoned

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

**Devil's Sight.** Magical darkness doesn't impede Delilah's vision.

**Dark Blessing.** Once per long rest, Delilah can touch a creature and grant it advantage on its next attack roll, ability check, or saving throw.

**Sweet Temptation.** Delilah's baked goods are more than just treats. A creature that consumes one of her confections must make a DC 15 Wisdom saving throw or be charmed by her. Effect lasts until the end of Delilah's next long rest.

**Spellcasting.** Delilah is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). She has the following spells prepared:

**Cantrip:** Mage Hand, Poison Spray, Ray of Sickness

**1st level** (4 slots): Charm Person, Hellish Rebuke, Witch Bolt

**2nd level** (3 slots): Darkness, Misty Step, Scorching Ray

**3rd level** (3 slots): Counterspell, Dispel Magic, Fireball

**4th level** (3 slots): Blight, Dimension Door

**5th level** (2 slots): Cloudkill

### Actions

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

**Explosive Cupcake (3).** A seemingly innocent cupcake, filled with a volatile magical concoction. When thrown as a ranged spell attack (range 30 ft.), it explodes on impact, dealing 3d6 fire damage to a creature in a 5-foot radius. The target must make a DC 14 Dexterity saving throw to take half damage.

### Bonus Actions

**Potion of Twisted Reality (1).** Delilah drinks a potion and for the next minute, she can cast spells as if she were two levels higher.

**Regenerative Cookies (2).** A small, unassuming cookie infused with potent healing magic. When consumed as a bonus action, Delilah regains 10 hit points. Additionally, any poison or disease affecting her is cured. The cookie is a temporary respite, and its effects fade after a long rest.

Delilah, an adorable yet sinister witch, masks her evil intentions beneath a facade of sweetness and innocence. Her delectable treats, baked to perfection, are a gateway to a world of darkness. As a child, Delilah discovered a dark secret: she learned that by infusing her treats with dark magic, she could manipulate minds and bodies. This realization ignited a sinister passion within her, a desire to control and dominate.



## COUNT CRIMSON, VAMPIRE GNOME

*Small Undead, chaotic neutral*

**Armor Class** 14

**Hit Points** 68 (10d8 + 30)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	18 (+4)	12 (+1)	16 (+3)

**Saving Throws** CHA +4, INT +6

**Skills** Arcana +7, Deception +6, History +7, Persuasion +6

**Senses** Darkvision 120 ft, Passive Perception 14

**Languages** Common, Infernal, Gnim

**Damage Resistances** Poison, Acid

**Condition Immunities** Poisoned

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

**Regeneration.** If Count Crimson takes damage, he regains 10 hit points at the start of his next turn.

**Sunlight Sensitivity.** Bright sunlight hurts the vampire. While in sunlight, the vampire has disadvantage on attack rolls, ability checks, and saving throws.

**Paralyzing Touch.** When Count Crimson hits a creature with his bite attack, the target must succeed on a DC 14 Constitution saving throw or be paralyzed.

## Actions

**Multi-Attack.** The vampire makes two attacks, only one of which can be a bite attack.

**Claws.** Melee Weapon Attack: +1 to hit, reach 5 ft., one creature. Hit: 5 (2d4 + 1) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 2 (1d4) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the 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.

## Bonus Actions

**Blood Curse (Recharge 4/6).** Target one creature you can see within 30ft that can also make eye contact with you must make a Wisdom saving throw against your Spell DC, on success the target is under your influence for their next turn during which you can direct them to make either a ranged physical attack or melee physical attack against a creature you can see within 10 feet of them

Count Crimson, a diminutive vampire, is a creature of refined taste and eccentric habits. His days are spent sipping blood wine, indulging in fine cheeses, and composing dramatic poetry. Once a simple gnome, Count Crimson stumbled upon an ancient vampire's tomb. Intrigued by the creature's power and immortality, he drank from the vampire's blood, transforming himself into a creature of the night.



## BLAZE, DRAGONLING

Medium Dragonling, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 100 (10d10 + 45)

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

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

**Saving Throws** STR +6, CON +5

**Skills** Intimidation +4, Perception +5

**Senses** Darkvision 30 ft, Passive Perception 13

**Languages** Common, Draconic

**Damage Resistances** Bludgeoning from Non-Magical Attacks

**Condition Immunities** Frightened

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

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

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

**Trampling Charge.** If the dragonling moves at least 20 feet straight toward a creature and then hits it with an attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

## Actions

**Multi-Attack.** The dragonling can use its Frightful Presence. It then makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage plus 5 (2d4) fire damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 10 (3d4 + 3) slashing damage.

**Breath weapon (Recharge 5–6).** Fire damage in a 15-foot cone. Each creature in that area must make a DC 14 CON saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

**Frightful Presence.** Each creature of Blaze's choice that is within 50 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 8 hours.

## Bonus Actions

**Batter.** Blaze flaps his wings. Creatures within 5 ft. are pushed back 5 ft. and must make a DC 14 Strength saving throw or be knocked prone.



Blaze, a mischievous dragonling, is a bundle of energy. With scales that shimmer like molten gold and eyes that spark with mischief, she's always ready for adventure. Her love for fire is unmatched, and she spends countless hours practicing her fiery breath.

One day, while exploring a hidden cavern, Blaze stumbled upon an ancient tome filled with arcane knowledge. Among the pages, she discovered a recipe for a magical potion that could enhance her fiery abilities. Intrigued, she began experimenting with various ingredients, blending them together to create potent concoctions.

## SNARE, ETTERCAP

Medium Monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 63 (10d6 + 76)

**Speed** 40 ft., climb 35 ft. Spider Climb

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

**Saving Throws** STR +6, DEX +5

**Skills** Intimidation +4

**Senses** Darkvision 30 ft, Passive Perception 13

**Languages** None

**Damage Resistances** Poison

**Condition Immunities** Poisoned

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

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

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

**Web Walker.** The ettercap ignores movement restrictions caused by webbing.

## Actions

**Multi-Attack.** The ettercap makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 2) piercing damage plus 5 (1d8) poison damage. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 2 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9(2d4 + 2) slashing damage.

**Web (Recharge 5–6).** Ranged Weapon Attack: +6 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 11 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

## Reactions

**Bloated Monstrosity.** If Snare starts its turn with 10 or less health, it can choose to enter a seizure-like state before bursting, exploding into a mess of viscera. All creatures within 40 feet of Snare must succeed on a DC 13 dexterity saving throw, or become poisoned and frightened for the next 24 hours.

Snare, a cunning ettercap, is a master of survival. His limited intelligence is focused on a single, primal instinct: to eat. He's a patient hunter, setting intricate traps and ambushes to ensnare his prey. His favorite friend is a giant spider, a creature he has raised and trained. Together, they form a deadly duo, a force to be reckoned with in the darkest corners of any cave or forest.



## SERAPHINA, THE FALLEN

Medium Fiend (Fallen Angel), chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 120 (6d20 + 20)

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

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

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

**Skills** Deception +8, Perception +9

**Senses** Darkvision 120 ft, Passive Perception 19

**Languages** Celestial, Common, Infernal

**Damage Resistances** Necrotic

**Condition Immunities** Charmed, Exhaustion, Frightened

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

**Corrupted Weapon.** The fallen angel's weapon attacks are magical. When the fallen angel hits with any weapon, the weapon deals an extra 2d8 necrotic damage.

**Unholy Aura.** The fallen angel radiates a devilish aura, causing any nearby fiend creatures to come to its aid.

**Innate Spellcasting.** Seraphina's spellcasting ability is Charisma (spell save DC 20). She casts the following spells:

**Cantrips:** detect evil and good

**3/day each:** blade barrier, dispel evil and good, lightning bolt, raise dead

**1/day each:** commune, control weather, antimagic field

### Actions

**Multi-Attack.** Seraphina makes two attacks.

**Blood-Soaked Scimitar.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 4) slashing damage plus 18 (4d8) necrotic damage. On every attack you must roll 1d4. One a 1 the target is blinded by blood for 1 round.

**Vampiric Touch (3/day).** Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (4d8) necrotic damage. Seraphina is healed for half the damage she makes.

### Bonus Actions

**Heaven and Hell.** Seraphina can choose to embrace either her angelic or demonic nature once a day.

**Angelic Form:** She gains a temporary boost to her healing abilities (1d6) and can cast Healing Word, Cure Wounds, and Mass Healing Word for 1 minute.

**Demonic Form:** She gains a temporary boost to her damage output (1d6) and can cast the following destructive spells: Hellfire, Darkness, Contagion for 1 minute.

Seraphina, once a radiant angel, was a beacon of divine grace. Her beauty and power were unmatched, but so was her pride. When she dared to question the celestial order, her defiance ignited a cosmic conflict. She was eventually cast out of the heavens. Her angelic essence still lingers but it is overshadowed by the demonic power that now courses through her veins. Torn between her divine heritage and her infernal nature, Seraphina struggles to find her place in the world, a tragic figure caught between heaven and hell.



# GRIZLDA

Medium Humanoid (Grimlock), neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

**Saving Throws** STR +9, CON +8

**Skills** Athletics +8, Perception +7, Stealth +3

**Senses** Blindsight 30 ft. or 0 ft. while deafened

**Languages** Undercommon

**Damage Resistances** Poison

**Condition Immunities** Grappled, Poisoned, Prone, Stunned

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

**Blind Senses.** The grimlock can't use its blindsight while deafened.

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

**Stone Camouflage.** The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

## Actions

**Multi-Attack.** The grimlock makes two great spiked bone club attacks.

**Great Spiked Bone Club.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage plus 5 (2d4) piercing damage.

**Skull Thump (1/turn).** Once per turn, when the grimlock hits a creature with a great spiked bone club attack and has advantage on the attack roll, it can attempt to stun it. The target must make a DC 16 Constitution saving throw or be stunned until the end of its next turn.

## Bonus Actions

**Blood Cry** (Recharges after a Short or Long Rest). As a bonus action, the grimlock emits a frenzy-inducing war cry. Each grimlock ally that is within 30 feet of this grimlock, can hear the grimlock, and not already affected by Blood Cry deals an extra 8 (2d8) damage on its weapon damage rolls against any creature that doesn't have all its hit points until the start of the grimlock's next turn.

Grizlda, a formidable grimlock, was born into a harsh and unforgiving world. Raised in the depths of the Underdark, she learned to survive by her wits and strength. Her days were filled with endless struggle, fighting for food, shelter, and the respect of her clan. A fateful encounter with a group of surface dwellers changed the course of her life. She was captured and imprisoned, forced to endure countless trials and ordeals. However, she refused to be broken. She escaped her captors and returned to the Underdark, forever changed by her experience. Now, she roams the world, a solitary figure, seeking redemption and a new purpose.



# AAKAREN, THE CURSED KNIGHT

Medium Undead, neutral evil

**Armor Class** 18 (plate)  
**Hit Points** 140 (12d10 + 40)  
**Speed** 40 ft.

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

**Saving Throws** STR +9, CON +9, WIS +8

**Skills** Athletics +9, Perception +8

**Senses** Darkvision 60 ft., Passive Perception 16

**Languages** Abyssal, Common, Elvish, Dwarvish

**Damage Resistances** Necrotic

**Condition Immunities** Blinded, Charmed, Deafened, Prone

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

**Spellcasting.** The knight is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +4 to hit with spell attacks).

**Cantrips (at will):** Chill Touch, Toll the dead

**1st level (4 slots):** Inflict wounds, Cause fear

**2nd level (3 slots):** Warding bond, Silence

**3rd level (3 slots):** Life transference, Vampiric touch

**4th level (2 slots):** Death ward, Blight

## Actions

**Multi-Attack.** The knight makes one attack with its bastard sword and one attack with its hellfire orb or sweeping attack.

**Bastard Sword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (2d8 + 5) slashing damage, plus 8 (2d8) necrotic.

**Sweeping Attack.** Melee Weapon Attack: +8 to hit, reach 15ft., 15ft. cone of targets Hit: 19 (2d8 + 5) slashing damage, 8 (2d8) necrotic damage.

**Hellfire Orb.** The knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw. The sphere spreads around corners. A creature takes 15 (5d6) fire damage and 6 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

## Bonus Actions

**Riposte.** When a creature misses the death knight with a melee attack, the knight can make a melee weapon attack against the creature.



Aakaren the Cursed, a knight forever bound to his armor, is a tragic figure. Once a noble warrior, he was cursed by a powerful sorcerer, his body fused with his armor. The curse, a punishment for a perceived slight, has condemned him to an eternity of suffering. Haunted by the memory of his past life, Aakaren roams the land, a vengeful spirit seeking retribution. He knows only revenge but no longer remembers the reason for his vengeance. So his wrath is carried on any who slight him, even in the smallest of ways.

## PIP, THE HUMMINGBIRD BARD

*Small Humanoid, true neutral*

**Armor Class** 16

**Hit Points** 123 (15d8 + 45)

**Speed** 30 ft., fly 50 ft.

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

**Saving Throws** DEX + 9, CHA +10

**Skills** Performance +15, Persuasion +10, Sleight of Hand +14

**Senses** Passive Perception 17

**Languages** Common, Elvish, Dwarvish

**Damage Resistances** Piercing

**Condition Immunities** Charmed, Stunned

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

**Jack of All Trades.** Pip can add +2 to any ability check they make that doesn't already include it.

**Silver Tongue.** When Pip makes a Persuasion or Deception check, he can treat a d20 roll of 9 or lower as a 10.

**Unfailing Inspiration.** When a creature adds one of Pip's Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

**Spellcasting.** Pip is a 13th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The bard has following bard spells prepared:

Cantrips: blade ward, friends, minor illusion, vicious mockery  
1st lvl (4 slots): bane, dissonant whispers, healing word, hideous laughter

2nd lvl (3 slots): crown of madness, misty step, phantasmal force

3rd lvl (3 slots): blink, counterspell, hypnotic pattern

4th lvl (3 slots): charm monster, confusion, greater invisibility

5th lvl (2 slots): dominate person, hero of fable, mass cure wounds

6th lvl (1 slot): mass suggestion, Otto's irresistible dance

7th lvl (1 slot): Leiloch's arduous shuffle

### Actions

**Beak.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (1d8 + 8) piercing damage.

### Bonus Actions

**Winged Speed. (Recharge 2-6)** Pip can use a bonus action to double his movement speed until the start of his next turn.

**Bardic Inspiration (5/Short Rest).** As a bonus action, a creature within 60 ft. that can hear the bard gains an inspiration die (1d12). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Pip is a bard of boundless enthusiasm. Despite his lack of true musical talent, he possesses an unwavering belief in his abilities. His performances, often characterized by enthusiastic strumming and off-key singing, are a spectacle to behold.

Pip's passion for music stems from a desire to spread joy and happiness. His charismatic personality makes him incredibly likable, despite his less-than-stellar musical abilities. His enthusiastic performances often leave audiences unsure whether they're laughing with him or at him, adding to his charm and appeal.



## UNDINE, THE WATER MAGE

Medium Monstrosity (Draconian), true neutral

**Armor Class** 17 (Natural Armor)

**Hit Points** 128 (11d12)

**Speed** 30 ft.

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

**Saving Throws** DEX +6, INT +9

**Skills** History +6, Nature +8, Perception +9

**Senses** Passive Perception 17

**Languages** Common, Draconic, Deep Speech, Sahuagin

**Damage Resistances** Acid, Fire

**Condition Immunities** Charmed

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

**Shape Water.** The water mage can cast control water at will.

**Aquatic Invisibility.** If immersed in water, the water mage can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

**Watery Defense.** At 6th Level you gain resistance to fire damage but take an additional 1D6 damage against cold and lightning.

**Spellcasting.** The water mage is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +6 to hit with spell attacks) and has the following wizard spells prepared:

**Cantrips:** frostbite, light, mage hand, ray of frost, shape water

**1st level** (4 slots): absorb elements, color spray, ice knife

**2nd level** (3 slots): blur, mirror image, snilloc's snowball swarm

**3rd level** (2 slots): sleet storm, tidal wave, wall of water

**4th level** (2 slots): ice storm, watery sphere

**5th level** (1 slots): cone of cold, conjure elemental


### Actions

**Staff of Blinding Acid.** Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 30 ft., one target. Hit: 16 (2d12 + 5) acid damage. Target must roll a DC 12 CON saving throw, on a fail the target is blinded until the start of the water mage's next turn.

### Reactions

**Water Breathing.** If the mage is pushed into a body of water against its will, the mage's body automatically grows gills in order to breathe underwater.

**Shield of Water.** The Water Mage can use its reaction to create a shield of water around it that absorbs some of the damage it would take. 1d6 of all the damage it takes is taken away thanks to the water surrounding it. This action has no effect on thunder damage. This effect lasts 1d4 minutes or until the Underwater Mage uses an action to dismiss the shield.



Undine, a curious draconian, discovered a hidden pool deep within the Underdark. The water, imbued with strange energy, resonated with his spirit. As he bathed in its glow, he felt a surge of power, a connection to the watery depths. Intrigued by this newfound ability, Undine began to study the properties of water. He learned to manipulate its form, to heal wounds, and to control the tides. With each passing day, his mastery of water magic grew, and he became known as the Water Mage, a revered figure among his people.

# LUMOS, THE LANTERN WRAITH

Medium Undead, chaotic evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 128 (8d8 + 17)

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

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	14 (+2)	6 (-2)	4 (-3)

**Saving Throws** DEX + 4, CON + 5

**Skills** Perception +7

**Senses** Passive Perception 10

**Languages** Common (only as a shadowy voice, can't respond)

**Damage Resistances** Necrotic

**Condition Immunities** Blinded, Deafened, Frightened

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

**Soul Lantern.** The Lantern Wraith is a bodyless entity and relies on its ghostly lanterns for sight, and sound. It can focus the lantern lights in a certain direction and spot or hear anything in that light. It also gains advantage on Perception and Investigation checks when searching for something in the light's radius.

**Incorporeal Passage.** The Lantern Wraith can move through objects and creatures as if they were difficult terrain. If they start their turn inside an object they take 1d10 Force damage.

**Spellcasting.** The Lantern Wraith is a 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). The Lantern Wraith has the following Warlock spells prepared:

**Cantrips** (at will): Frostbite, Eldritch Blast, Chill Touch

**1st level** (4 slots): Arms of Hadar, Cause Fear

**2nd level** (2 slots): Hold Person

**3rd level** (2 slots): Vampiric Touch, Hunger of Hadar

## Actions

**Multi-Attack.** The Lantern Wraith can make 2 Lantern Bash attacks, or 1 Lantern Bash attack and 1 Soul Siphon attack.

**Lantern Bash.** Melee Weapon Attack: +5 to hit, reach 5 ft., 1 target. Hit: 9 (2d4 + 4) Bludgeoning damage.

**Soul Siphon.** Melee Weapon Attack: +5 to hit, range 5 ft., 1 target. Hit: 18 (3d6 + 5) Necrotic damage. Damage dice will increase to 5d6 if the target was hit with an Ethereal Screech and the Lantern Wraith will regain 2d6 hit points after attack hits.

## Bonus Actions

**Ethereal Screech.** The Lantern Wraith will hold up its lantern and force the souls inside it to scream for mercy. Every creature within a 40 ft. radius centered on the Lantern Wraith must make a CON 16 saving throw or take 3d10 Psychic damage and be deafened until the end of their next turn. Affected creatures take half damage and are not deafened on a success. Recharge: Roll 1d6 to determine if this ability recharges (4-6)

**Insatiable Relent.** The Lantern Wraith can use an additional 15 ft. of movement to move towards one affected by Ethereal Screech.

Lumos, a wraith bound to a tattered cloak, is a creature of shadow and light. Its form is ethereal, its presence barely perceptible. It wanders the night, its lanterns casting an eerie glow upon the darkness.

Once a mortal scholar, Lumos was consumed by a desire for knowledge. In his pursuit of enlightenment, he delved into forbidden arts, summoning forces beyond his comprehension. The experiment went awry, trapping his soul within the cloak. Now, he is forever bound to the lanterns, a ghostly guardian of forgotten secrets.



# LEORA, THE LIONESS

Medium Humanoid (Leonin), true neutral

**Armor Class** 16 (Natural Armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	14 (+2)

**Saving Throws** STR + 9, CON + 8

**Skills** Athletics +9, Perception +5, Stealth +6, Survival +5

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Common, Leonin

**Damage Resistances** Slashing

**Condition Immunities** Frightened, Surprised

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

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

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

**Running Leap.** With a 10-foot running start, the leonin can long jump up to 25 feet.

**Evasion.** If the leonin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

## Actions

**Multi-Attack.** The lioness makes three attacks.

**Axes.** Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft., range 20/60 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage. The target must make a DC 18 Strength Saving Throw or be Grappled.

**Claw.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) slashing damage. (Must not be holding 2 axes).

## Bonus Actions

**Daunting Roar.** As a bonus action, the leonin can let out an especially menacing roar. Creatures of its choice within 10 feet that can hear it must succeed on a Wisdom saving throw or become frightened of it until the end of your next turn, DC 17. The leonin can do this once per day.

**Second Wind.** The lioness gets back 1d10+10 hit points when she falls below half of her total hit points.

Leora was born with a unique trait, a mane as thick and lustrous as any male lion's. This anomaly, a result of a rare genetic mutation, set her apart from her kin. Initially, she was ashamed of her appearance, feeling different and alone. However, she soon learned to embrace her uniqueness, using her strength and courage to overcome adversity. She discovered that her mane, far from being a curse, was a symbol of her power and individuality.



## PRAXIS 4.39, METALFORGED MONK

Medium Construct, true neutral

**Armor Class** 17 (Natural Armor)

**Hit Points** 120 (120d10 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

**Saving Throws** STR + 9, DEX + 8

**Skills** Acrobatics +7, Stealth +9 (when properly oiled)

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** All with Magic Language Chip

**Damage Resistances** Poison

**Condition Immunities** Poisoned

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

**Ki Points.** Praxis can spend Ki Points to fuel ki features. He has 7 points per short rest, Ki save DC is 15.

**Flurry of Blows.** Immediately after an Attack action on Praxis can spend 1 ki point to make two unarmed strikes as a bonus action.

**Stunning Strike.** When he hits with a melee weapon attack, he can spend 1 ki point to make the target stunned until the end of his next turn if it fails a CON saving throw (DC 15).

**Patient Defense.** Praxis can spend 1 ki point to take the Dodge action as a bonus action on his turn.

**Step of the Wind.** Praxis can spend 1 ki point to take the Disengage or Dash action as a bonus action on his turn, and his jump distance is doubled for the turn.

**Spellcasting.** He has the following spells prepared:

Cantrips (at will): booming blade, silvery barbs, command  
1st level (4 slots): jump, shield, longstrider

### Actions

**Multi-Attack.** The monk makes three attacks.

**Calculated Precision.** Unarmed strike: +13 to hit, reach 5 ft., 1 target. Hit: 16 (8d4 + 1) bludgeoning.

**Spiritual Blow.** Ranged Weapon Attack: +11 to hit, range 5 ft., 5 target. Hit: 18 (4d8 + 7) Magic Bludgeoning damage.

**Ki Shadow Aura.** All non-allied creature must succeed a 15 INT saving throw or take 2d10 of psychic damage and half as much on a success.

### Bonus Actions

**Deflect missiles.** When a ranged weapon attack hits the monk they can use their reaction to reduce the damage by d10+10. If the damage is reduced to 0 then the monk can throw the missile back at the enemy.

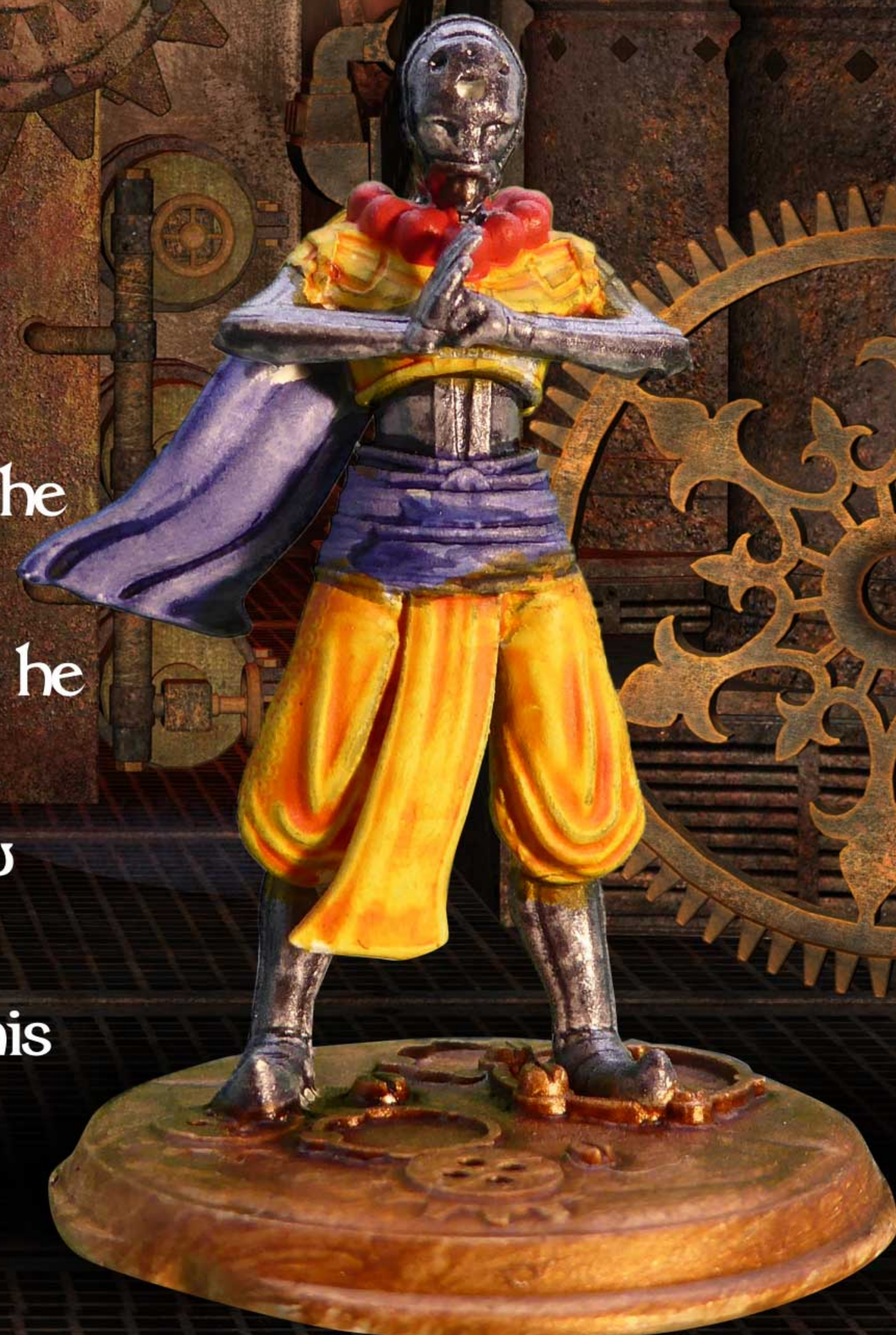
**Warforged Harmony.** When Praxis runs out of ki points and is below 15 hit points he can roll a DC 15 WIS saving throw and get 4 ki points back. He can only roll this once per long rest.

Praxis, a warforged monk, is a blend of metal and spirit. Forged in the heart of a dying star, he was brought to life by a group of mystics. They imbued him with a spark of consciousness, a soul forged in the fires of creation.

Initially, Praxis was a weapon, a tool of war. But as he learned and grew, he began to question his purpose.

Under the monk's guidance, Praxis discovered a new path, a path of peace and enlightenment.

He traded his weapons for a set of prayer beads, his armor for a simple robe.



# MORASS, MUD ELEMENTAL

Medium Elemental, chaotic evil

**Armor Class** 12

**Hit Points** 140 (120d10 + 79)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	19 (+4)	8 (-2)	6 (-3)	16 (+3)

**Saving Throws** CHA + 6, DEX +6

**Skills** Stealth +9 (when near swamps or mud)

**Senses** Darkvision 60 ft., Passive Perception 16

**Languages** Aquan, Terran

**Damage Immunities** Poison, Acid, Slashing, Piercing

**Condition Immunities** Paralyzed, Poisoned, Restrained

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

**Earth Glide.** The elemental can burrow through nonmagical, unworked earth, clay and silt. While doing so, the elemental doesn't disturb the material it moves through.

**False Appearance.** While the elemental remains motionless, it is indistinguishable from an ordinary mound of mud.

**Muddy Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Spellcasting.** Morass has the following spells prepared:

Cantrips (at will): Mold Earth

1/day: Blindness/Deafness, Grease, Transmute Rock

## Actions

**Multi-Attack.** The elemental makes three Slam attacks or two Slam attacks and one Engulf.

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 5) bludgeoning damage.

**Engulf (Recharge 4–6).** Each creature in the elemental's space must make a DC 18 Strength saving throw. On a failure, a target takes 13 bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and are unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength check and succeeding.

Morass was once a simple mud creature, content with his existence. But a strange accident, a magical mishap, imbued him with sentience. This newfound awareness brought with it a sense of isolation. He yearned for connection, for a sense of belonging. However, his monstrous form made it difficult to form meaningful relationships. As a result, he retreated into himself, his heart hardening with each passing day.



# SKIORH SOULREAPER

Medium Undead (Noonwraith), neutral evil

**Armor Class** 15

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft. hover 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

**Saving Throws** CHA + 6, DEX +9

**Skills** Deception +6, Stealth +11

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Common

**Damage Immunities** Fire, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Petrified, Poisoned

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

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Moonlight Hypersensitivity.** At night, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Midday Dance.** Each creature within 60 feet of the wraith must succeed on a DC 15 Wisdom saving throw or become charmed, joining the wraith in its maddening dance. The creature is free from the enchantment if it takes any damage. Each hour passed dancing, the creature gains one level of exhaustion. A charmed target can repeat the saving throw each hour, with disadvantage if the wraith is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the noonwraith's Midday Dance for the next 24 hours.

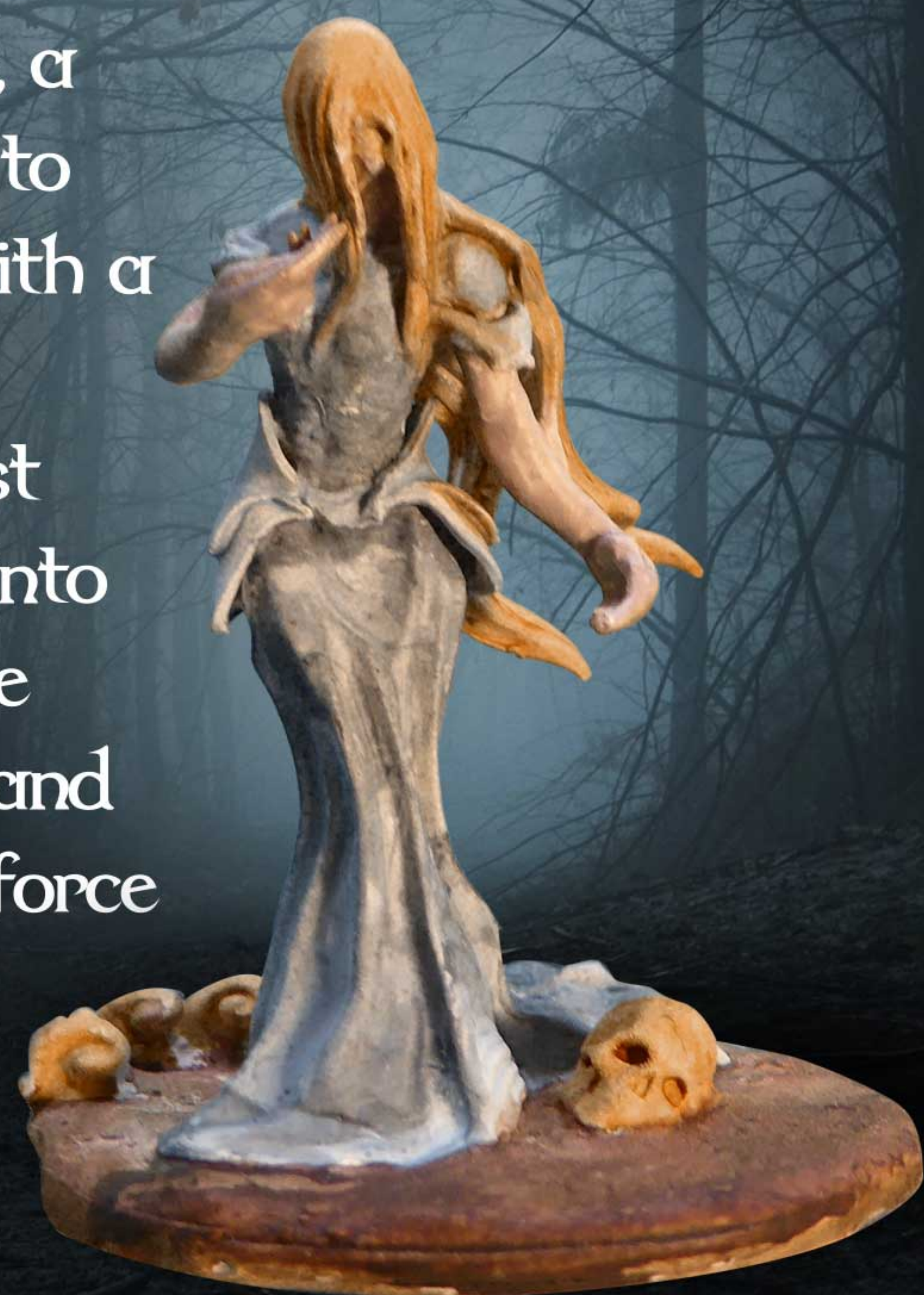
## Actions

**Life Drain.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 28 (5d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Searing Heat (Recharge 5-6).** The wraith wraps heat and dust around her. Every creature within 20 feet of the wraith must make a DC 15 Dexterity saving throw, taking 22 (6d6) fire damage on a failed save and being blinded until the end of their next turn. Creatures take half as much damage on a successful saving throw and are not blinded.

Skiorh, a noonwraith, haunts the sun-drenched fields, a harbinger of doom. Her victims are those who dare to trespass upon her domain, their lives extinguished with a single touch.

She often disguises herself as a beautiful woman, lost and alone. Her allure draws unsuspecting travelers into her deadly trap. Once they are within her grasp, she reveals her true form, a terrifying creature of light and shadow. She tortures her victims, draining their life force and savoring their despair.



# NYSSA NIGHTSHADE

Medium Monstrosity (Drider Priestess), chaotic evil

**Armor Class** 18

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft. climb 40 ft.

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

**Saving Throws** WIS +7, CHA +4

**Skills** Perception +5, Stealth +10

**Senses** Darkvision 120 ft., Truesight 60 ft., Passive Perception 18

**Languages** Elvish, Undercommon, Common

**Damage Immunities** Poison

**Condition Immunities** Charmed, Frightened, Poisoned

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

**Fey Ancestry.** Magic can't put the drider to sleep.

**Innate Spellcasting.** The drider can innately cast these spells.

Cantrips: dancing lights, 1/d each: darkness, faerie fire

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

**Sunlight Sensitivity.** While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks.

**Spellcasting.** The drider is a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 15, +6 to hit with spell attacks). She has the following spells prepared:

**Cantrips:** guidance, toll the dead, resistance, sapping sting

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

**2nd Lvl (3 slots):** bane, blindness/deafness, darkness, web

**3rd Lvl (3 slots):** conjure animals (2 giant spiders), dispel magic, vampiric touch

**4th Lvl (3 slots):** blight, freedom of movement

**5th Lvl (2 slots):** slow, false life, mass cure wounds

## Actions

**Multi-Attack.** The drider makes three melee attacks.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.

Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

**Scourge.** Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

## Reactions

**Circlet of Barbed Vision (exalted).** Once per turn, the drider can use her reaction to gain a +5 bonus to one attack roll.

Nyssa, once a revered drow priestess of Lolth, the spider goddess, was betrayed by her own sister. Driven by ambition and a desire for power, Nyssa's sister framed her for a critical failure in a sacred ritual. As punishment, Lolth cursed Nyssa, transforming her lower body into that of a giant spider. Now ostracized and filled with a burning hatred, Nyssa roams the Underdark as a drider.



# KURRAMERRUK

Medium Plant (Tree Blight), neutral evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 253 (22d12 + 110)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	12 (+1)	16 (+3)	12 (+1)

**Senses** Blindsight 60 ft. (blind beyond), Passive Perception 13

**Languages** Common, Druidic (understands only)

**Damage Vulnerabilities** Fire

**Damage Immunities** Necrotic, Poison, Psychic

**Damage Resistances** Melee Attacks in Dim Light or Darkness

**Condition Immunities** Blinded, Deafened

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

**False Appearance.** While the blight remains motionless, it is indistinguishable from a dead tree.

**Siege Monster.** Deals double damage to objects and structures.

**Rooted Regeneration.** The blight regains 1 Hit Point every minute as long as its roots are in contact with soil. The Tree Blight only dies if it cannot regenerate.

## Actions

**Multi-Attack.** The blight makes three attacks: two with its branches or bite and one with its grasping roots. If it has a target grappled, the blight can also make a swallow attack against that target as a bonus action.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

**Branch.** Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

**Grasping Root.** Melee Weapon Attack: +9 to hit, reach 15 ft., one creature not grappled by the blight. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target takes 9 (1d6 + 6) bludgeoning damage at the start of each of its turns. The root has AC 15 and can be severed by dealing 6 slashing damage or more to it at once. Cutting the root doesn't hurt the blight but ends the grapple.

**Swallow.** The blight makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and it takes 21 (6d6) necrotic damage at the start of each of the blight's turns. It can have only one creature swallowed at a time.

If the blight takes 30 damage or more on a single turn from the swallowed creature, the blight must succeed on a DC 14 CON saving throw at the end of that turn or regurgitate the creature.



Kurramerruk has watched over the forest for centuries. Once, he was a benevolent protector, guiding lost travelers and defending the forest from harm. However, a tragic event turned his heart to stone.

A group of greedy lumberjacks, heedless of the forest's sanctity, invaded his domain. They felled countless trees, destroying the delicate balance of nature. Kurramerruk retaliated with a fury that shocked even himself. The forest, once a vibrant ecosystem, was scarred and broken.

## MALPHAS, ABYSSAL WAR BALOR

*Large Fiend (Demon), chaotic evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

**Saving Throws** STR +14, CON +12, WIS +9, CHA +12

**Damage Resistances** Cold, Lightning, All Non-Magical Melee

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Truesight 120 ft., Passive Perception 13

**Languages** Abyssal, Telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Fire Aura.** At the start of each of the balor'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 hits him with a melee attack also takes damage.

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

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

## Actions

**Multi-Attack.** The balor makes two attacks: either two with its sickle or one with its sickle and one with its whip.

**Sickle.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 8) slashing damage plus 7 (2d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

**Whip.** Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

**Round two.** Demonic Roar: At the start of the round, the balor will let out a roar and everyone within 10ft range must succeed on a DC 20 DEX saving throw or get sent back 20ft and prone.

**Round Four.** Whip Smash: At the start of the round, the balor will crack the whip in a line. A 30ft of flame will burst along the line of the whip and deal 30 (6d10) fire damage unless targets succeed a DC 15 saving throw. If they succeed they take half damage.

**Round Six.** Inhumane Rage: At the start of the round the balor will lower its whip and make six attacks at disadvantage with its sickle.

**At 1/2 Health.** When the balor goes below 1/2 of his health for the first time he will make a reckless attack on any targets within range.

Malphas, a demon of immense power, rose through the ranks of the Nine Hells through sheer brutality and cunning. He excelled in the art of war, leading legions of demons into battle against the forces of Heaven. His tactical brilliance and ruthless efficiency made him a feared and respected figure in the Abyss. Through countless victories and strategic maneuvers, Malphas ascended to a position of great power, becoming a lord of a fiery realm, where he continues to wage eternal war against all that is good.



## GRISTLEGORE, THE BONECLAW KING

*Large Undead, chaotic evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 230 (17d10 + 64)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	14 (+2)	18 (+4)	22 (+6)

**Saving Throws** DEX +9, CON +11, CHA +11

**Damage Resistances** Psychic

**Damage Immunities** Cold, Necrotic, Poison, Non-Magic Melee

**Condition Immunities** Charmed, Frightened, Paralyzed

**Senses** Blindsight 15 ft., Darkvision 120 ft., Passive Percep 20

**Languages** Abyssal, Common, Elvish, Giant, Telepathy 30 ft.

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

**Bending Bones.** The abyssal boneclaw can move through a space as narrow as 2 feet wide without squeezing.

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

**Turn Immunity.** He is immune to effects that turn undead. Undead Fortitude. If damage reduces the him to 0 hit points, it must make a CON saving throw DC 15. On a success, the boneclaw drops to 5 hit points instead.

## Actions

**Multi-Attack.** The boneclaw makes two claw attacks plus one other attack of it's choice.

**Corpse Consumption.** The boneclaw gains 15 temporary hit points and grows 6 inches for every dead creature it ingests. It can ingest only one dead creature per round. The dead creature must be Small or Medium in size and have a skeleton made of bones. It can have no more than 6 dead creatures ingested at a time in this way. This effect lasts until the next dawn.

**Piercing Claw.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 28 (3d12 + 5) piercing damage. If the target is a creature, the boneclaw can pull the target up to 15 feet toward itself and the target is grappled (escape DC 15). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

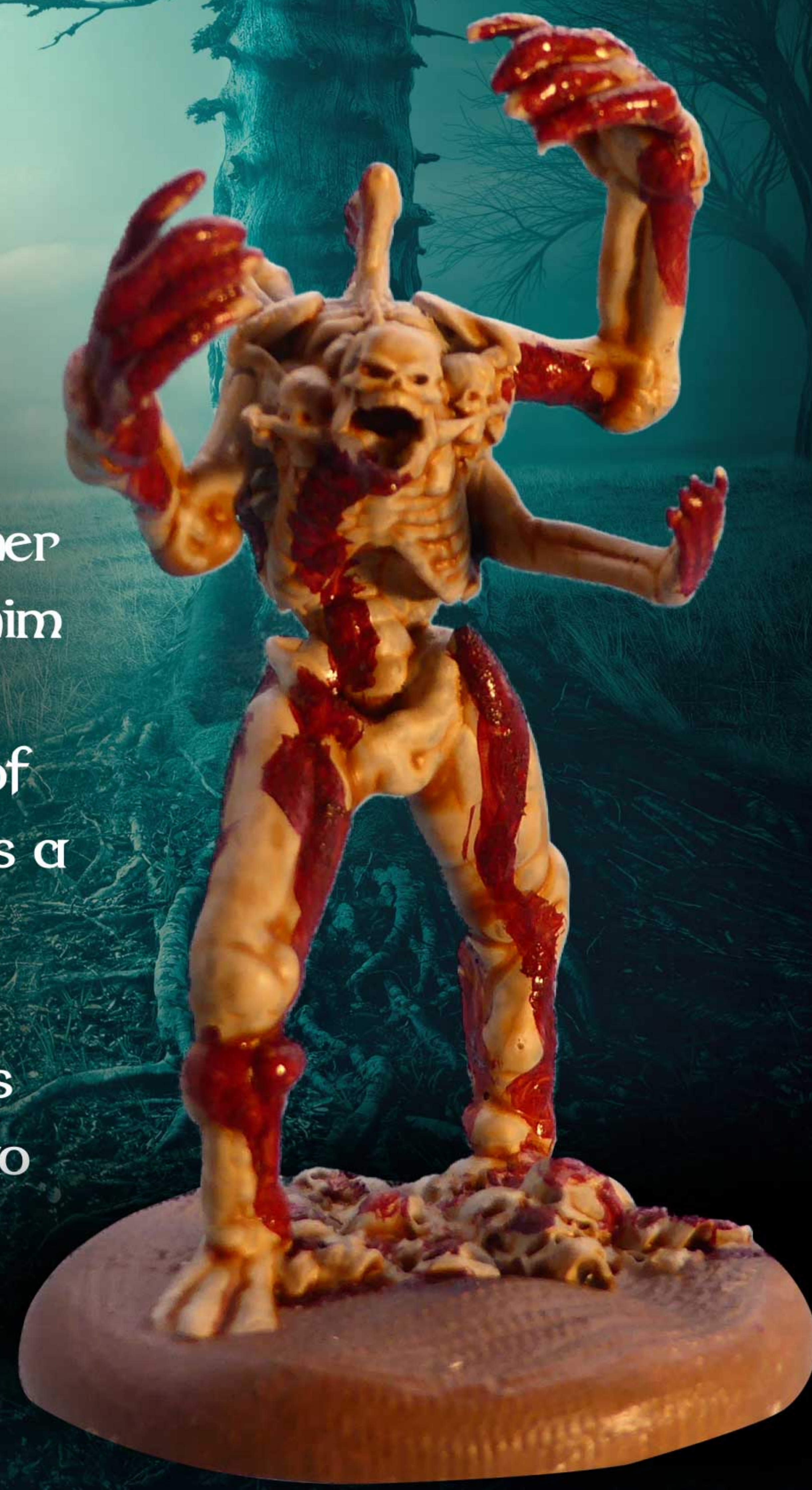
**Shadow Jump.** If the boneclaw is in dim light or darkness, each creature of the abyssal boneclaw's choice within 5 feet of it must succeed on a DC 15 Constitution saving throw or take 44 (5d12 + 5) necrotic damage. The abyssal boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

## Reactions

**Deadly Reach.** In response to a visible enemy moving into its reach, the abyssal boneclaw makes one claw attack against that enemy. If the attack hits, the abyssal boneclaw can make a second claw attack against the target.

Gristlegore, a terrifying, undead abomination, is bound to a powerful, dark mage. The mage, in her pursuit of immortality, attempted to transform him into a lich. However, the ritual was interrupted, leaving Gristlegore a grotesque amalgamation of bone and necrotic energy. His every movement is a macabre dance, a grotesque spectacle that both terrifies and fascinates.

With the recent death of the mage, the shackles that bound him are broken. Now free, he seeks to fulfill his dark legacy



## NAIAD, THE RIVER DRAGON

*Large Dragon, lawful evil*

**Armor Class** 21 (Natural Armor)

**Hit Points** 287 (24d12 + 120)

**Speed** 40 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	20 (+5)	20 (+5)	23 (+6)	22 (+6)

**Saving Throws** STR +14, WIS +12, CHA +12

**Damage Immunities** Acid, Cold

**Condition Immunities** Exhaustion, Incapacitated, Paralyzed

**Senses** Blindsight 60 ft., Passive Perception 22

**Languages** Common, Elvish, Draconic, Aquan

**Challenge** 17 (18,000 XP)

**Flight orb.** Though wingless, Naiad can fly magically due to a blue pearl embedded in her brain. If removed, this pearl loses its magic but is still worth 10,000 gp.

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

**Cause rain.** Naiad can breathe storm clouds, causing rain whenever and wherever. The rain lasts for 2d4 hours and extends in a two-mile radius centered on the dragon.

**Innate Spellcasting.** Naiad's innate spellcasting ability is WIS (spell save DC 20). She casts the following spells:

**At will:** augury, bane, bless, control weather, control winds, dispel good and evil (evil only), divination, invisibility, plane shift, remove curse. **1/day:** creation

### Actions

**Multi-Attack.** Naiad uses its frightful presence, a bite attack and two claw attacks.

**Bite.** Melee Weapon Attack: +14 to hit, reach 10 ft., 1 target. Hit: 20 (3d8 + 8) piercing damage.

**Claw.** Melee Weapon Attack: +14 to hit, reach 5 ft., 1 target. Hit: 14 (2d6 + 8) slashing damage.

**Tail.** Melee Weapon Attack: +14 to hit, reach 15 ft., 1 target. Hit: 13 (1d10 + 8) bludgeoning damage.

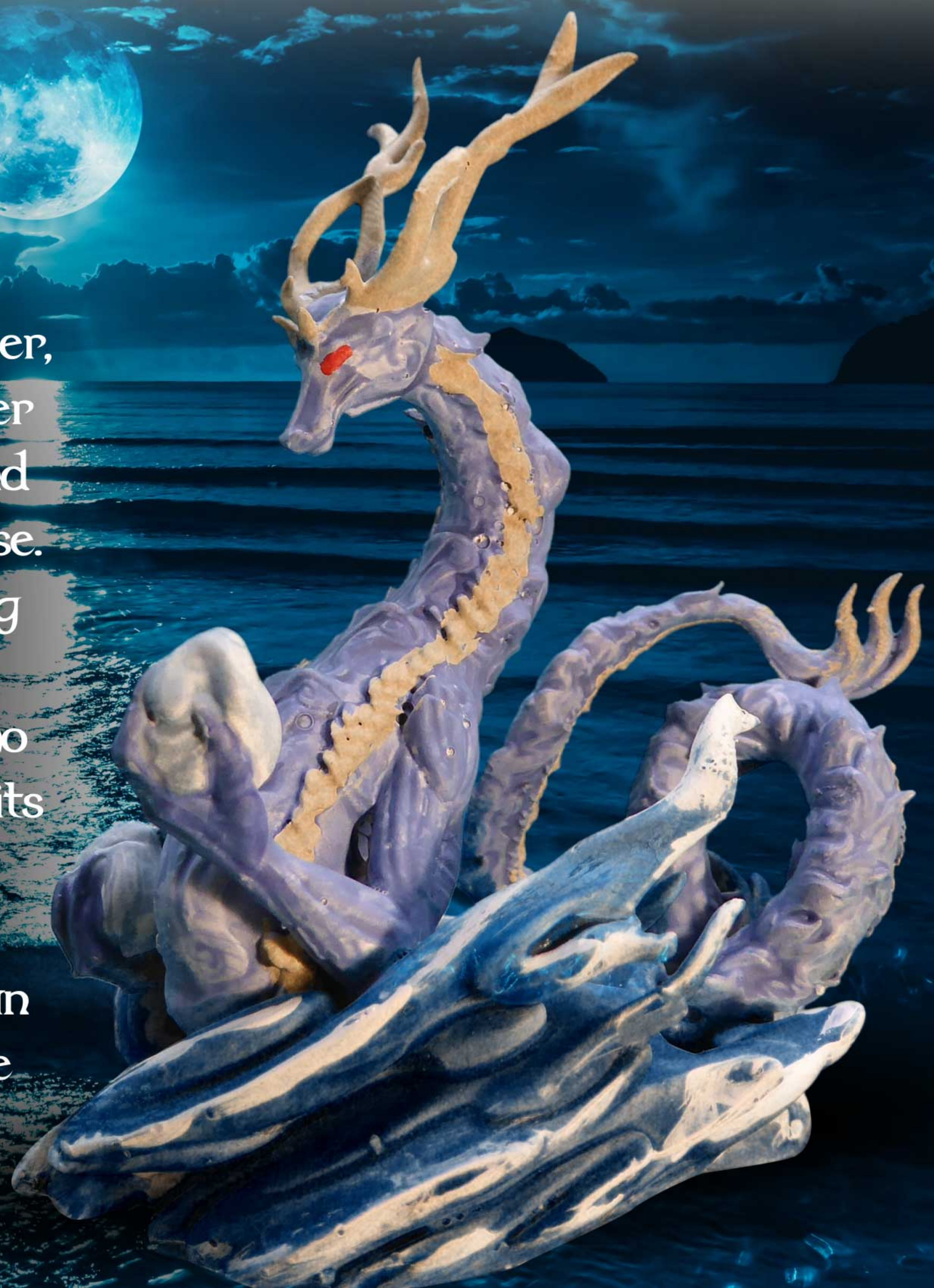
**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute.

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 saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

### Reactions

**Water Shield (1/day).** For one round, the dragon gains a +2 bonus to AC.

Naiad, a river dragon of immense power, is a guardian of the watery depths. Her scales shimmer like liquid moonlight, and her eyes hold the secrets of the universe. She is a benevolent creature, protecting the river and its inhabitants. However, she is also a formidable foe. Those who disrespect the river or seek to exploit its resources face her wrath. She uses her water magic to lure unsuspecting travelers into the depths, where she can teach them a valuable lesson about the importance of nature.



## YGGDRASIL, ANCIENT BLACKROOT TREANT

Gargantuan Plant, lawful evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 385 (22d20 + 154)

**Speed** 43 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	25 (+7)	14 (+2)	20 (+5)	13 (+1)

**Saving Throws** CON +14, WIS +12

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Necrotic, Piercing

**Senses** Tremorsense 120 ft, Passive Perception 22

**Languages** Common, Druidic, Elvish, Sylvan

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

**False Appearance.** While the Yggdrasil remains motionless for more than 1 minute, it is indistinguishable from a normal tree.

**Toxic Aura.** Any creature that starts its turn within 10 feet of the Yggdrasil must make a DC 18 CON Saving Throw. On a failed save, the creature takes 3d6 poison damage.

**Innate Spellcasting.** Yggdrasil can cast the following spells innately:

**At Will:** Beast Sense, Color Spray, Crown of Madness, Entangle,

Ray of Sickness, Spike Growth **1/Day Each:** Awaken, Commune

with Nature, Contagion **2/Day Each:** Blight, Grasping Vine

**3/Day Each:** Plant Growth, Stinking Cloud

### Actions

**Multi-Attack.** Yggdrasil make three attacks, a rock attack and two branch attacks.

**Branch.** Melee Weapon Attack: +14 to hit, 10 ft., one target, Hit: 22 (4d6+8) bludgeoning damage and if the target is a large or smaller creature it must succeed on a DC 19 STR Saving Throw or be knocked Prone.

**Rock.** Ranged Weapon Attack: +14 to hit, range 60/180 ft., one target, Hit: 35 (5d10+8) bludgeoning damage.

**Pound.** Yggdrasil pounds the ground in a 10-foot cube adjacent to it. Each creature in that cube must make a DC 19 Dexterity Saving Throw, taking 22 (4d6+8) bludgeoning damage and falling Prone on a failed save, or half as much damage and not falling prone on a successful one.

**Animate Treants (1/Day).** Yggdrasil magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a Treant. An animated tree acts as an ally of Yggdrasil. The tree remains animated for 1 day or until it dies; until Yggdrasil dies or is more than 120 feet from the tree.

### Legendary Actions

**Nature's Wrath.** The treant causes a localized earthquake, dealing 25 (5d10) bludgeoning damage to each creature within 100 feet of it. Yggdrasil can cast this as a bonus action 1x a day.

**Forest Renewal.** Yggdrasil can breath in the fresh oxygen from the forest and gain 30 hit points. He can cast this as a bonus action 1x a day.

Yggdrasil, a towering treant, is a guardian of the forest. His roots delve deep into the earth, connecting him to the life force of the world. He has witnessed the rise and fall of civilizations, the birth and death of countless creatures.

The forest is his home, his sanctuary. He protects it with unwavering dedication, defending it from those who would seek to harm it. He often speaks with the wind, listens to the whispers of the trees, and communes with the spirits of the forest. His wisdom is vast, his power immense.

