

AQUALIX

Small humanoid, lawful evil

Armor Class 16 (Plate)
Hit Points 68 (15d8 + 8)
Speed 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	14 (+2)	10 (+0)	6 (-2)

Saving Throws STR +5, DEX +8

Skills Insight +5, Athletics +6

Senses Darkvision 120, Passive Perception 13

Languages Axolotl, Common

Damage Resistances Bludgeoning

Challenge 2 (450 XP)

Regeneration. The axolotl regains 5 hit points at the start of its turn. If it has lost a limb, it will regrow the limb over the course of 10 days.

Camouflage. The axolotl can camouflage at its will. A successful DC 15 Wisdom (Perception) check is required to see it when camouflaged.

Amphibious. The axolotl can breathe both air and water.

Actions

Acid Claw Attack. Melee Weapon Attack: +6 to hit, reach 30 ft., 1 target. Hit: (3d6[Acid]) +6 [Radiant] damage.

Champion's Challenge: Aqualix can challenge a creature to a duel. If the creature accepts, it must focus its attention on Aqualix and cannot take actions that target other creatures.

Bonus Actions

Aqualix's Shield Throw. Aqualix can throw his shield as a bonus action. This attack deals bludgeoning damage equal to 1d8 + his Strength modifier. If the attack hits, the target is knocked prone. However, Aqualix AC is reduced by 2 until he retains the shield.

Range: 20 feet

Reach: 5 feet

Damage: 1d8 + Strength modifier (bludgeoning)

Aqualix was born in a small, coastal village. His life took a tragic turn when a powerful sorcerer kidnapped him at a young age. The sorcerer, driven by a desire for immortality, subjected him to horrific experiments. The sorcerer forced Aqualix to undergo a ritual that fused his body with the essence of a warrior. The ritual was a success, granting Aqualix incredible fighting and regenerative abilities. He eventually escaped and became a mercenary, his heart filled with a burning desire for revenge which he exacts on any magic users.



BELLADONNA, HELLFIRE COMMANDER

Medium demon, chaotic evil

Armor Class 14
Hit Points 75 (10d10 + 25)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	18 (+4)	18 (+4)	9 (-1)

Saving Throws CON +4, WIS +6, STR +4
Skills Insight +5, Perception +8
Senses Darkvision 120 ft., Passive Perception 16
Languages Abyssal
Damage Resistances Necrotic
Damage Immunities Poison, Fire
Damage Vulnerabilities Radiant
Challenge 6 (2300 XP)

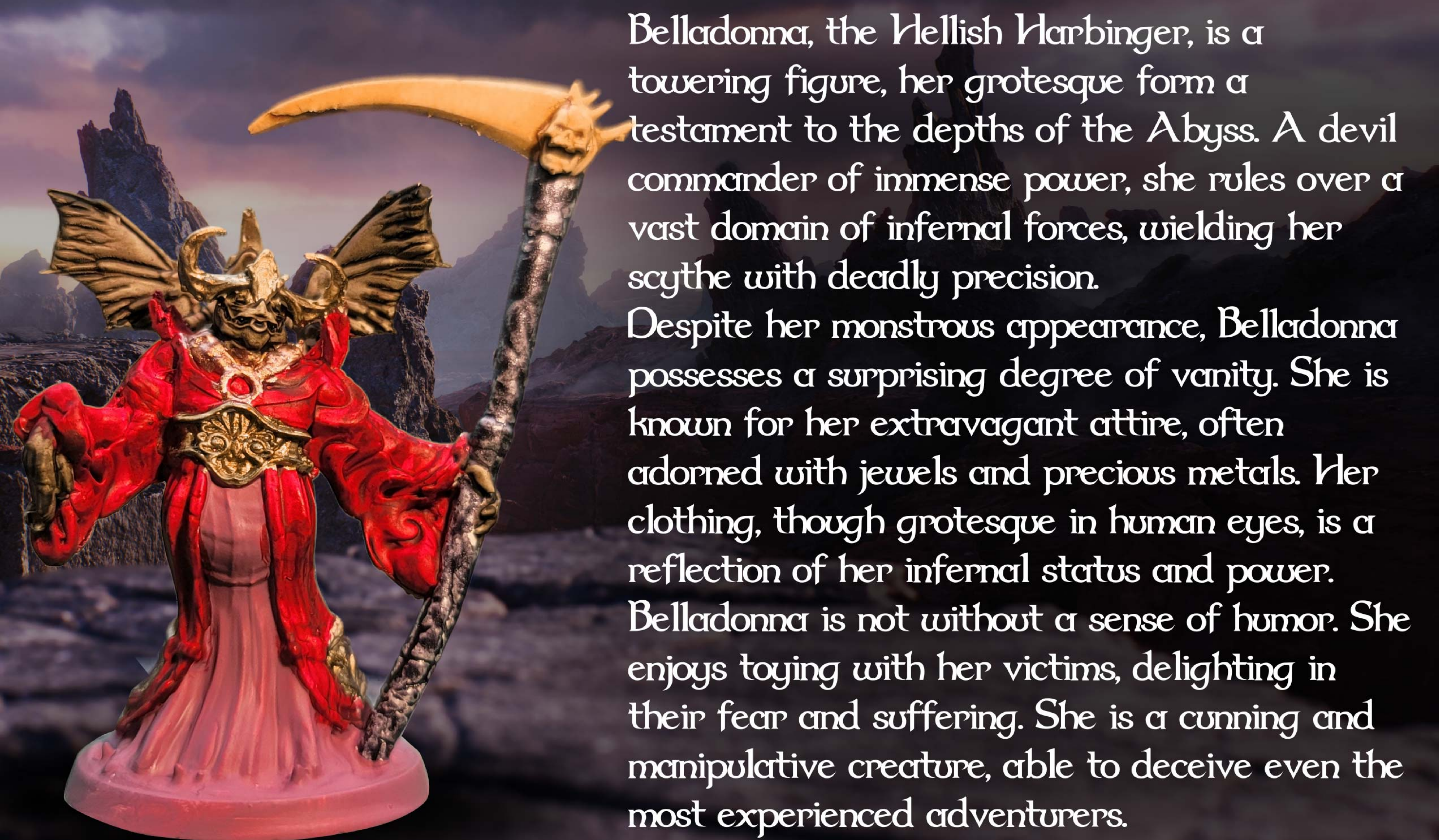
Brilliant Flames. The Hellfire Commander sheds bright light in a 5-foot radius and dim light for an additional 10 feet.
Scorching Presence. Whenever a creature ends its turn within 5 ft. of Belladonna it takes 4 (2d4) fire damage, unless she took cold damage during that creature's turn.
Fire Absorption. Whenever she is subjected to fire damage, she takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Sythe. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage, or 9 (1d8 + 5) slashing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.
Burning Breath (recharge 5-6). Belladonna exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 24 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Reactions

Protective Aura. When an ally within 10 ft. of the Hellfire Commander is hit by an attack, she can use her reaction to grant the ally resistance to the attack's damage.
Hellish Rebuke. Once per long rest, Belladonna may cast Hellish Rebuke at 2nd level (3d10) without expending a spell slot.



Belladonna, the Hellish Harbinger, is a towering figure, her grotesque form a testament to the depths of the Abyss. A devil commander of immense power, she rules over a vast domain of infernal forces, wielding her scythe with deadly precision. Despite her monstrous appearance, Belladonna possesses a surprising degree of vanity. She is known for her extravagant attire, often adorned with jewels and precious metals. Her clothing, though grotesque in human eyes, is a reflection of her infernal status and power. Belladonna is not without a sense of humor. She enjoys toying with her victims, delighting in their fear and suffering. She is a cunning and manipulative creature, able to deceive even the most experienced adventurers.

CEPHALOSK

Medium abberation, lawful evil

Armor Class 15 (Natural Armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	20 (+4)	18 (+4)	17 (+3)

Saving Throws INT +7, WIS +6, CHA +6
Skills Deception +6, Insight +6, Perception +6, Persuasion +6
Senses Tremorsense 60 ft., Passive Perception 16
Languages Deep Speech, Undercommon, Telepathy 120 ft.
Damage Immunities Psychic
Condition Immunities Blinded, Deafened, Charmed, Frightened
Damage Vulnerabilites Radiant
Challenge 6 (2300 XP)

Magical Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.
Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components.

At will: detect thoughts, levitate, mage hand, vicious mockery, true strike
1/day each: dominate monster, dominate person (does not require concentration)
1st level (4 slots): charm person, command, sanctuary
2nd level (3 slots): crown of madness, phantasmal force, see invisibility
3rd level (3 slots): clairvoyance, fear, meld into stone
4th level (3 slots): confusion, stone shape
5th level (2 slots): scrying, telekinesis (range 90 ft.)

Actions

Tentacles. Melee Weapon Attack.: +7 to hit, reach 5ft., one creature. Hit: 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.
Extract Brain. Melee Weapon Attack.: +7 to hit, reach 5 ft. one incapacitated humanoid grappled by the mind flayer. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.



Cephalosk, the Mind-Stealing Horror, is a creature of ancient and unspeakable evil, a relic of the primordial chaos that birthed the multiverse. A spawn of Cthulhu, Cephalosk has a human-like body with a face full of writhing tentacles. Each tentacle is adorned with suckers, capable of siphoning the life essence and memories from its victims, leaving them as empty husks. The stolen minds are absorbed into Cephalosk's own consciousness, expanding its knowledge and power. Over time, Cephalosk has amassed a vast collection of minds, a trove of secrets and information that could be used to devastating effect.

GORNAK BITTERHORN

Medium humanoid (half-orc/half-minotaur), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

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

Saving Throws STR +7, CON +6, DEX +6
Skills Athletics +7, Intim. +8, Perception +7, Stealth +4, Survival +6
Senses Darkvision 60 ft., Passive Perception 17
Languages Abyssal, Orc, Common
Condition Immunities Frightened
Challenge 6 (2300 XP)

Wild Mind. Gornak has advantage on saving throws against spells or abilities whose effects would dominate its mind.
Charge. If Gornak moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Reckless. At the start of its turn, Gornak can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against him have advantage until the start of its next turn.
Labyrinthine Recall. Gornak can perfectly recall any path he has traveled.
Keen Smell. Gornak has advantage on any Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) check involving smell as well as being able to discern illusions that do not target smell.

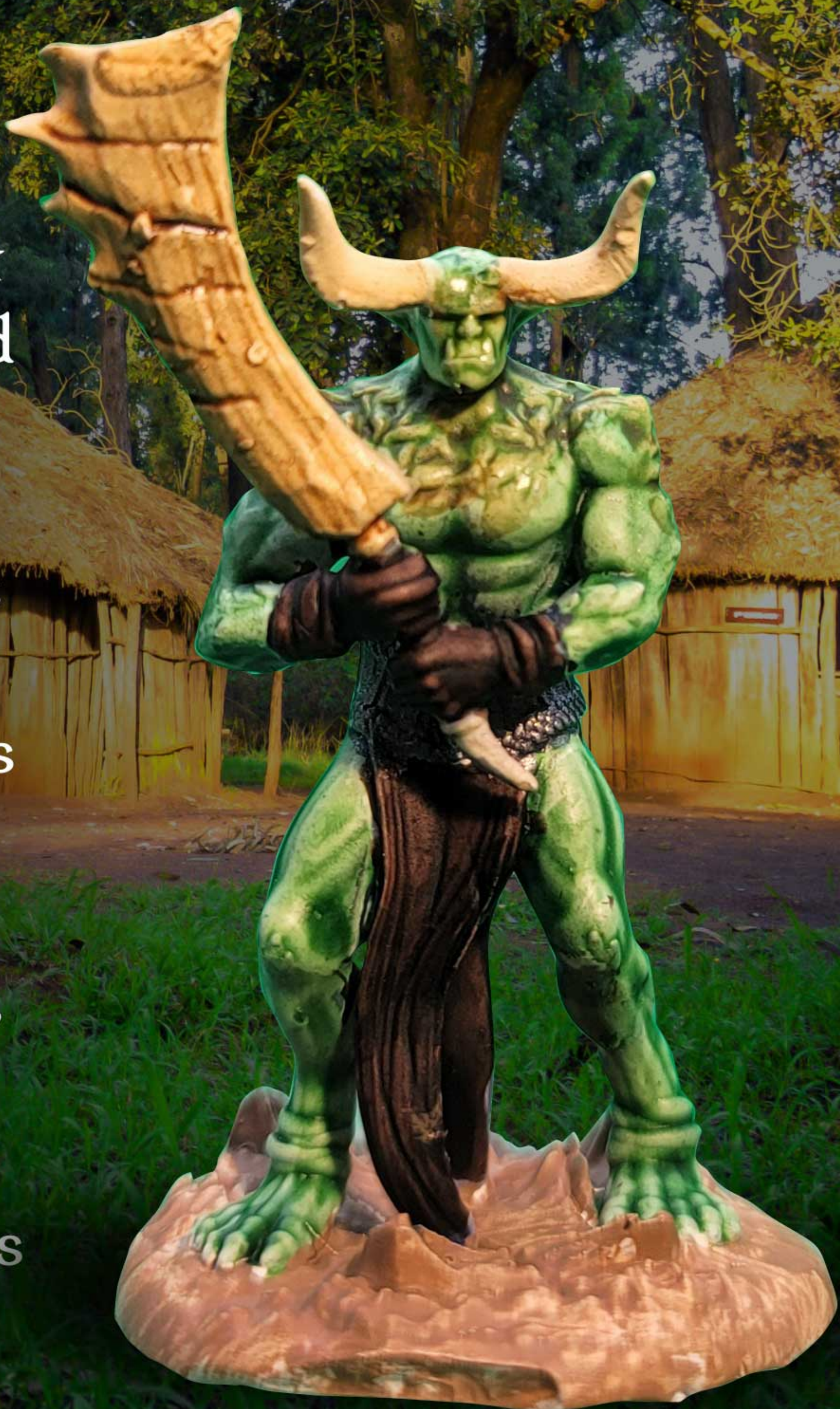
Actions

Multi-Attack. Gornak makes two attacks with his bone club or alternatively one attack with his bone club and another with his gore attack.
Bone Club. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) bludgeoning damage.
Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Bonus Actions

Bull's Rush. When a creature attacks Gornak in melee, he can use his reaction to push the attacker back up to 5 feet.

Gornak was born into a small orc tribe, the result of a forbidden union between an orc warrior and a minotaur priestess. His unusual appearance, marked by horns and a muscular build, set him apart from his orc brethren. Despite his unique heritage, Gornak was embraced by his father's tribe of orcs and raised as one of their own. However, as Gornak grew older, his orcish features became more pronounced. The once-familiar tribe began to question his loyalty, fearing that his minotaur blood would betray them. Rumors spread, painting Gornak as a traitor and a threat to their safety. Feeling ostracized and alone, Gornak decided to leave the tribe and to this day, continues the search for his minotaur mother.



IGNIS

Medium humanoid, lawful evil

Armor Class 16 (Chain Undershirt)

Hit Points 67 (10d8 + 27)

Speed 30 ft.

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

Saving Throws CON +6, WIS +7

Skills Deception +5, Perception +7, Persuasion +5, Religion +4

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Infernal

Damage Resistances Fire

Challenge 6 (2300 XP)

Dark Devotion. The cleric has advantage on saving throws against being charmed or frightened.

Spellcasting. The cleric is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Ignis has the following cleric spells prepared:

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

1st level (4 slots): command, inflict wounds, shield of faith

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

3rd level (3 slots): spirit guardians, life transference

4th level (3 slots): guardian of faith, banishment

5th level (2 slots): flame strike, mass cure wounds

Actions

Turn Undead (2/Day). Each undead within 30 feet of the cleric that can see or hear it must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. The creature is instantly destroyed if its challenge rating is 1 or lower. A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move to a space within 30 feet of the cleric. The creature also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention(1/week). The cleric calls upon their deity to intervene on their behalf. As an action, the cleric can implore their deity's aid. After describing the nature of their wanted assistance, the cleric rolls a 1d100. If the roll is equal to 12 or lower, the deity intervenes. This feature can only be used 1 time per long rest if the intervention fails. If the intervention succeeds, then this feature cannot be used again for 7 days.

Bonus Actions

Ignite Horns (2/day). Ignis ignites his horns with a fiery aura. For the duration, he gains the following benefit:

Fire Breath: As a bonus action, he can exhale a cone of flame 15 feet in length and 5 feet wide. Each creature must make a DEX saving throw. On a failed save, it takes 1d8 fire damage.

Ignis was born in Avernus, the first of the Nine Hells. From the moment of his birth, he was imbued with the raw power of fire, a connection that was as natural to him as breathing.

Growing up in the Avernus, Ignis witnessed the eternal torment of the damned, their screams and cries echoing through the fiery chasms. He became fascinated by the destructive power of fire, seeing it as a tool of purification, a way to cleanse the world of its impurities.

Ignis was eventually banished to the mortal realm. Now, he roams the surface, a living embodiment of hellfire, spreading chaos and destruction wherever he goes.



KALARIUS, THE DARK EVANGELIST

Medium dragonborn, lawful evil

Armor Class 20 (Plate + Shield)
Hit Points 104 (16d8 + 32)
Speed 35 ft., fly 35 ft. without armor, fly 25 with armor

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

Saving Throws STR +4, WIS +6
Skills Acrobatics +8, Deception +6, Intimidation +6
Senses Passive Perception 14
Languages Draconic, Common
Damage Resistances Poison
Damage Immunities Acid
Damage Vulnerabilities Cold
Challenge 6 (2300 XP)

Brave. The paladin has advantage on saving throws against being frightened.
Amphibious. The dragonborn can breathe air and water.

Spellcasting. The Paladin is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Kalarius has following Paladin spells prepared:
Cantrips (at will): spare the dying, light
1st level (4 slots): cure wounds, bless, heroism, protection from evil and good
2nd level (3 slots): lesser restoration, zone of truth, prayer of healing

Actions

Multi-Attack. The paladin makes two melee attacks
Sword of Sharpness. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs.

Reactions

Whirlwind Strike. When a creature moves out of your reach, you can twirl in a spiral, slicing anyone nearby. Each creature within 10 feet of you must make a DC 15 Dexterity saving throw. A target takes 2d6 slashing damage on a failed save, or half as much on a successful one.



Kalarius, the Dark Evangelist, was born into a small dragonborn clan nestled within the towering peaks of the Dragonspine Mountains. Kalarius was consumed by a thirst for power and a desire to dominate. He turned to the dark arts, seeking to harness forbidden knowledge and unleash untold destruction. As Kalarius matured, his wings grew larger and stronger, allowing him to soar through the skies with unparalleled grace. He soon became a paladin of the dark gods, his prayers filled with hatred and malice. He would use his charisma and persuasion to deceive his enemies, leading them into traps and ambushes. His ultimate goal was to ascend to a higher plane of existence, to become a ruler of the Shadowfell itself.

KHAJI WISPSIPH

Medium tabaxi, lawful evil

Armor Class 16 (Mage Armor)
Hit Points 62 (8d8 + 30)
Speed 30 ft., climb 20 ft.

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

Saving Throws STR +8, CON +5
Skills Acrobatics +6, Arcana +3, Perception +3, Stealth +6
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Sylvan, Tabaxi, Undercommon
Damage Resistances Slashing
Challenge 6 (2300 XP)

Mobility. The tabaxi gains +4 AC against opportunity attacks.

Burst of speed (1/day). The tabaxi may Dash as a bonus action.

Spellcasting. The tabaxi is a 6th-level spellcaster. His spellcasting ability is Charisma (Spell save DC 16, +7 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): Eldritch Blast, Booming Blade, Minor Illusion

1st–5th Level (2 5th-level slots): Armor of Agathys, Bigby's Hand, Cone of Cold, Control Water, Gust of Wind, Hex, Darkness, Lightning Bolt, Misty Step, Summon Elemental

Actions

Evard's Black Tentacles. Whenever you use this action, your patron's magic bolsters you, granting you 10 temporary hit points. Moreover, damage can't break your concentration.

Blinding Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11(2d10+2) piercing damage. The target creature must make a DC 16 Con save. On a failed save, the target creature is blinded. On a success, nothing happens. The afflicted creatures can reroll the save at the end of their turn.

Thought burrow. The warlock focuses on one creature learning about its vulnerabilities. The target creature must make a DC16 INT save. On a failed save all rolls made against that creature by the Khaji increase by 1d4. Lasts 1 minute.

Reactions

Counterspell. If a creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, Khaji makes an ability check using his spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Doubt of Abilities. If all the creatures that Khaji is facing are under level 5 and he is hit more than once or takes more than 10 damage from a single attack, he may use expeditious retreat.

Khaji is a tabaxi with natural agility and a sharp mind but he was enamored with the darkness of The Shadowfell. There, he discovered a world of shadows, whispers, and ancient power. He learned that he was connected to the Shadowfell, a part of its very essence. This revelation filled him with a sense of belonging he had never experienced before. While in the Shadowfell, Khaji encountered a powerful entity, a spectral being linked to the city's dark history. The entity recognized Khaji's potential and offered him a pact. In exchange for his loyalty, the entity would grant Khaji immense power and knowledge. Khaji, desperate for a way to make a difference in the world, agreed. He now walks the way of the warlock. Powerful but beholden to his patron.



KRAMPUS

Medium fiend (demon), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 101 (12d10 + 36)
Speed 40 ft.

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

Saving Throws STR +7, DEX +6
Skills Perception +5, Stealth +6
Senses Darkvision 120 ft., Passive Perception 15
Languages Abyssal, Common
Damage Resistances Cold, Fire
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Paralyzed, Poisoned
Challenge 7 (2900 XP)

Discordant Jingle. The ringing of the Krampus's bells and clinking of his chains impose disadvantage on Wisdom and Charisma saving throws made by creatures within 15' of him.
Sense Children. The Krampus knows the exact location of any humanoid children that are within 300'. These children cannot hide or be hidden from the Krampus.
Silent Steps. While moving, the Krampus only makes noise if he chooses to do so.

Actions

Multi-Attack: Krampus either attacks two times with his talons or once with his talons and once with a bag attack
Talons. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 6) slashing damage.
Krampus' Sack. Melee Weapon Attack: +6 to hit, range 15 ft., one target. Hit: The target is grappled and restrained in the magical sack (escape DC 15). The target must then make a DC 18 Dexterity saving throw or be flung into the furnace, taking 1d6 fire damage on their first damage and continuous 1d6 fire damage as long as they are in the fire. Only one enemy can be in the sack at once.

Reactions

Punishment for the Naughty: When dealt damage from a critical hit, Krampus can use his reaction to deal half of the damage dealt to it to the creature that dealt damage.

Bonus Actions

Lick (1/day). Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 6 (1d6 +3) slashing damage plus *Transference*.
Transference. Those touched by The Krampus' tainted tongue are afflicted with a vision of one of his countless despicable deeds from over the centuries. Target must succeed a Wisdom saving throw DC 14 or gain a short-term madness effect.

According to legend, Krampus was once a mortal man who became consumed by anger and resentment. He lived in a small village, where he was often bullied and ostracized by his peers. His bitterness grew into a monstrous hatred, and he eventually made a pact with the dark gods, exchanging his humanity for immense power. He is said to be accompanied by a horde of demonic creatures, including imps, goblins, and other creatures of darkness. Despite his fearsome reputation, Krampus is also seen as a necessary evil. He serves as a reminder of the consequences of bad behavior, a deterrent to those who would dare to defy the gods.



LUMARIX UMBRATH

Medium humanoid, neutral evil

Armor Class 15 (Unarmored Defense)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	17 (+3)	17 (+3)

Saving Throws CON +7, INT +8, WIS +7, CHA +7

Skills Arcana +8, Deception +7, History +8, Insight +7, Percep +7

Senses Truesight 120 ft., Passive Perception 17

Languages Deep Speech, Draconic, Telepathy 120 ft.

Damage Resistances Cold, Lightning, Necrotic

Challenge 5 (1800 XP)

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

Spellcasting. The moon wizard casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: dancing lights, detect magic, detect thoughts, disguise self, mage hand, prestidigitation

1x day: dominate monster, globe of invulnerability, invisibility, modify memory, plane shift (self only), wall of force

Actions

Multi-attack. The moon wizard makes two Chilling Grasp or Arcane Bolt attacks.

Chilling Grasp. Melee Spell Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d6) cold damage, and the moon wizard regains 6 hit points.

Arcane Bolt. Ranged Spell Attack: +3 to hit, range 120 ft., one target. Hit: 12 (2d6) force damage.

Lunar Fog (Recharge 5–6). Freezing fog fills a 20-foot-radius sphere centered on a point the moon wizard can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 12 Constitution saving throw, taking 3 (1d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 9 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts for 1 minute, until the moon wizard uses this action again, or until the moon wizard dies.

Reactions

Lunar Step. Immediately after taking damage, the moon wizard, along with any equipment it is wearing or carrying, magically teleports up to 30 feet to an unoccupied space it can see.

Lumarix is a renowned Moon Wizard and he possesses the ability to manipulate moonlight using it to cast powerful spells. He can also communicate with the spirits of the moon, gaining insights into the future and the hidden secrets of the universe.

One of Lumarix's greatest achievements is the creation of the Moon Orb, a powerful artifact that replicates the moon's celestial energy. The orb serves as a conduit for his magic, amplifying his abilities and granting him access to new spells. Lumarix carries the orb with him wherever he goes, drawing power from it to fuel his magical feats.



LYRA THORNWOOD

Medium fey, chaotic evil

Armor Class 18 (Barkskin)
Hit Points 59 (7d8 + 28)
Speed 40 ft.

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

Saving Throws CON +7, INT +8, WIS +7, CHA +7
Skills Deception +8, Performance +6, Persuasion +8
Senses Darkvision 120 ft., Passive Perception 10
Languages Common, Elvish, Sylvan, Draconic, Celestial.
Damage Resistances Nonmagical Melee Attacks
Challenge 5 (1800 XP)

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

Spellcasting. Lyra is a 8-level spellcaster. (spell save DC 14, +6 to hit with spell attacks). She has the following bard spells prepared:
Cantrips (at will): Sacred Flame, Thaumaturgy, Vicious Mockery,
1st level (4 slots): Earth Tremor, Hideous Laughter, Guiding Bolt, Inflict Wounds
2nd level (3 slots): Blindness/Deafness, Continual Flame, Spiritual Weapon
3rd level (3 slots): Animate Dead, Dispel Magic
4th level (2 slots): Dimension Door, Polymorph

Actions

Discordant Dirge: Lyra can use her action to play a discordant dirge on her harp. This creates a zone of discord around her that affects all creatures within 30 feet. Creatures within the zone must succeed on a Constitution saving throw or take 2d6 psychic damage and be stunned for 1 minute.

Soul Shriek: Lyra can use her action to play a harrowing shriek on her harp. This targets a creature within 30 feet of her. If the target fails a Wisdom saving throw, it takes 3d6 psychic damage and must succeed on a Wisdom saving throw at the start of its next turn or be frightened for 1 minute.

Healing Melody: Lyra can use her action to play a soothing melody on her harp. This heals a creature within 30 feet of her for a number of hit points equal to 1d6 + her Bardic Inspiration die.

Reactions

Cursed Harmony: When a creature within 30 feet of Lyra takes damage from a source other than Lyra, Lyra can use her reaction to force the creature to make a Wisdom saving throw. On a failed save, the creature must succeed on another Wisdom saving throw at the start of its next turn or be charmed by Lyra.



One day, Lyra discovered a chamber. Inside, she found an ancient, ornate harp. Drawn to the instrument, Lyra plucked a single note. The sound was unlike anything she had ever heard before, a haunting melody that filled her with a sense of power and control. Unknown to Lyra, the harp was cursed. It had been created by a dark sorcerer who had infused it with his malevolent magic. The harp amplified Lyra's natural abilities, allowing her to manipulate emotions and control minds with great ease. However, the curse also twisted Lyra's nature, making her increasingly callous and heartless.

MIMICS (DOOR, MIRROR, TOMBSTONE, TOME, PUMPKIN)
Medium monstrosity, neutral evil

Armor Class 16 (Natural Armor)
Hit Points 75 (10d10 + 20)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	7 (-2)	13 (+1)	10 (+0)

Skills Stealth +5
Senses Darkvision 60 ft., Passive Perception 11
Damage Immunities Acid
Condition Immunities Prone
Challenge 6 (2,300 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Mimicry. The mimic can imitate animal sounds and humanoid voices. All sounds coming from the mimic are muffled and appear to be originating from behind it. A creature that hears the sound can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multi-Attack. The mimic makes two attacks: one with its pseudopod and one with its bite.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 5 (1d10) acid damage.



MYCOSIUS THE MERCILESS

Medium plant, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 120 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	15 (+2)	10 (+0)

Saving Throws STR +5, CON +4

Skills Perception +2

Senses Darkvision 120ft, Passive Perception 12

Languages Telepathy 120 ft.

Damage Resistances Poison

Condition Immunities Blinded, Deafened, Exhaustion, Poisoned

Damage Vulnerabilities Psychic

Challenge 6 (2300 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multi-Attack. The Giant Myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack, or it can make two fist attacks.

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

Animating Spores. The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 CON saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mycosius, the Mushroom Monarch, was born deep within the fungal forests of the Underdark. Unlike his kin, he possessed an extraordinary intellect and a thirst for power. He studied the ancient lore of the myconids, delving into their history, their magic, and their place in the world.

As Mycosius grew older, his ambitions turned dark. He saw the myconids as a superior race, destined to dominate the Underdark and eventually the surface world. He began to experiment with fungal magic, developing new and terrifying spells that could be used to control and manipulate other creatures.



ANIMATED MYSTERIOUS OBJECTS

Medium monstrosity, neutral evil

Armor Class 8 (Natural Armor)

Hit Points 50 (9d8 + 9)

Speed 15 ft.

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

Senses Blindsight 60 ft. (blind beyond this), Passive Percep 9

Damage Resistances Acid

Condition Immunities Blinded, Deafened, Charmed

Challenge 6 (2,300 XP)

Actions

Multi-Attack. The Objects can makes two attacks. Customize the attacks based on the object. For example, the dragon skull mke be a 'gore' attack. And the cauldron might make a 'grasp' attack.

Claw Attack. Melee Weapon Attack: +7 to hit, reach 5 ft., 1 target. Hit: 12 (2d6 + 4) [slashing] damage.

Ranged Attack. Ranged Weapon Attack: +7 to hit, range 60ft., 3 targets. Hit: 8 (1d6 + 4) [piercing] damage. The whirlpool and coffin might not make ranged attacks. Rather, you can give them special attacks. Such as, the coffin might trap someone inside while the whirlpool could do something similar.

Here lie a menagerie of mysterious, animated objects. A swirling whirlpool, a new born dragon hatchling, an eerie coffin, a writhing bone pile, an ancient dragon skull, a clutch of harpy eggs, and a bubbling, creepy cauldron. Each object possesses a strange, otherworldly energy, and their combined presence creates an aura of mystery and danger.



OSTAG BLOODCLAW

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

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

Saving Throws STR +4, DEX +7
Skills Athletics +6, Intimidation +5, Perception +4, Survival +4
Senses Darkvision 60 ft., Passive Perception 14
Languages Gnoll
Damage Resistances Poison, Bludgeoning
Condition Immunities Frightened
Damage Vulnerabilities Slashing
Challenge 6 (2300 XP)

Blood Rage. The gnoll deals an additional 2 damage with its attacks while it has half its hit points or less.
Hesitation is Weakness. Whenever a creature the gnoll can see misses with an attack roll while within 30 ft. of it, the gnoll can command one of its allies within 5 ft. of that creature to attack..

Actions

Multi-Attack. The gnoll makes one Bite attack and two Carnage Maul attacks.
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage, or 9 (1d6+5) piercing damage if the gnoll has half its hit points or less, and the gnoll gains an amount of temporary hit points equal to half the damage dealt.
Carnage Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) bludgeoning damage, or 12 (2d6+5) bludgeoning damage if the gnoll has half its hit points or less, and the target's speed is reduced by 10 ft. until the end of its next turn.

Bonus Actions

Bloodlust (Must be at half its hit points or less). The gnoll moves up to 10 ft., and makes one Bite attack.
Burning Challenge. The gnoll chooses one creature that it can see within 15 ft. of it, and places a mark on that creature that lasts for 1 minute. When a marked creature makes an attack that doesn't target the gnoll, it takes 10 fire damage.

Ostag, the Gnoll Warlord, was born into a savage tribe that roamed the desolate plains of the Barren Wastes. From a young age, he displayed exceptional strength and cunning, traits that quickly earned him the respect of his peers. Known for his elusive nature and a penchant for wearing chains as a symbol of his many escapes, Ostag was a force to be reckoned with. Ostag's rise to power was marked by bloodshed and brutality. He led his forces into countless battles, crushing his enemies with savage efficiency. His reputation as a fearsome warrior spread throughout the land, and his name was whispered with dread.



PROTEUS

Large monstrosity, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 171 (16d12 + 67)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws STR +10, CON +9
Skills Athletics +9
Senses Darkvision 60 ft., Passive Perception 18
Languages Draconic, Infernal
Damage Resistances Non Magical Melee Attacks
Damage Immunities Fire
Condition Immunities Blinded, Poisoned
Challenge 15 (13,000 XP)

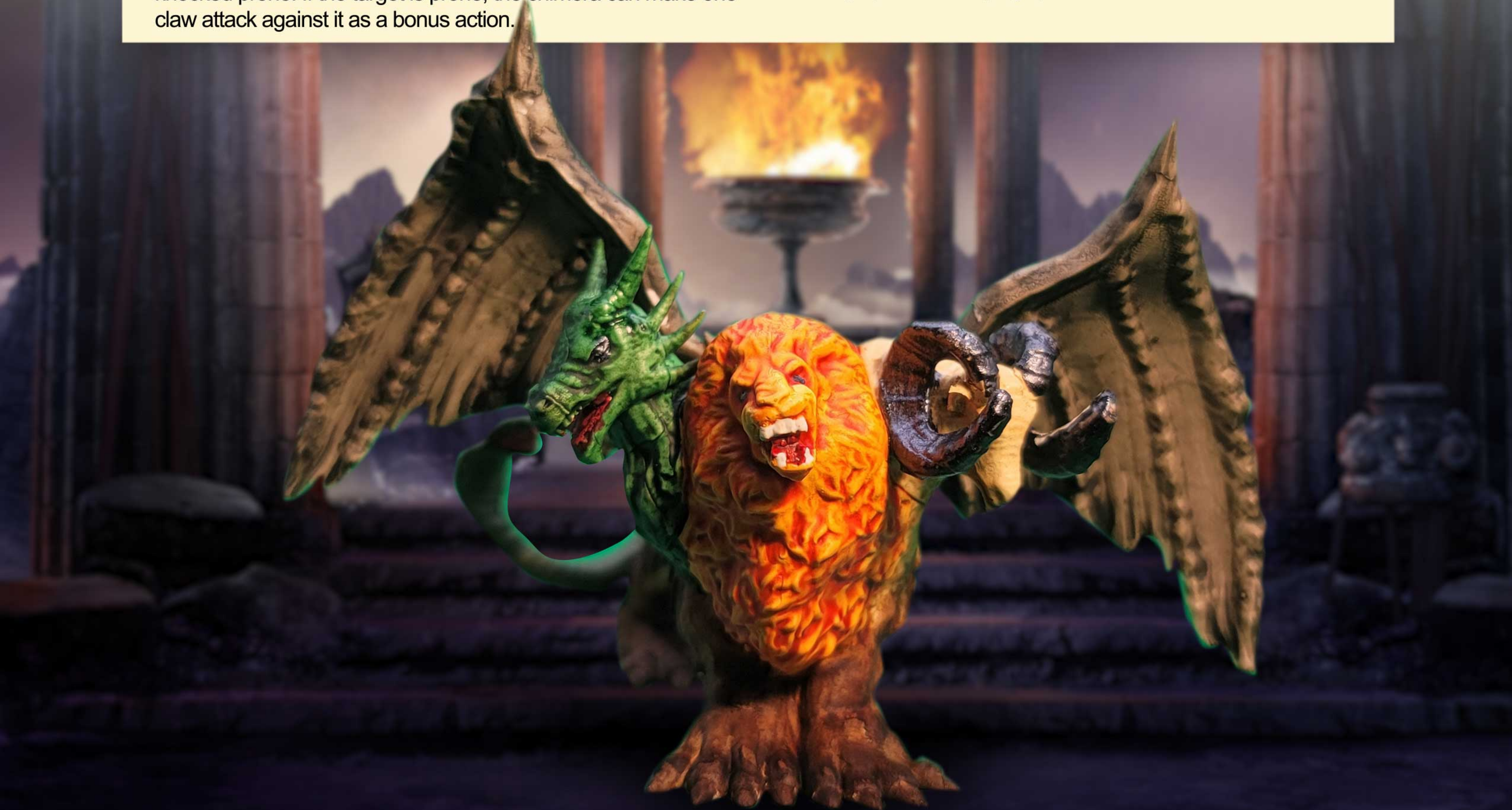
Sure-Footed: The chimera has advantage on STR and DEX saving throws made against effects that would knock it prone.
Charge: If the chimera moves at least 20 ft. straight toward a target and then hits it with a horns attack, the target takes an extra 4 (1d8) bludgeoning damage.
Pounce: If the chimera moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the chimera can make one claw attack against it as a bonus action.

Actions

Multi-Attack. The chimera makes three attacks. When its Fire Breath is available, it can use the breath in place of its bites, claws or horn attacks.
Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.
Horns. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.
Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.
Cobra Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage. The target must also make a (DC 16) Constitution saving throw or receive an additional 14 (4d6) poison damage and become poisoned for the next hour.
Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Wing Attack (3/day) (Costs 2 Actions). The chimera beats its wings. Each creature within 10 ft. of the chimera must succeed on a DC 16 Dexterity saving throw or take 11 (2d6 + 5) bludgeoning damage and be knocked prone. The chimera can then fly up to half its flying speed.



Proteus, the Three-Headed Tyrant. His lion head is a testament to his insatiable greed. His ram head represents his lustful nature. His dragon head symbolizes his cruelty and sadism. And his cobra tail depicts his desire for revenge.

SHADOWMOURNE

Medium fey, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

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

Saving Throws WIS +2, CHA +4, DEX +3

Skills Deception +7, Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Sylvan

Damage Resistances ADV against all Magic Saving Throws

Challenge 2 (450 XP)

Innate Spellcasting. The godling's innate spellcasting ability is Charisma (spell save DC 13). The godling can innately cast the following spells, requiring no material components:

At will: Eldritch Blast, Ray of Frost, Minor Illusion

1st Level: Inflict Wounds, Shield, Thunderwave

2nd Level: Hold Person, Misty Step, Darkness

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

Fey Protection. Any creature that attempts to damage the godling must first succeed on a DC 14 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way perceives everything as hilariously funny and falls into fits of laughter and falls prone, becoming incapacitated and unable to stand up.

Actions

Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Multiattack: Shadowmourne can make two attacks: one with his twisted umbilical cord (2d8+2) with a range of 10 ft. And one with his claws (1d10+4).

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

Bonus Actions

Bonus Action: Dark Embrace

Shadowmourne can reach out with his dark energy, grappling a creature within 5 feet of him. If successful, the target must succeed on a Strength saving throw or be pulled to Shadowmourne's space. The target is then restrained until the end of Shadowmourne's next turn.

A celestial being known as Sol, the god of light and warmth, fell in love with a mortal woman named Anya, a powerful and ambitious sorceress. Anya, seeking divine power for her own ends, seduced Sol and convinced him to break the divine laws against god-mortal unions.

Their forbidden union birthed a godling named Shadowmourne. The gods cursed the child, not only twisting his divine essence but also distorted his physical form. A grotesque reminder of his forbidden birth. His body is a mockery of creation. The gods cursed him with an umbilical cord that he now uses as a weapon.



SIR PERCIVAL PENDERBOTTOM

Medium undead, lawful evil

Armor Class 19 (Scalemail)
Hit Points 85 (10d10 + 30)
Speed 30 ft. or 40 ft. if mounted on horse

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+1)	12 (+1)	17 (+3)

Saving Throws CON +6, WIS +4
Skills Athletics +7, Intimidation +6, Perception +4
Senses Blindsight, Passive Perception 10
Languages Abyssal, Common
Damage Resistances Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Damage Vulnerabilities Radiant
Challenge 6 (2300 XP)

Heart of Darkness. The Headless Horseman has advantage on all attack rolls against all good aligned creatures who are not immune to being frightened.
Magic Resistance. The Headless Horseman has advantage on saving throws against spells and other magical effects.
Ride-By. While mounted, the horseman and its mount don't provoke opportunity attacks when they move out of an enemy's reach.

Actions

Multi-Attack. The horseman makes two melee attacks.
Vorpal Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.
Hurl Helmet. Ranged Weapon Attack: +5 to hit, reach 30 ft. Hit 2d10+4 bludgeoning damage, and 2d8+2 fire damage. Additionally, every creature within 5 ft of the target, hit or miss, must make a DC 15 Dexterity Saving throw or take 1d10 Slashing damage from the shards. Regardless, the helmet is smashed, and the attack cannot be used until he finds a new helmet and attunes to it like a magic item.

Reactions

Parry. (1/day) The knight adds 3 to its AC against one melee attack that would hit it. To do so, the Horseman must be wielding a melee weapon.

Bonus Actions

Shadowy Step. As a bonus action, the horseman can vanish into a shadowy mist. They can reappear within 15 feet of their original location.

Sir Percival was once a renowned knight, known for his valor and skill on the battlefield. However, a tragic event would forever change his life. During a fierce battle, Percival was struck down by a giant's arrow that severed his head from his body. Despite his mortal wound, Percival managed to slay the giant before his death. His spirit became trapped within his headless body. And now as he roams the land, he may not appear to be headless from afar, but with a closer look you can see that his knight's helm is as empty as his soul.



SLUK

Medium mutated human, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 21 (5d8 + 2)
Speed 15 ft. stagger

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	4 (-5)	6 (-4)	4 (-5)

Saving Throws STR +8, CON +5

Skills Intimidation +5

Senses Darkvision 30 ft.

Damage Vulnerabilities Psychic

Damage Resistances Acid, Poison

Challenge 5 (1800 XP)

Berserker Rage: Sluk can enter a berserker rage, granting him increased strength (STR +2) and resistance to damage (-1d4).

Frenzy: While raging, Sluk can make an additional attack as a bonus action.

Reckless Attack: While raging, Sluk has advantage on melee weapon attack rolls, but he also has disadvantage on Dexterity saving throws.

Actions

Smash. As an action the cursed creature can choose to destroy a structure made of stone or weaker and dealing 2d8 bludgeoning damage to any creatures within 10 foot of Sluk.

Paralysis. Sluk can claw a singular target and deal 2d6 slashing damage and paralyse the target for 5 turns.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., 3 targets. Hit: 18 (3d8 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +9 to hit, range 5 ft., 1 target. Hit: 24 (3d10 + 5) dc 16 (2d6) piecing damage.

Bonus Action

Rage. As a bonus action enter a rage for up to 1 minute (10 rounds). He gains advantage on STR checks and saving throws (not attacks), +2 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. His rage ends early if he is knocked unconscious or if his turn ends and he haven't attacked a hostile creature since his last turn or taken damage since then. he can also end his rage as a bonus action.

Sluk was born deformed, his spine twisted and contorted. As he grew, a second mouth appeared on his shoulder, demanding constant feeding. Abandoned by his parents, he learned to survive in the woods, becoming a solitary figure feared and pitied by others. Over time, the loneliness gnawed at him, turning him into a bitter and twisted soul. He began to resent the world, believing that his suffering was a punishment for the sins of others. He yearned for human connection, but his grotesque appearance and violent nature made it impossible for him to find love or acceptance.



TANGLEROOT

Medium monstrosity, chaotic good

Armor Class 11 (Natural Armor)
Hit Points 39 (10d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+2)	15 (+2)	14 (+2)	9 (-1)

Saving Throws CON +5
Skills Perception +3, Insight +4, Religion +4, Stealth +4
Senses Passive Perception 10
Languages Speaks in gibberish sounding mumbles
Damage Resistances Necrotic, Poison
Challenge 2 (450 XP)

Strong-willed: Nuppeppo has advantage on CON saves

Spit up: Nuppeppo knows the cantrip Acid splash, and can use it twice per long rest.

Actions

Fall. Melee Weapon Attack: Nuppeppo takes a fall on any creature within 5ft. of itself. The creature takes 1d8+2 crushing damage. If the creature is Medium or smaller, it is restrained and takes 1d4 crushing damage every round until Nuppeppo gets back up (1 action) If the creature is larger, it is knocked prone.

Melodourus breath: Ranged Weapon Attack (Recharge; 3) The Nuppeppo empties all the air from it's breathe releasing a fowl odor. All creatures in a 15ft. cone must make a DC 13 CON save, on a failed save the creature takes 2d6+2 poison damage, on a successful save it takes half as much.

Bonus Actions

Gelatinous Grab. The Nuppeppo can reach out with its gelatinous body, attempting to grapple a creature within 5 feet of it. If successful, the target must succeed on a Strength saving throw or be pulled to the Nuppeppo's space and restrained until the end of it's next turn.

Tangleroot possesses a mischievous spirit. He enjoys playing pranks on unsuspecting travelers, hiding their belongings. His odd form can be both unsettling and repulsive to those who encountered him. Tangleroot can manipulate shadows and darkness, creating illusions and ambushes. Despite his form, he is incredibly agile and stealthy, able to blend into the shadows and disappear without a trace. He has become known throughout the land as the "Shadow Sprite," a quirky and unpredictable figure who is always ready for an adventure.

