

TORDEK, THE BLIND BERZERKER

Medium Humanoid, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 100 (11d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	20 (+5)	8 (-1)

Saving Throws DEX +8, WIS +9

Skills Perception +14

Senses Passive Perception 18, Tremor Sense

Languages Common

Damage Resistances Lightning, Thunder & All Non-Magical Melee

Condition Immunities Blinded, Charmed

Challenge 7 (2,900 XP)

Blind. Tordek permanently suffers from the Blinded status effect.

Two-Weapon Fighting. When he engages in two-weapon fighting, add your ability modifier to the damage of offhand attacks.

Action Surge. Tordek can take one additional action. Once used he must finish a short or long rest before you using again.

Blind Strength. Tordek can use two heavy weapons as if they were light weapons.

Actions

Multi-Attack. Tordek makes two melee attacks. One with each weapon.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 2) slashing damage.

Berserker Greataxe. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (2d12 + 6) slashing damage.

Sonic Slash. When within 5 feet of an enemy Tordek can choose to unleash a Sonic Slash. This attack is a special melee attack that deals an additional 2d8 thunder damage to anyone in 30 feet of him.

Reactions

Blind Fury. When the wielder of the Berserker Greataxe is reduced to 10 hit points, they can use a reaction to activate Blind Fury. The wielder immediately regains 35 hit points. For the next round, the wielder attacks with furious abandon, making two weapon attack with e ach greataxe.

However, the wielder is completely reckless during this attack. They have disadvantage on all ability checks and saving throws, and their attacks have advantage only against the creature that reduced them to 10 hit points. After three rounds, the wielder falls unconscious.

Tordek is a son of the wild, tempered by the harshness of the northern lands. A fateful encounter changed the course of his life. A blade found its mark on Tordek's eyes, plunging him into darkness. Yet, even in the face of such a devastating blow, Tordek's spirit remained unbroken. His senses sharpened, his rage intensified. He learned to fight by feel, relying on the vibrations of the earth and the sounds of battle. Now, Tordek leads his tribe, a blind berserker. His horned helmet, a constant companion, hides his scarred face and sightless eyes.



XIPHOS, THE BUTCHER'S NIGHTMARE

Medium Fey (Kallikantzaros), neutral evil

Armor Class 12

Hit Points 65 (11d8 + 10)

Speed 35 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3)

20 (+5)

14 (+2)

14 (+2)

12 (+1)

10 (+1)

Saving Throws DEX +9

Skills Stealth +10

Senses Darkvision 60 ft., Passive Perception 12

Languages Sylvan, Undercommon

Condition Immunities Charmed

Challenge 7 (2,900 XP)

Fey Ancestry. The kallikantzaros has advantage on saving throws against being charmed, and magic can't put him to sleep.

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

Goblin Confusion. With their greenish skin and pointed ears, the kallikantzaros are often mistaken for goblins. This drives most of them into a fury, as they insist they share nothing goblins. Many will insist on an immediate apology or a duel to settle the point.

Actions

Multi-Attack. The kallikantzaros makes two Butcher's Cleaver attacks or two Staff of Striking attacks.

Butcher's Cleaver. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6 + 2) slashing damage. The cleaver does an extra die of damage against a target that is wearing no armor.

Staff of Striking. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d12 + 2) bludgeoning damage.

Misery Staff. Two kallikantzaros can combine their actions to move up to their speed with a 5-foot, two-person staff held between them and attack a single creature in their path. The target must succeed on a DC 13 Dexterity saving throw or take 9 (2d6 + 2) bludgeoning damage. If the creature is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is knocked prone, each kallikantzaros may make a Butcher's Cleaver attack against it as a bonus action.

Xiphos was born into a clan of chaotic and destructive Kallikantzaros. However, Xiphos possessed a unique fascination with the realm of mankind. He spent countless hours observing humans, particularly their ways of sustenance and their tradition of eating meals together. Intrigued by the art of butchery, Xiphos honed his skills, learning to dissect flesh with precision and efficiency. This macabre expertise, combined with his cunning and agility, makes him a formidable opponent.



MALACHI, THE SHADOW SERPENT
Medium Celestial (Couatl), lawful evil

Armor Class 17 (natural armor)
Hit Points 122 (15d10 + 39)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	14 (+2)	10 (+0)	18 (+4)

Saving Throws CON +7, CHA +8
Senses Truesight 120 ft., Passive Perception 18
Languages All, Telepathy 60 ft.
Damage Resistances Radiant
Damage Immunities Psychic, Non-Magical Melee
Challenge 7 (2,900 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells:
Cantrips: Detect evil and good, Detect magic, Detect thoughts
5/day each: Bless, Create food and water, Cure wounds, Lesser restoration, Protection from Poison, Sanctuary, Shield
2/day each: Dream, Greater restoration, Scrying
Magic Weapons. The couatl's melee attacks are magical.
Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Multi-Attack. It makes two attacks: one with its bite and one with its Tail or just one with its Constriction.
Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 13 (2d10 + 6) piercing damage. The target must succeed on a DC 10 constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake
Tail. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 12 (2d8 + 6) bludgeoning damage.
Constrict. Melee Weapon Attack: +4 to hit, reach 10 ft., one medium or smaller creature. Hit: (2d6 + 3) bludgeoning damage. The target is grappled (escape DC 15) Until this grapple ends, target is restrained, and the couatl can't constrict another target.
Sleep Breath. The Couatl exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 10 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



Malachi, a twisted couatl, was born from the darkest corners of the Abyss. His scales are dark blue, and his eyes burn with a malevolent fire. He delights in chaos and suffering, using his cunning and magical abilities to manipulate and deceive. Though unable to alter his serpentine form, Malachi is a master of illusion. He can weave intricate webs of deception, conjuring false realities to lure unsuspecting victims into a deadly sleep.

ONIRO, THE FALLEN GUARDIAN

Medium Fiend (Demon), lawful evil

Armor Class 18 (natural armor)
Hit Points 54 (10d6 + 18)
Speed 35 ft.

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

Saving Throws CON +7, WIS +6
Senses Passive Perception 16
Languages Common, Abyssal
Damage Resistances Cold, Fire
Damage Immunities Poison
Challenge 8 (3,900 XP)

Indomitable (2/Day). The samurai rerolls a failed saving throw.
Samurai Swords. When the samurai rolls a 1 or 2 on a damage die for an attack it makes with a melee weapon that it is wielding, it can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.
Samurai Stance. The samurai can use it's warrior training to re-roll 1s and 2s on attack rolls.

Actions

Multi-Attack. The samurai can make two Katana attacks.
Ancestral Katanas. Melee Weapon Attack: +9 to hit, reach 5 ft., 1 target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the samurai has more than half of its total hit points remaining. This weapon has the following mastery property: **Vex.** If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.
Samurai spirit. The samurai gets one attack of opportunity on one creature within 10 feet when it's hit points fall below 10.
Mesmerizing Chirr (Recharge 6). The samurai makes a chirring noise. Each humanoid or beast that is within 15 feet of the samurai and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the samurai's next turn.

Reactions

Parry. The samurai adds 4 to its AC against one melee attack that would hit it. To do so, the samurai must see the attacker and be wielding a melee weapon.

Oniro was once a noble samurai, a guardian of justice and honor. However, a fateful encounter with a dark entity corrupted his soul, twisting his sense of morality. Now, he serves as a demonic warrior, a harbinger of chaos and destruction. His once pure heart is now filled with darkness, and his eyes burn with a cold, inhuman fire. He wields twin katana, blades imbued with demonic energy, capable of slicing through flesh and soul. Oniro is a silent killer, a shadow that moves swiftly and strikes without mercy.



THORIN STONEHEART

Medium Humanoid (Dwarf), chaotic good

Armor Class 16 (chainmail)

Hit Points 38 (5d10 + 5)

Speed 30 ft.

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

Saving Throws WIS +7, STR +5

Senses Darkvision, Passive Perception 15

Languages Common, Dwarvish

Skills Acrobatics +4, Athletics +4, Perception +5

Damage Immunities Poison

Challenge 6 (2,300 XP)

Dwarven Resilience. Thorin has advantage on Saving Throws against poison, and is immune to poison damage.

Improved Critical. Thorin's weapon attacks score a critical hit on a roll of 19 or 20.

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

Actions

Multi-Attack. Thorin makes two melee attacks.

Battle Axe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage or 9 (1d10 + 4) slashing damage when wielded with two hands.

Crossbow, Heavy. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 1) piercing damage.

Action Surge. (1/Short or Long Rest). On Thorin's turn, he can take one additional action on top of his regular action and a possible bonus action.

Second Wind. (1/Short or Long Rest). As a bonus action, Thorin regains 2d10 + 5 hit points.

Reactions

Evade. When Thorin is targeted by a ranged attack that he can see, he can use his reaction to impose disadvantage on the attack roll.

Thorin Stonefist is a grizzled dwarf warrior, known throughout the land for his legendary strength and fiery temper. Thorin's life has been marked by countless battles, each one shaping him into the formidable warrior he is today. He has faced countless foes, from monstrous trolls to cunning goblins, and emerged victorious. His axe, a relic passed down through generations of his family, is a symbol of his power and resilience.



SAIDE, HAG OF SHADOWS

Medium Fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 97 (13d8 + 40)
Speed 30 ft., swim 40 ft.

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

Saving Throws CON + 6
Senses Darkvision, Passive Perception 12
Languages Common, Undercommon, Abyssal
Skills Arcana +4, Intimidation +6, Stealth +5
Damage Resistances Acid, Necrotic
Challenge 6 (2,300 XP)

Spellcasting. The eldritch blood hag is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +3 to hit with spell attacks). It knows the following wizard spells:
Cantrips (at will): eldritch blast, minor illusion, toll the dead
1st level (4 slots): absorb elements, expeditious retreat, false life
2nd level (3 slots): invisibility, misty step, spider climb

Actions

Multi-Attack. The Blood Hag makes three attacks with her claws or two with her ritual dagger.
Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.
Ritual Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. Hit points lost to this damage can be regained only through a short or Long Rest, rather than by regeneration, magic, or any other means.
Rain of Blood. As a bonus action the blood hag can cause the wounds of a creature within 30ft to bleed profusely. The target must make DC 13 Constitution save or begin bleeding, taking 1d4 necrotic damage at the start of each of its turns, it can then repeat the saving throw, ending the effect on a success. Alternatively, the creature, or a creature within 5 feet of it, can use magical healing to end the effect.

Reactions

Blood Magic. When a living creature drops to 0 while within 10ft of the Blood Hag the hag can use it's reaction cast one of the following spells: Fear, Bane, Toll the dead

Saide was born with a thirst for power, a hunger that could not be satiated by mortal means. She delved into the forbidden arts, seeking knowledge that would elevate her beyond human comprehension. Her studies led her to a path that promised a long life and immense power. Embracing the darkness, Saide willingly sacrificed her humanity, transforming herself into a eldritch blood hag. She revels in her newfound abilities, relishing the fear and despair she inflicts upon others. Her eerie form is a testament to the price of unchecked ambition.



GERTRUDE THE GRIM

Medium Humaonoid, chaotic evil

Armor Class 15 (natural armor)
Hit Points 150 (8d20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	18 (+4)

Saving Throws INT +6, CHA +7
Senses Passive Perception 15
Languages Common, Sylvan
Skills Arcana +6, Deception +6, History +4, Insight +4
Damage Resistances Necrotic, Poison, Acid
Challenge 8 (3,900 XP)

Spellcasting. Gertrude's spellcasting ability is Charisma (spell save DC 15, +6 to hit with attacks). She has the following spells prepared:
Cantrips (at will): Eldritch Blast, Thunderclap, Chill Touch
1st level (4 slots): Hex, Witch Bolt, Hellish Rebuke, Inflict Wounds
2nd level (3 slots): Fear, Ray of Enfeeblement, Vampiric Touch
3rd level (3 slots): Bestow Curse, Dispel Magic, Remove Curse

Actions

Bloody Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 4) slashing damage and 6 (2d4 + 4) slashing damage.
Necrotic Gaze. Gertrude targets one point within 60 feet of her. Any creature within 10 feet of that point must succeed on DC 15 Constitution saving throw or take 4d6 necrotic damage and become frightened until the end of Gertrudes's next turn. Creatures that succeed on the saving throw take half damage and are not frightened.
Death Glare. The witch targets one frightened creature she can see within 30 feet of her. If the target can see the witch, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Bonus Actions

Twisting Fate. Target an creature within 60 ft. that the witch can see, it has disadvantage on its next attack roll.

Gertrude, a wicked witch, has lived for centuries, her age hidden beneath a facade of withered beauty. She dwells in a secluded cottage, surrounded by a dark and foreboding forest. Her home is a place of twisted magic and sinister secrets. To maintain her youthful appearance Gertrude lures innocent children to her cottage, promising them sweets and stories. Once they are within her grasp, she transforms them into grotesque ingredients for her vile potions. This dark practice, though horrific, is the price she pays for eternal youth.



GHAST, THE LANTERN'S THRALL

Medium Undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 85 (12d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	8 (-1)	10 (+0)	12 (+1)

Saving Throws STR +7, CON +8
Senses Darkvision 60 ft., passive Perception 15
Languages Infernal
Skills Perception +5
Damage Resistances Necrotic, Poison, Acid
Challenge 8 (3,900 XP)

Lantern's Fury. While his lantern is lit, Ghast gains advantage on attack rolls and damage rolls.
Undying Servitude. If Ghast is reduced to 0 hit points but the lantern is still lit, it can rise on its next turn with 10 hit points.
Corrupting Touch. When Ghast hits a creature with a melee attack, the target must succeed on a DC 14 Constitution saving throw or take an extra 10 (3d6) necrotic damage.

Actions

Multi-Attack. Ghast makes two melee attacks: one with its claws and one with its bite.
Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d8+4) slashing damage.
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d10+4) piercing damage.

Reactions

Lantern's Defiance. When Ghast takes damage, it can use its reaction to regain a number of hit points equal to 1d4 plus his Constitution modifier. If he has full hit points he can roll with advantage next time someone attacks his lantern.

Bonus Actions

Infernal Fuel. As a bonus action, Ghast can consume a portion of its own life force to relight his infernal lantern. Doing so grants it advantage on its next attack roll. However, Ghast takes 5 damage.

Ghast is a reanimated corpse bound to an infernal lantern. Once a simple soul, he was consumed by darkness and transformed into a mindless husk. His body, decaying and skeletal, is a vessel for the lantern's malevolent power. Only when the lantern's flame is ignited does Ghast truly come to life. His eyes glow with an eerie light, and his movements become erratic and violent. Driven by a hunger for destruction, he seeks out living beings to devour. Yet, without the lantern's illumination, he is merely a lifeless shell.



ELVIRA NIGHTSHADE

Medium Humanoid, chaotic evil

Armor Class 15 (mage armor)
Hit Points 75 (10d8+30)
Speed 30 ft.

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

Saving Throws INT +8, CHA +8
Senses Darkvision 60 ft., passive Perception 15
Languages Common, Infernal, Undercommon
Skills Arcana +7, Deception +8, Insight +5, Perception +5
Damage Immunities Necrotic
Challenge 6 (2,300 XP)

Spectral Head. Elvira can create an illusory copy of her head that hovers within 30 feet of her. The head can make one attack per turn, using the necromancer's bonus action. The head can also cast cantrips, using the necromancer's spellcasting ability. She can have a maximum of 3 heads at a time. Each head has 15 hit points and 6 AC.

Necromantic Master. Elvira can cast the following spells:
Cantrips: Chill Touch, Toll of the Dead, Poison Spray
1st Level: Inflict Wounds, Revivify
2nd Level: Cloudkill, Phantasmal Killer
3rd Level: Animate Dead, Blight
4th Level: Death Ward
Life Drain: When Elvira hits a creature with an attack, she can drain life force from the target, healing herself for an amount equal to half the damage dealt.

Actions

Multi-Attack. Ghast makes two eldritch blast attacks.
Eldritch Blast. Ranged Spell Attack: +6 to hit, range 120 ft., one target. Hit: 10 (1d10+4) force damage.

Bonus Actions

Spectral Head Assault. As a bonus action, Elvira can command her spectral head to make a special attack. The head can:
Bite: Make a melee attack. +3 to hit, one target. Hit: 6 (2d4+4) piercing damage.
Psychic Drain: Target a creature within 30 feet. The target must succeed on a DC 12 Wisdom saving throw or take 2 (1d4) psychic damage and be frightened for one minute.
Illusionary Strike: Create a terrifying illusion of a monstrous creature, forcing the target to make a DC 12 Wisdom saving throw or be frightened for one minute.

Elvira Nightshade, a brilliant yet eccentric necromancer, has mastered the dark arts from a young age. Her family, a lineage of necromancers, passed down their forbidden knowledge to her, igniting a passion that would consume her life. Elvira has a unique ability to create illusory copies of her own head, which she can manipulate with telekinesis. These spectral heads can be used as distractions, to deliver surprise attacks, or even as weapons, capable of biting opponents.



THE LADY OF LARVA

Medium Humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 135 (15d10+75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	6 (-2)	6 (-2)	8 (-1)

Saving Throws STR +9, CON +6

Senses Darkvision 120 ft., Tremorsense 60 ft.

Languages Undercommon

Skills Perception +5

Damage Immunities Necrotic, Acid, Poison

Challenge 10 (5,900 XP)

Parasitic Infection. When the Lady of Larva hits a creature with a melee attack, that creature must make a DC 15 Constitution saving throw or become infected. An infected creature takes 10 (3d6) necrotic damage at the start of each of its turns. The infection can only be cured by dispel magic spell or a wish spell.

Worm Regeneration. The Lady of Larva regains 10 hit points at the start of each of its turns.

Actions

Multi-Attack. The Lady of Larva makes two attacks: one with her claws and one with her bite.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (2d6+5) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d8+5) piercing damage.

Reactions

Worm Shield. When the Lady of Larva is hit by an attack, she can use her reaction to summon a swarm of worms to protect her. The worms absorb 10 (3d6) damage from the attack. She can use this Reaction twice per long rest.

Bonus Actions

Spawn of Corruption. The Lady of Larva can create a swarm of maggots as a bonus action. The swarm moves toward the nearest creature and attacks it with Worm Swarm.

Worm Swarm. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (2d6+5) acid damage.

Once a mortal woman, she was infected by the parasitic worms of Kyuss, transforming her into a mindless zombie. However, a remnant of her consciousness remains, trapped within her decaying body. Driven by a desperate desire for escape, The Lady of Larva seeks to spread the curse of Kyuss to all living beings. She commands an army of infected creatures. Her touch is a harbinger of doom, transforming the living into the undead.



THE FLAYED ONE

Medium Undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 64 (9d10 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	9 (-1)	9 (-1)	6 (-2)

Saving Throws STR +6, DEX +4

Senses Darkvision 120 ft., Bloodsense 60 ft.

Languages Barely Distinguishable Common

Skills Perception +4

Damage Immunities Necrotic, Acid, Poison

Challenge 10 (5,900 XP)

Bloody Proliferation. Once a flayed one has removed all of the skin off a living creature the creature returns in 3d6 days as lesser Flayed one.

Regeneration. The flayed one regains 10 hit points each time it eats the flesh of its enemies.

Flayed Resistance. The Flayed One has advantage on saving throws against spells and other magical effects.

Actions

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with rot. The cursed target can't regain hit points.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Reactions

Blood Purge. If The Flayed One takes damage from an attack that came from behind he vomits a stream of rotting blood on any two creatures within 5 feet of each him. A target must succeed on a Dexterity saving throw or take 3d6 acid damage. Successfully hit targets are also blinded unless they pass a DC 10 Constitution save.

The Flayed One was once a human, a prisoner of a dark cult. As punishment for a perceived slight, the cultists subjected him to a horrific ritual, stripping his skin from his body and leaving him to die. However, dark magic intervened, reanimating his corpse as a monstrous ghoul. Now, his form is a constant reminder of the cruelty of his tormentors. He seeks to inflict the same pain and suffering on others, a twisted echo of the agony he once experienced.



SPORECALLER, THE FUNGAL GUARDIAN

Medium Plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 90 (12d8+36)
Speed 20 ft.

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

Saving Throws WIS +8, CHA +5
Skills Perception +7, Survival +8
Senses Darkvision 60 ft., Passive Perception 17
Languages Druidic, Undercommon
Damage Immunities Acid, Poison
Challenge 6 (2,300 XP)

Nature's Ally. The Sporecaller can communicate telepathically with plants within 60 feet of it. It can request the plants to cast hold person on a creature within 5 feet of it.
Spore Cloud. As an action, the Sporecaller can release a cloud of poisonous spores in a 10-foot radius. Each creature in the area must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a success.

Actions

Multi-Attack. The Sporecaller makes two attacks: one with its pseudopod and one with a spore cloud.
Slam. Melee Weapon Attack: +3 to hit, reach 10 ft., 1 target. Hit: 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) poison damage, and the target is grappled (escape DC 14).
Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.
Spore Cloud. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. Hit: 7 (1d8+3) poison damage.

Reactions

Fungal Ward. When the Sporecaller is damaged by a spell, it can use its reaction to create a protective fungal barrier around itself, reducing the damage taken by 5 points.

Bonus Actions

Pseudopod Snack (2/day). Collect a colored mushroom within 15 feet of the Sporecaller and eats it.
Blue - Gains +1 AC/Saves/attack until the end of its next round
Green - Berserks, gaining advantage on all attacks made and attacks against it until the end of its next round
Red - Heal 2d10 HP



Sporecaller has spent countless cycles tending to the fungal forests. Its connection to the earth is profound. It communicates with the forest's myriad creatures, from tiny insects to towering trees. A tragic event, however, has forced Sporecaller to abandon its peaceful existence. A blight has ravaged the forest, poisoning the soil and corrupting the life within. To protect its home, Sporecaller has been forced to take up arms, using its fungal spores as weapons against the encroaching darkness.



JASPER THORN, THE PUMPKIN KING

Medium Undead/Plant, chaotic evil

Armor Class 16
Hit Points 105 (10d12 + 40)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	22 (+6)	14 (+2)	10 (+0)	14 (+2)

Saving Throws STR +8, DEX +9, CON +10
Skills Athletics +5
Senses Darkvision 60 ft., Passive Perception 15
Languages Common
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Paralyzed, Poisoned
Challenge 10 (5,900 XP)

False Appearance. While the Jasper remains motionless, he is indistinguishable from an ordinary, inanimate scarecrow.
Burning Heart. Fire heals the Jasper rather than damages him.
Breath of the Dead. Jasper may choose to extinguish all nonmagical sources of light within 30ft. of it.

Halloween's Might. On Halloween night, the Pumpkin King gains advantage on all attack rolls, ability checks, and saving throws. Additionally, his attacks deal an extra 1d6 damage.

Actions

Multi-Attack. Jasper makes two attacks.
Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.
Terrifying Glare. Jasper targets one creature it can see within 30 feet. If the target can see Jasper, the target must succeed on a DC 14 Wisdom saving throw or be magically frightened until the end of the Jasper's next turn. Target is paralyzed.
Spectral Flame (Recharge 5-6). Ranged Weapon Attack: +9 to hit, range 5/120 ft., two targets. Hit: 24 (6d6 + 5) necrotic damage.

Reactions

Cackle of Crows. As a reaction the Jasper can summon a swarm of crows which give disadvantage to melee attackers, if the attack is still successful the attacker takes 1d6 damage as they are swarmed by the crows.
Malevolent Hunger. As a reaction the Jasper may cause a 20 foot area of antimagic to appear centered on himself for 1d6 + 1 turns.

Jasper made a fateful deal with the Devil, promising his soul in exchange for eternal life and boundless power. However, Jasper, ever the trickster, devised a plan to outwit the Dark Lord. He would fulfill his end of the bargain, but only on one condition: he would be allowed to return to the mortal realm once a year on Halloween night. The Devil, intrigued by the challenge, agreed. But when the time came for Jasper to return, he reneged on his promise, refusing to return to the infernal realm. Enraged, the Devil cursed Jasper, transforming him into a grotesque creature of the night. His spirit, trapped within a cursed pumpkin, is now bound to the night, forever a harbinger of Halloween's horrors.



SILAS SHADOWSTALKER

Large Undead, neutral evil

Armor Class 16
Hit Points 100 (12d10+48)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	10 (+0)	6 (-2)	6 (-2)

Saving Throws CON +7
Skills Stealth +10, Perception +5
Senses Darkvision 120 ft., Passive Perception 15
Languages Common, Infernal, Undercommon
Damage Immunities Necrotic, Poison
Condition Immunities Poisoned, Frightened
Challenge 10 (5,900 XP)

Annihilating Aura. Any creature that starts its turn within 10 feet of the nightwalker must succeed on a DC 14 Constitution saving throw or take 7 (2d6) necrotic damage and grant the Nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.
Living Shadow. While in dim light or darkness, the nightwalker has resistance to damage that isn't force, psychic, or radiant.

Actions

Enervating Focus. Ranged Weapon Attack: +7 to hit, reach 20 ft., one target. Hit: 43 (8d8 + 7) necrotic damage. The target must succeed on a DC 25 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This lasts until the target finishes a long rest.
Finger of Doom (Recharge 6). The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 14 Wisdom saving throw or take 39 (6d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's Finger of Doom for the next 24 hours.

Reactions

Shadow Ward. When the Nightwalker is hit by an attack, it can use its reaction to teleport up to 10 feet to an unoccupied space.

Silas Shadowstalker was once known as Prince Silas of Narfell, a vibrant city nestled on the edge of the Shadowfell. Narfell was a beacon of light, its citizens protected by a powerful barrier that held back the encroaching darkness of the Shadowfell. One fateful night a Nightwalker Lord orchestrated a devastating attack on Narfell and the city was plunged into chaos. Silas led the defense but the Nightwalker Lord proved too powerful. In a desperate attempt to save his city, Silas offered himself as an exchange, hoping to buy Narfell time to rebuild the barrier. The Nightwalker Lord, amused by the prince's audacity, agreed. Silas was transformed, becoming a creature of shadow himself - a Nightwalker.



RATATOSKR

Small Fey, chaotic good

Armor Class 18 (natural armor)
Hit Points 100 (32d4 + 20)
Speed 40 ft., Ignores difficult terrain

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	14 (+2)	15 (+2)	13 (+1)

Saving Throws DEX +9, INT +6, WIS +6, CHA +4
Skills Acrobatics +13, Sleight of Hand +13, Survival +8
Senses Darkvision 120 ft., Truesight 10 ft., Passive Perception 12
Languages Sylvan
Condition Immunities Grappled, Paralyzed, Charmed
Challenge 12 (8,400 XP)

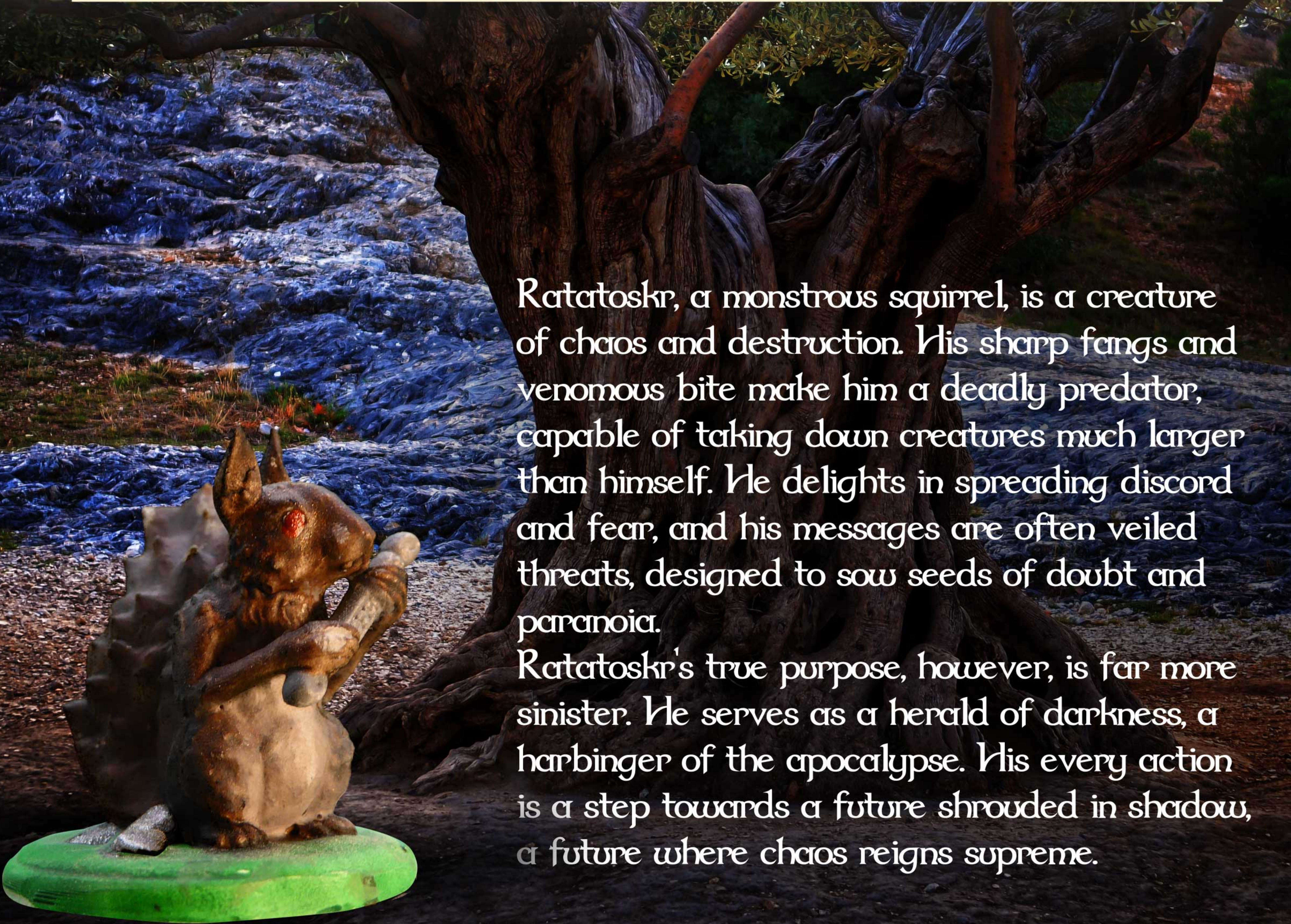
Fluff of Yggdrasil. The Ratatoskr gives inspiring presence for being cute and fluffy, all allies within 30 ft. gain 1d4 to saving throw.
Gift of Yggdrasil. When the Ratatoskr dies he awakens 5 minutes later with 20 hit points. While dead he gives the full appearance of being dead and even has no pulse or signs of life.

Actions

Multi-Attack. The Ratatoskr makes 3 attacks.
Scratch. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) slashing damage.
Flurry. (Costs 2 Actions) The Ratatoskr spins around in a flurry of attacks, damaging nearby enemies. Each creature in a 10-foot-radius must succeed on a DC 15 Dexterity saving throw or take 3d12 bludgeoning damage. Any creature taking damage from Flurry will have disadvantage on their next attack roll.
Acorn Blast (Costs 2 Actions). Ratatoskr shoots a blast of 10 acorns forward in a 15 ft. cone, creature within area make DC 15 Dexterity saving throw or being hit by acorns. Enemies hit by acorns take 1d6 bludgeoning damage on each acorn.

Reactions

Scurry. The Ratatoskr uses it reaction to Scurry from danger using its enhanced animal instincts to avoid attacks and spells with in milliseconds. It can move 30 feet with 1 movement as its leaping power is far greater than any other known beast. This feature can only be used against melee attacks from heavy weapons and spells that are cast from more than 30 feet away.



Ratatoskr, a monstrous squirrel, is a creature of chaos and destruction. His sharp fangs and venomous bite make him a deadly predator, capable of taking down creatures much larger than himself. He delights in spreading discord and fear, and his messages are often veiled threats, designed to sow seeds of doubt and paranoia. Ratatoskr's true purpose, however, is far more sinister. He serves as a herald of darkness, a harbinger of the apocalypse. His every action is a step towards a future shrouded in shadow, a future where chaos reigns supreme.

BARON VON NACHT

Medium Humanoid, chaotic evil

Armor Class 17
Hit Points 120 (15d10+75)
Speed 30 ft.

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

Saving Throws STR +8, CHA +9
Skills Deception +8, Performance +10, Sleight of Hand +8
Senses Passive Perception 12
Languages Common, Undercommon
Condition Immunities Charmed
Challenge 9 (5,000 XP)

Illusionist's Gambit: The Baron can cast illusion spells as a 10th-level spellcaster, spellcasting ability is Charisma Spell Save DC 15, +8 to hit with attacks). He knows the following spells:
Cantrips: Minor Illusion, Prestidigitation
1st Level: Disguise Self, Silent Image, Charm Person
2nd Level: Invisibility, Misty Step, Suggestion
3rd Level: Feign Death, Phantom Steed
4th Level: Phantasmal Killer

Actions

Multi-Attack. The Baron makes 4 attacks.
The Gentleman's Gambit. A cane sword with magic properties. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d8+5) piercing damage. On the first hit from this weapon the target must succeed a DC 15 or be surprised by the attack.
The Ticklish Terror. A dagger with magical properties. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 6 (1d6+5) piercing damage. On a hit the target must succeed a DC 15 CON saving throw. On a fail, the target will burst into laughter thinking they have been tickled rather than stabbed. They will laugh for one round.

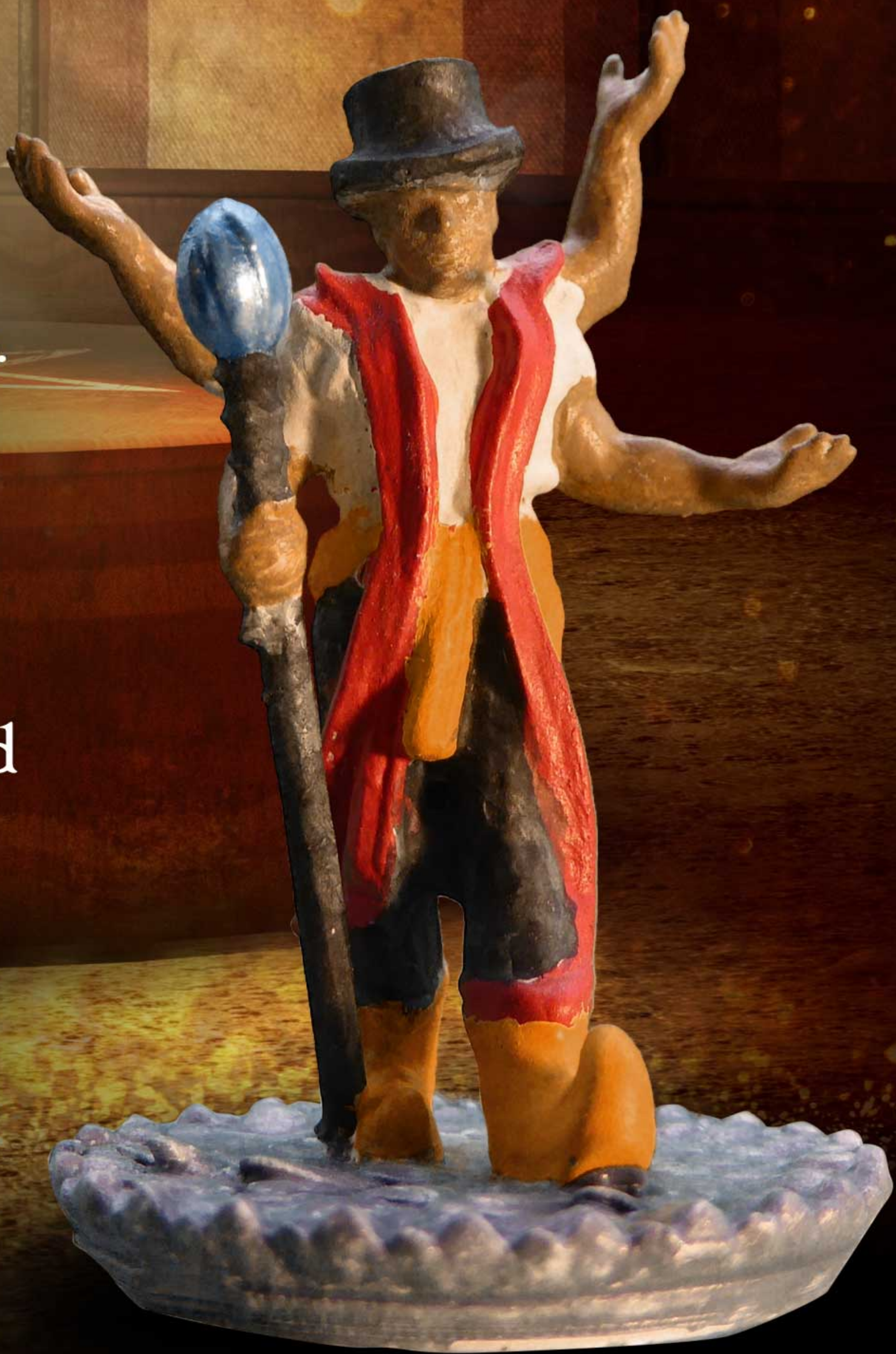
Reactions

Four Arm Fakeout. When the Baron is hit by an attack, he can use his reaction to deflect the attack with one of his extra arms, reducing the damage taken by 5 points.

Baron von Nacht, a twisted carnival master, is a creature of deception and despair. His four arms allow him to manipulate reality with ease. His top hat, a symbol of his power, conceals a dark secret: a mind that is both brilliant and twisted.

Once a simple performer, the Baron was consumed by a desire for power and attempted powerful experiments resulting in bodily mutations.

His circus is a place of nightmares, where reality and illusion blur together. Those who enter his tent never return, lost forever in a world of twisted dreams and endless suffering.



SCOURGE, THE SAURIAN MONSTROSITY

Medium Monstrosity, chaotic evil

Armor Class 17
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	8 (-1)	14 (+2)	12 (+1)

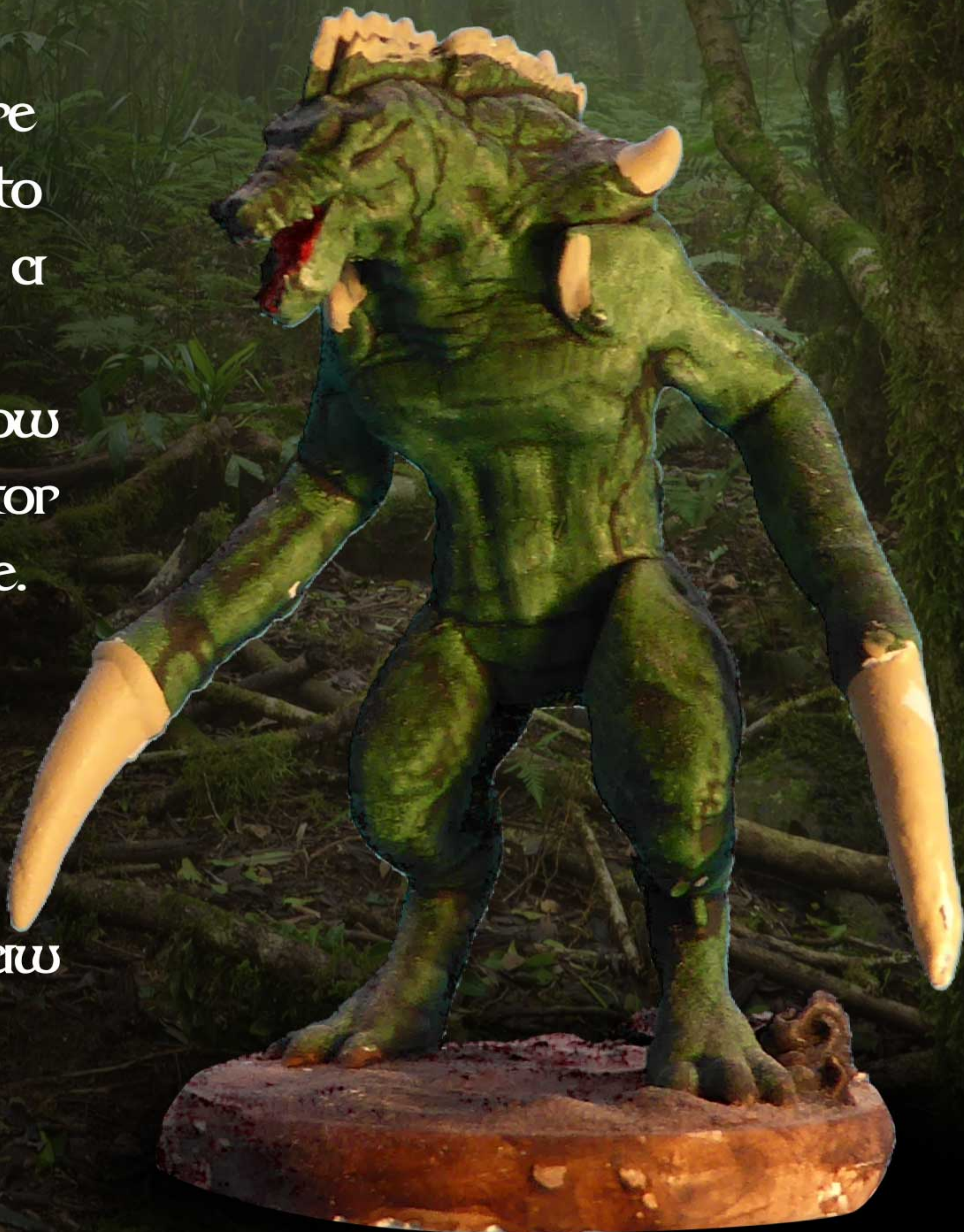
Saving Throws STR +7, CON +8
Skills Athletics +7, Intimidation +7, Nature +5
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Draconic, Primordial
Condition Immunities Prone, Grappled
Challenge 8 (3,900 XP)

Keen Smell. The saurian has advantage on Wisdom (Perception) checks that rely on smell.
Bleeding Wounds. The claws and teeth of saurians leave terrible wounds upon their victims. Any creature that is hit by the saurian's melee attacks must succeed a DC 15 Constitution saving throw or take 7 (2d6) bleeding damage at the start of their next turn. This effect ends if target is subjected to magical healing or takes a short/long rest. This ability has no effect on constructs or undead.

Actions

Multi-Attack. The Saurian makes 1 bite attack, and 2 Abyssal Thorn attacks.
Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 +4) piercing damage.
Abyssal Thorn. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. On a hit, the target must make a DC 15 Constitution saving throw or take an additional 1d10 necrotic damage while healing the Saurian.
Roar (Recharge 5-6). The saurian unleashes a thunderous roar. All creatures within a 30-foot radius of the saurian that can hear it must make a DC 15 Wisdom saving throw. On a failure, the creature is frightened of the saurian for 1 minute. A creature can repeat the saving throw at the start of it's turn, ending the effect on itself on a success. A creature that succeeds on the initial saving throw is immune to the saurian's roar for 24 hours.
Spinning Swing (Recharge 5-6). The saurian swings its sharp bone-like claws protruding from each arm in a wide arc, and each creature within 10 feet of it must make a DC 16 Dexterity saving throw. A creature takes 18 (4d6 + 4) slashing damage on a failure, or half as much damage on a success.

Scourge, a monstrous saurian, is a creature of ancient lineage. Its origins trace back to a time when dinosaurs roamed the earth, a time when magic and myth were intertwined. A relic of a bygone era, it now prowls the wilderness, a fearsome predator with a hunger for both flesh and treasure. Its intelligence, though primitive, allows it to devise intricate plans and outwit its prey. It is a master of stealth and deception, striking without warning from the shadows. Its sharp, bony bone-like claw protruding from each arm and powerful jaws are deadly weapons, capable of tearing through flesh and bone.



MECHANUS PRIME, ARTIFICER KING

Medium Humanoid (Warforged), lawful evil

Armor Class 20 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 35 ft.

STR

DEX

CON

INT

WIS

CHA

14 (+2)

14 (+2)

14 (+2)

20 (+5)

14 (+2)

16 (+3)

Saving Throws INT +9, CON +7

Skills Arcana +14, History +9, Insight +7, Persuasion +8, Stealth +7

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Dwarvish, Elvish, Gnomish

Damage Immunities Poison

Challenge 14 (11,500 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

Magic Item Savant. The artificer can attune up to five magic items at once, and ignores class, race, spell, and level requirements on attuning to or using an item.

Integrated Tools. (+12). The artificer has thieves' tools and tinker's tools integrated within it's body. Proficiency with the tools is doubled.

Spellcasting. The artificer is a 7th level spellcaster. Spellcasting ability is Intelligence (spell save DC 16, spell attack bonus +9).

They have the following spells prepared:

Cantrips: detect magic, mage hand, mending, message, prestidigitation

1st level 4/day: absorb elements, cure wounds, feather fall, identify, magic missile, thunderwave

2nd level 3/day: alter self, continual flame, lesser restoration, mirror image, shatter

3rd level 3/day: dispel magic, fly, hypnotic pattern, lightning bolt, revivify

4th level 1/day: fabricate, fire shield, greater invisibility

Actions

Thunder Fist, +1. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) lightning damage.

Lightning Launcher, +1. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 11 (2d6 + 5) lightning damage.

Hidden Hand Crossbow, +1. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reactions

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

Mechanus Prime, the Warforged Artificer King, is a being of immense power and intellect. Forged from the heart of a dying star, he possesses a unique perspective on the universe. His mind, a vast network of gears and cogs, allows him to process information at an incredible speed. His kingdom, a sprawling metropolis of metal and machinery, is a testament to his ingenuity and ambition. He seeks to advance the cause of progress. However, his relentless pursuit of knowledge has begun to lead him down a dark path, a path that could ultimately lead to the destruction of all that he holds dear.



ASTARTE, THE SUCCUBUS SAVANT

Medium Fiend (Devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 169 (18d10 + 60)

Speed 30 ft., fly 40 ft.

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

Saving Throws INT +10, CHA +10, WIS +8

Skills Decep +9, Insight +7, Percep +7, Persuasion +9, Stealth +7

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Abyssal, Infernal, Telepathy 120 ft.

Damage Immunities Fire, Poison

Challenge 12 (8,400 XP)

Devil's Sight. Magical darkness doesn't impede Astarte's darkvision.

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

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Actions

Multi-Attack. The succubus makes 2 attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage. If this attack hits a wounded target it deals an additional 7 (1d10) slashing damage.

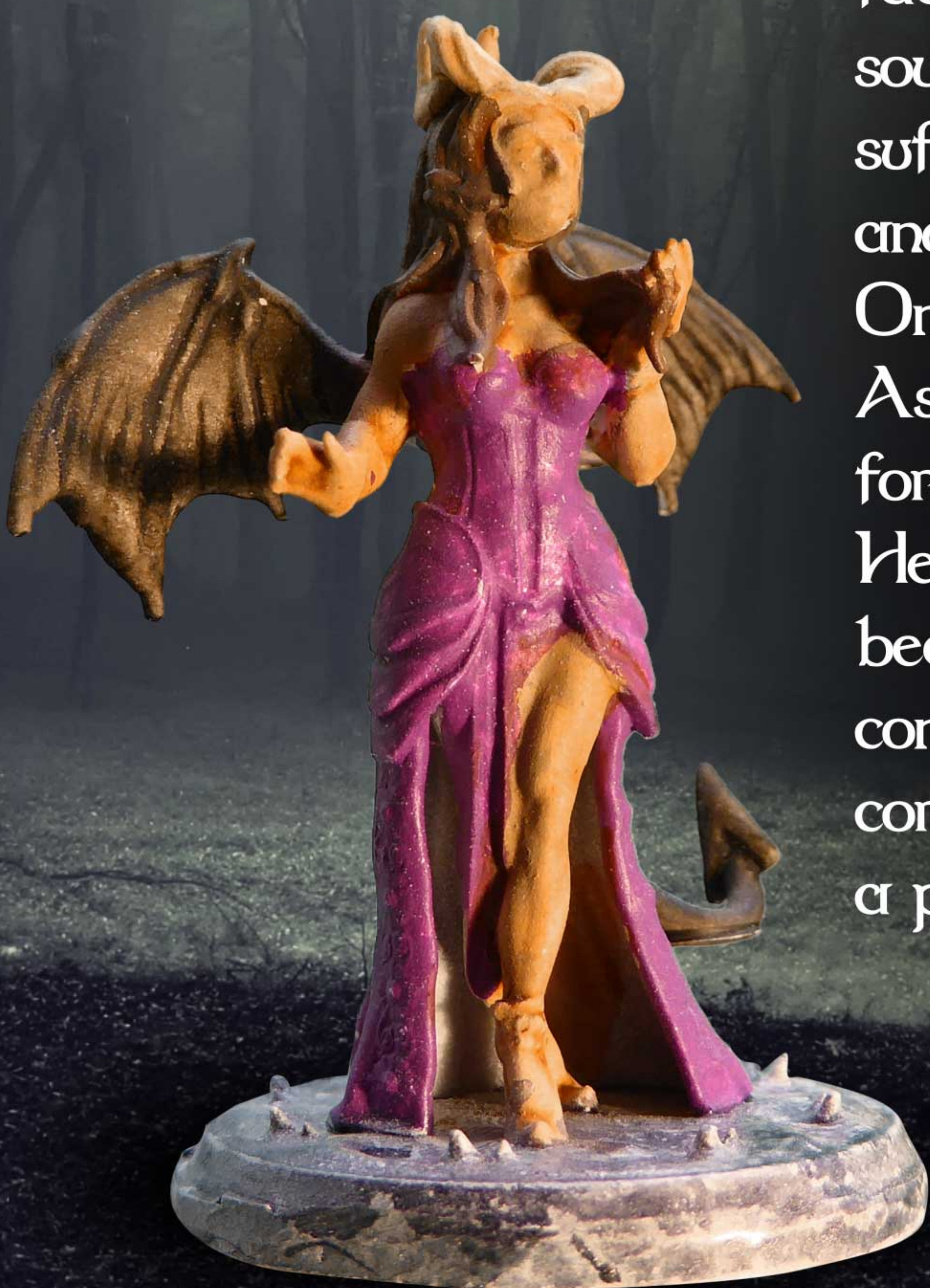
Forked Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) piercing damage. Target must succeed a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage is doubled. DC 12 Medicine check will staunch the wound. The wound also closes if the target receives magical healing.

Charm. 3/a day. Astarte can cast the charm spell twice a day.

Draining Kiss. Astarte kisses a creature charmed by her. Target must make a DC 17 CON saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Share Pain. When melee attacks hit the succubus, it takes only half damage and the attacking creature takes the half damage from its own attack.



Astarte, a seductive demon born of the 9 Hells, is a creature of pure evil. Her beauty is a facade, a mask she wears to lure unsuspecting souls into her clutches. She delights in the suffering of others, and her powers of seduction and manipulation are unmatched. Once a servant of a powerful demon lord, Astarte rebelled against her master, seeking to forge her own path to power. She escaped the 9 Hells, fleeing to the mortal realm, where she has been wreaking havoc ever since. She is a constant threat to humanity, her influence corrupting the innocent and leading them down a path of eternal damnation.

MALPHUS, THE ARCHDEVIL

Medium Fiend (Devil), chaotic evil

Armor Class 18 (natural armor)
Hit Points 193
Speed 40 ft., fly 30 ft.

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

Saving Throws STR +8, CHA +7
Senses Darkvision 120 ft., Passive Perception 15
Languages Common, Abyssal, Infernal, Telepathy 120 ft.
Damage Resistances Non-Magical Melee Attacks
Damage Immunities Fire, Poison
Challenge 12 (8,400 XP)

Aura of Despair: Any creature within 15 feet of Malphus must make a DC 15 Wisdom saving throw at the start of each of its turns. On a failure, the creature has disadvantage on attack rolls and saving throws until the start of its next turn.
Spellcasting. Spellcasting ability is based on CHA (spell save DC 16) He can cast the following spells:
Cantrips: detect magic, fireball
3/day: dispel magic, mirror image, mislead, rise dead, wall of fire
1/day: imprisonment, meteor swarm

Actions

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of the archdevil's next turn.
Void Bolt. Ranged Spell Attack: +8 to hit, range 60 ft., one target. Hit: 18 (3d10 + 2) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or have its speed reduced by 10 feet until the end of its next turn.
Infernal Wave (Recharge 5). Malphus releases a wave of dark energy in a 30-foot radius. Each creature in the area must make a DC 16 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much on a successful one. Creatures that fail the save are also pushed 10 feet away from the archdevil.

Reactions

Command Thralls. Malphus commands its minions, letting one allied demon within 30 feet to make a melee attack as a reaction.
Fiendish Step. Malphus teleports up to 30 feet to an unoccupied space it can see as a bonus action. Any creature within 5 feet of the demon lord's starting location must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save.
Dark Inspiration. Malphus imbues himself with dark energy, gaining advantage on its next attack roll or saving throw.



Malphas, a powerful archdevil, is a creature of pure evil. Born into a realm of eternal torment, his ambition to rise has skewed his vision. He delights in the suffering of others, and his cruelty knows no bounds. His wings, as black as night, carry him across the cosmos, spreading darkness and despair wherever he goes. Once a loyal servant of a greater demon lord, Malphas rebelled, seeking to claim power for himself. A brutal war ensued, leaving the 9 Hells scarred. In the end, Malphas emerged victorious awaiting his next conquest.

KROM, THE ONE-EYED MENACE

Large Giant, chaotic evil

Armor Class 20 (natural armor)
Hit Points 282 (32d12 + 90)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	14 (+2)	14 (+2)	10 (+0)

Saving Throws STR +12, CON +12
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Giant
Damage Resistances Lightning, Thunder
Damage Vulnerability Fire
Challenge 17 (18,000 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.
Earthshaker's Step. The cyclops can ignore difficult terrain made of stone or dirt.
Keen Hearing. The cyclops has advantage on Wisdom (perception) checks that rely on hearing.
Standing Leap. The cyclops's long jump is 50 ft and his high jump is 20 ft, with or without a running start.

Actions

Multi-Attack. The cyclops makes 3 attacks but only 1 Boulder attack per round. He must use an action to pick up a boulder.
Greatclub. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 28 (4d8 + 10) bludgeoning damage.
Boulder. Ranged Weapon Attack: +10 to hit, range 30/120 ft., one target. Hit: 45 (8d10 + 10) bludgeoning damage.
Earthquake. (Recharge 4-6) The cyclops stomps it's foot and the ground in a 90 ft radius around it starts to shake violently. All creatures on the ground within the area must make a DC 19 Strength saving throw or take 5d8 Bludgeoning damage and be knocked prone. If they make the save they take half damage and aren't knocked prone.

Bonus Action

Greatclub slam . As a bonus action the Cyclops can slam its on the ground launching debree away from him in a 15ft cone. All in cone must succeed on a DC 18 Dexterity saving throw or take Hit: 13 (4d6) slashing damage. He must be weilding club at the end of his Actions to take this bonus action.

Legendary Action

Petrifying Beam (Recharge 4–6). The cyclops chooses a target within 100 feet and shoots a beam from it's eye. The target must succeed a DC 18 Dexterity save. On a fail the target must succeed a DC 20 CON save or become Petrified. This effect persists until the target is cured of Petrification or the cyclops dies.

Krom, a fearsome warrior, rules over a clan of cyclopes. He is a brutal tyrant and his partner in crime is a cunning elophari, a creature of magic and deceit. Together, they form a formidable duo. Krom's strength is unmatched, he often wields a club but also prefers to smash his victims with large boulders. The elophari, on the other hand, uses her dark magic to manipulate and control, her victims. Their alliance is one of convenience, a pact forged in darkness. They share a common goal: to spread chaos and destruction throughout the land.



MORWEENA, THE OGRE SORCERESS

Large Undead Ogre Mage, chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (16d10 + 122)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	14 (+2)	14 (+2)	20 (+5)

Saving Throws INT +9, CON +9, CHA +9

Senses Blindsight 120 ft., Passive Perception 18

Languages Common, Giant, Infernal

Damage Resistances Lightning, Thunder

Damage Vulnerability Fire

Challenge 17 (18,000 XP)

Regeneration. Morwenna regains 10 hit points at the start of her turn. If she takes fire damage, this trait doesn't function. She dies only if she starts her turn with 0 hit points and doesn't regenerate.

Spellcasting. 0th-level spellcaster. Her spellcasting ability is CHA, spell save DC 15, +8 to hit. She knows the following spells:

Cantrips (at will): mage hand, shocking grasp, thaumaturgy

1st-level: (4 slots): thunderwave, magic missile

2nd-level: (3 slots): shatter

3rd-level: (3 slots): lightning bolt

4th-level: (3 slots): thunderclap, ice storm

5th-level: (2 slots): cone of cold, wall of electricity

6th-level: (1 slot): chain lightning

7th-level: (1 slot): storm of vengeance

8th-level: (1 slot): hurricane

9th-level: (1 slot): meteor swarm

Actions

Lightning Spear. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (2d6+5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Action

Thunderous Roar. (Recharge 4–6) The Elophar can unleash a deafening roar. Each creature within 30 feet of it must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute.

Legendary Action

Lightning Strike. (Recharge: 5-6) She can summon a powerful bolt of lightning that can arc off into 4 creatures. All creatures within 15 feet of her must make a DC 18 Constitution saving throw, taking (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Morwenna, a fearsome elophar, is a creature of darkness and despair. Her grotesque form, devoid of eyes, is a constant reminder of the horrors she has endured. She is a master of illusion and deception, able to blend into the shadows and strike without warning. Her lightning spear, a weapon of immense power, can shatter stone and bone.

Morwenna's alliance with Krom is a match made in hell. She uses her cunning and intelligence to manipulate and control, while he provides the brute force needed to carry out their plans.



PYROFLEEGUS

Huge Dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 296 (19d12 + 173)
Speed 25 ft., fly 10 ft. (can't hover, must land)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	26 (+8)	18 (+4)	12 (+1)	20 (+5)

Saving Throws CON +12, WIS +4, CHA +10
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Common, Giant, Draconic
Damage Immunities Fire
Damage Vulnerability Cold
Challenge 17 (18,000 XP)

Blistering Hide. Pyrofleegus' weight causes his hide to be stretched and his internal flame to seep out. Granting him an aura, any creature that enters his space or ends their turn for the first time within 10 feet of him must make a constitution saving throw DC15 or take 7(2d6) or half as much on a success. If a creature hits him with a melee attack they automatically take the 7(2d6).
Spellcasting. Pyrofleegus is a 14th-level spellcaster. Spellcasting ability is CHA(spell save DC 18, +13 to hit with spell attacks). He has the following sorcerer spells prepared:

Cantrips: mage hand, mending, poison spray, detect magic
1st level (4 slots): ray of sickness, grease, earth tremor, fog cloud
2nd level (3 slots):blur, enlarge/reduce, scorching ray, hold person, maximilian's earthen grasp
3rd level (3 slots): counterspell, erupting earth, ashardalons stride,
4th level (3 slots): confusion, greater invisibility, polymorph, slow
5th level (2 slots):wall of fire, conjure elemental, cloudkill
6th level (1 slot):scatter, mass suggestion, move earth

Actions

Multi-Attack. He can use its Frightful Presence, then make 3 attacks: one with its bite and two with its claws. Pyrofleegus can replace two claw attacks for a breath weapon if its recharged.
Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 19 (3d12 + 8) piercing damage plus 13 (3d6) fire damage.
Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 15 (3d8 + 8) slashing damage.
Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 17 (3d8 + 8) bludgeoning damage.
Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 18 WIS saving throw or become frightened for 1 minute. A creature can repeat the throw at the end of its turn. On a success or the effect ends, the creature is immune to Frightful Presence for 24 hours.
Fire Breath (Recharge 6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Pyrofleegus is a creature of power and appetite. He possesses a cunning intellect. His alliance with Krom is one of mutual respect. Krom provides brute force and protection, while Pyrofleegus offers strategic advice and magical support. Their partnership is a testament to the power of shared interests, a testament to the enduring nature of evil.



LEVIATHAN

Large Monstrosity, chaotic evil

Armor Class 18 (natural armor)
Hit Points 141 (14d10 + 74)
Speed 35 ft., charge 50 ft.

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

Saving Throws CON +11, STR +12
Senses Darkvision 120 ft., Passive Perception 14
Languages Giant, Hippopotamus
Damage Immunities Poison, Acid
Condition Immunities Exhaustion, Frightened, Poisoned
Challenge 14 (11,500 XP)

Charge. If the hippo moves at least 50 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 12 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 18 strength saving throw or be knocked prone.
Regeneration. The hippo regains 30 hit points at the start of its turn if it has at least 1 hit point.
Siege Monster. Hippo deals double damage to objects/structures.
Underwater Camouflage. The hippopotamus has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multi-Attack. The hippo makes 2 attacks.
Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 39 (5d12 + 7) bludgeoning damage.
Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 20 (2d12 + 7) piercing damage and 10 (4d4) acid damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the hippopotamus can't bite another target.
Swallow. The hippo makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the hippo, and it takes 17 (5d6) acid damage at the start of each of the hippo's turns.
If the hippopotamus takes 30 damage or more from a creature inside it, the hippopotamus must succeed on a DC 20 CON saving throw at the end of that turn or regurgitate all swallowed creatures.

Bonus Actions

Water Born. The hippo can cast the following cantrips: absorb elements, control water, create or destroy water, frostbite, shape water, water breathing, water walk

Leviathan is a fearsome predator, capable of devouring creatures many times her size. Bound to the elopha, Morwenna, Leviathan serves as a loyal guardian and a deadly weapon. She is a creature of instinct, driven by a primal urge to destroy. Despite her monstrous appearance, Leviathan is capable of deep affection. She is protective of Morwenna, and she will do anything to ensure her safety. Their bond is one of mutual respect and shared hatred.

