

## ASHRA SKULLSPLITTER

Medium humanoid (Orc), lawful evil

**Armor Class** 16 (Chain Shirt)

**Hit Points** 85 (10d6+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	13 (+1)	16 (+3)	10 (+0)

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** Passive Perception 13

**Languages** Orc

**Challenge** 5 (1,800 XP)

**Divine Eminence.** As a bonus action, Ashra can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Ashra expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** Ashra is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

*Cantrips* (at will): toll the dead, sacred flame, thaumaturgy

*1st level* (4 slots): command, guiding bolt, inflict wounds

*2nd level* (3 slots): lesser restoration, spiritual weapon

*3rd level* (2 slots): dispel magic, spirit guardians

### Actions

**Mace.** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Born into a culture where respect was carved with an axe, Ashra excelled at cleaving skulls. Yet a morbid fascination lingered - the final expressions of her vanquished foes. Raiding a hidden human monastery, strange symbols drew her in. Breaching its halls, she found a crumbling altar radiating an ethereal light. A twisted vision bombarded her, demanding offerings - the heads of the conquered. Ashra declared herself a priestess of this twisted god. Her newfound faith shocked the orcs, but the power she wielded, fueled by a growing collection of skulls, forced their respect.



# BORIN CRAGHART

*Small humanoid (Dwarf), neutral evil*

**Armor Class** 19 (Halfplate)

**Hit Points** 19 (2d8+8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	10 (+0)	6 (-2)	14 (+2)

**Saving Throws** WIS +0, CHA +4

**Skills** Athletics +5, Intimidation +4

**Senses** Darkvision 60 ft, Passive Perception 10

**Languages** Common, Dwarvish

**Damage Resistances** Poison

**Challenge** 2 (450 XP)

**Dwarven Resilience.** Borin has advantage on Saving Throws against poison, and resistance to poison damage.

**Divine Sense.** Until the end of Borin's turn, he can sense the location of any celestial, fiend or undead within 60ft that is not behind total cover. He can tell the type of being, but not their exact identity. He can also detect the presence of any desecrated place or object within the same radius. He can use this feature 3 times per long rest.

**Lay on Hands.** Borin possesses a pool of healing power equal to 10 HP. As an action, he can touch a creature and restore up to the remaining amount of HP in the pool. Alternatively, he can use 5 HP from the pool to cure the target of one disease or neutralise one poison.

**Radiant Rage.** When Borin hits a creature with a melee weapon attack, he can expend one spell slot to deal radiant damage on top of the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each higher level (max 5d8). The damage increases by 1d8 if the target is undead or a fiend (max 6d8).

**Spellcasting.** Borin is a 2nd-level spellcaster. His spellcasting ability is charisma (spell save DC 12, +4 to hit with spell attacks). He has the following paladin spells prepared:

1st Level (2 slots): Divine Smite, Thunderous Smite

## Actions

**Mace.** Melee Weapon Attack +3 to hit, 1d6 bludgeoning damage.

**Battleaxe.** Melee Weapon Attack +3 to hit, 1d8 slashing damage.

**Warhammer.** Melee Weapon Attack +3 to hit, 1d8 bludgeoning (versatile // 1d10)

**Blind Rage.** Overtaken by a blind rage, Borin swings his warhammer in a wide circle. Any creatures, including allies, within a 10ft range take 2d10 bludgeoning damage, and are stunned. If they succeed a dexterity saving throw, they take half damage, and aren't stunned.

## Bonus Actions

**Thunderous Smite.** The first time Borin hits with a Melee Weapon Attack during this spell's duration, his weapon rings with thunder that is audible within 300 feet of him, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a strength saving throw or be pushed 10 feet away from you and knocked prone.

Borin, a stoic mountain dwarf, hails from a famed mining clan. While adventuring deep within the mountain's heart, they unearthed a mystical hammer promising arcane protection while wielding the weapon. But a cruel curse taints the weapon. Any touch on the pommel unleashes a jealous rage, turning friend against friend. Eerily, only Borin survived this adventure leading to many questions from other clan members. He now lives haunted by the expedition's secrets. Can he master the cursed power, or will it shatter him?



# BRU'GUK

Large humanoid (Goliath), neutral evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 68 (5d10+15)

**Speed** 30 ft.

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

**Saving Throws** STR +7, DEX +5, CON +6

**Skills** Athletics +7

**Senses** Passive Perception 15

**Languages** Common, Giant

**Damage Resistances / Immunities** Cold / Grappled

**Challenge** 5 (1,800 XP)

**Unstoppable Fury.** When Bru'guk drops beneath 40 hit points, he enters a rage that makes him immune to being frightened and increases his damage output x2.

**Mountain's Might.** Bru'guk can call upon the power of the mountains in order to increase his strength and toughness, granting him 25 temporary hit points and making him resistant to bludgeoning damage.

## Actions

**Double Attack.** Bru'guk can use his warhammer, the 'Fist of the Gods', to make 2 attacks per turn dealing 2d8 + 3 damage.

**Overhead Smash.** A powerful blow delivered overhead with both hands, dealing 4d8 + 5 damage to a single target.

**Cleaving Swing.** A sweeping attack that deals damage to all targets in an arc in front of Bru'guk. All within 15ft radius are hit. On a hit, they take 2d8 + 3 bludgeoning damage. Targets who succeed a DC 14 dexterity saving throw take half damage.

**Intimidating Roar.** Bru'guk unleashes a fearsome roar that intimidates opponents within a 20ft radius. All in the area must make a wisdom saving throw, on a fail they attempt to flee. They attempt the saving throw every turn to end the effect.

## Bonus Actions

**Elemental Fury.** Bru'guk can channel the element of lightning to imbue his weapons with 2d6 + 8 additional damage for his next turn.

## Reactions

**Mountain's Shadow.** When attacked from behind, Bru'guk can use a reaction to strengthen his defenses, taking only half damage.

Mountain-born barbarian Bru'guk saw a vision: retrieve the Fist of the Gods, a legendary hammer from a hidden temple, guarded by a mighty elemental. The artifact was said to hold the power to control the elements. Driven by ambition, Bru'guk challenged the spirit in a brutal battle that shook the very mountains. Victorious, he claimed the artifact, securing his tribe's dominance for generations to come.



# CERBERUS

*Gargantuan Monstrosity (5-Headed Hydra), lawful evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 180 (15d12+82)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	16 (+3)	20 (+5)	7 (-2)

**Saving Throws** STR +8, DEX +7, CON +8

**Skills** Perception +6

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

**Languages** Common, Draconic

**Damage Resistances / Immunities** Psychic / Necrotic

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

**Multiple Heads.** Cerberus has five heads. While it has more than one head, it has advantage on Saving Throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

If Cerberus takes 30 or more damage in a single attack, one of its heads dies. If all its heads die, Cerberus dies. At the end of its turn, it grows one head, unless it has taken fire damage since its last turn. Cerberus regains 10 hit points for each head regrown in this way.

**Hold Breath.** Cerberus can hold its breath for 1 hour.

**Reactive Heads.** For each head Cerberus has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While Cerberus sleeps, at least one of its heads is always awake.

## Actions

**Multi-Attack.** Cerberus makes as many bite attacks as it has heads.

**Bite.** Melee Weapon Attack +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

## Legendary Actions

**Chromatic Maelstrom.** The hydra makes five ranged breath attacks simultaneously, one from each head. The breath attacks are of the following types: acid, cold, fire, lightning, and poison. Each breath attack targets all creatures within a 60-foot cone. A creature in the area must make a DEX saving throw for each head (each damage type), taking 2d8+5 damage per head of the appropriate type on a failed save, or half as much damage on a successful one.

Cerberus wasn't born a mythical beast, but rather created. In a desperate bid to defend their city from a relentless siege, alchemists resorted to a forbidden art – necromancy. Five fallen warriors, renowned for their courage and ferocity, were chosen. Their bodies were meticulously preserved, then bound and stitched together in a nightmarish ritual. The result: Cerberus, a hulking monstrosity with five heads, each echoing the spirit of a fallen hero.



# CINDERHEART

Large Elemental, neutral

**Armor Class** 13 (Natural Armor)

**Hit Points** 102 (12d10+36)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

**Saving Throws** DEX +6, CON +6

**Skills** Acrobatics +5

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Dwarvish (limited), Ignan

**Damage Resistances** Bludgeoning, Piercing, and Slashing from non magical attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

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

**Illumination.** Cinderheart sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

**Water Susceptibility.** For every 5 feet Cinderheart moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

**Fire Form.** Cinderheart can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

## Actions

**Multi-Attack.** The Cinderheart makes two touch attacks.

**Touch.** Melee Weapon Attack +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

**Volcanic Rage.** Cinderheart lets out spout of molten rock which rains down on any creature in a 15ft radius, centred on a visible point within 60ft. Targets must make a DC 14 dexterity saving throw, or take 2d12 + 6 fire damage, and be burning for two turns. On a successful throw, they avoid burning and take half damage.

Cinderheart wasn't born of fire, but forged from it. Generations of dwarven sweat, blood, and relentless heart birthed a nascent elemental within the forge. Greed pushed the forge beyond its limits, leading to a fiery implosion. Molten metal fused with enslaved fire spirits, birthing Cinderheart - a raging monster of rock and flame. Now, it rampages through dwarven tunnels, a fiery testament to their avarice.



# DROGATH THE DECEIVER

*Small humanoid (Goblinoid), chaotic evil*

**Armor Class** 16 (Studded Leather Armor)

**Hit Points** 65 (10d6+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	22 (+6)	8 (-1)	20 (+5)

**Saving Throws** DEX +5, INT +9, CHA +8

**Skills** Arcana +8, Deception +8

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

**Languages** Common, Draconic, Elvish, Goblin common

**Condition Immunities** Charmed

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

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

**Evasion.** Drogath can cast Mage Hand innately, using it as a bonus action at will. He can also cast Silvery Barbs innately once a day without using a spell slot.

**Magic Resistance.** Advantage on Saving Throws against spells and other magical effects.

**Potions Master.** Drogath possesses 5 greater healing potions and can use them as a bonus action.

## Actions

**Cantrips (at will):** fire bolt, mage hand, minor illusion, poison spray

**1st Level (4 slots):** burning hands, magic missile, shield, mage armour

**2nd Level (3 slots):** blur, suggestion, levitate, vortex warp

**3rd Level (3 slots):** fireball, fly, lightning bolt, vampiric touch, counterspell

**4th Level (3 slots):** storm sphere, dimension door, ice storm, wall of light

**5th Level (2 slots):** synaptic static, cloud kill enervation

**6th Level (1 slot):** chain lightning, circle of death, scatter

## Bonus Actions

Disengage

Hide

Mage Hand

Consume Greater Healing Potion

## Reactions

**Reaction Spells.** Counterspell, Shield and Silvery Barbs each available once per day.

Obsessed with magic, Drogath's burgeoning power terrified his goblin tribe, leading to his ostracization. Exiled to the wilds, he honed his sorcery, fueled by vengeful rage. Now, as a manipulative trickster, he uses his charisma and illusions to bend others to his will. He is currently building a goblin army in the shadows, a storm brewing for those who dared cast him out.



# EMBERMAW

*Tiny Undead, lawful evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 84 (12d8+31)

**Speed** 0 ft., Fly 40 ft.

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

**Saving Throws** DEX +8, CON +6, INT +6

**Skills** Arcana +5, Perception +2

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

**Languages** Common, Giant

**Damage Resistances** Lightning, Necrotic, Piercing

**Damage Resistances** Cold, Fire, Poison

**Damage Resistances** Charmed, Frightened, Paralyzed, Poisoned

**Challenge** 5 (2,200 XP)

**Illumination.** Embermaw sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

**Magic Resistance.** Embermaw has advantage on Saving Throws against spells and other magical effects.

**Rejuvenation.** If Embermaw is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

**Spellcasting.** Embermaw is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

**Cantrip** (at will): mage hand

**1st level** (3 slots): magic missile, shield

**2nd level** (2 slots): blur, flaming sphere

**3rd level** (1 slot): fireball

## Actions

**Multiattack.** Embermaw can use Fire Ray twice.

**Fire Ray.** Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

**Fury of The Furnace.** Ranged Spell Attack: +5 to hit, range 20 ft. cone, multiple targets - Hit 20 (3d8 + 6) fire damage.

Embermaw wasn't always a flaming skull, but a mighty fire giant who walked the world like a living furnace. Embermaw was among the strongest of his kin, his temper as fiery as his core. During a great war between the fire giants and ice giants, Embermaw was struck down. The enemy's magic, powerful and chilling, shattered his body, leaving only his flaming skull. His soul was bound to the skull, transforming him into a monstrosity of rage and flame.



## FAUNUS WILLOWSONG

Medium Fey (Bard), chaotic neutral

**Armor Class** 14 (Leather Armor)

**Hit Points** 66 (4d8+48)

**Speed** 40 ft.

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

**Saving Throws** DEX +6, CON +4, WIS +3

**Skills** Acrobatics +6, Perception +3, Performance +2, Stealth +6

**Senses** Truesight 20ft, Passive Perception 12

**Languages** Common, Elvish, Sylvan

**Condition Immunities** Charmed, Frightened

**Damage Resistances** Psychic

**Challenge** 4 (1,600 XP)

**Magic Resistance.** The satyr has advantage on Saving Throws against spells and other magical effects.

**Cursed Song.** Faunus can cast 4th level Compulsion as an action, without using a spell slot.

**Fey Charm:** Faunus can use his charm to manipulate creatures connected to nature. The creatures must be within 50 feet to be charmed.

**Potions Master.** Drogath possesses 5 greater healing potions and can use them as a bonus action.

**Spellcasting.** Faunus is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). He has the following bard spells prepared:

**Cantrips (at will):** Thunderclap, Vicious Mockery

**1st level (4 slots):** Charm Person, Command, Dissonant hispers, Puppet

**2nd level (3 slots):** Crown of Madness, Enthrall, Shatter

### Actions

**Multi-Attack.** Faunus makes two attacks with his shortsword.

**Ram.** Melee Weapon Attack +3 to hit, reach 5 ft., one target.

Hit: 18 (4d4 + 8) bludgeoning damage.

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

**Shortbow.** Ranged Weapon Attack +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

### Reactions

**Cutting Words.** Faunus uses his wit to sap the confidence and competence of others. When a visible creature within 60ft makes an attack/damage roll or ability check, he can subtract 1d6 from their roll.

Faunus Willowsong's melodies stemmed not from joy, but from a corrupted willow tree that cursed him as a young boy. Its music constantly plays in his mind as a haunting reminder of despair and darkness. And now, his own music, hauntingly beautiful on the surface, displays that dark power to his audiences and victims. Each note from his lute weaves tendrils of forgotten fears into his listeners' hearts. Though drained and despondent, they still flock to his performances, morbidly fascinated by the darkness he conducts. With every stroke of his lute, Faunus revels in their misery, a maestro of a macabre orchestra.





# FENIR FROSTFANG

Large Beast (Wolf), neutral evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 75 (10d10+20)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

**Saving Throws** STR +8, DEX +6, CON +6

**Skills** Perception +5, Stealth +6

**Senses** Darkvision 120ft, Tremorsense 50ft, Passive Perception 13

**Languages** Common, Giant, Winter Wolf

**Condition Immunities** Frightened, Restrained

**Damage Immunities** Cold

**Challenge** 12 (8,800 XP)

**Keen Hearing and Smell.** Fenrir has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Snow Camouflage.** Fenrir has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Intimidating Stature.** Fenrir has advantage on Intimidation checks on any creature he is larger than.

## Actions

**Bite.** Melee Weapon Attack +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath** (Recharge 5–6). Fenrir exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

**Freezing Fury.** Fenrir casts 3rd level sleet storm without using a spell slot, centred around himself, whilst remaining unaffected by it.

## Bonus Actions

**Misty Step.** Fenrir can cast misty step as a bonus action once per turn, without using a spell slot.

## Legendary Actions

**Chilling Howl.** Fenrir emits a bone-chilling howl. All creatures within 60 feet must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Fenrir is stunned until his next turn.

Born under a full moon shimmering with an otherworldly, icy light, he was different from his siblings. His fur, the color of glaciers, held an unnatural chill, and his eyes glowed with an eerie, pale blue light. As he grew, Fenrir's connection to the winter deepened. He could conjure blizzards with a snarl and his bite could freeze flesh to the bone. Feared by his pack, Fenrir found himself alone, a solitary embodiment of the biting cold. Now, he stalks the mountains, a whirlwind of frost and fury, leaving only frozen silence in his wake.



# GARETH IRONBLOOD

Medium Humanoid (Paladin), chaotic good

**Armor Class** 20 (Plate)

**Hit Points** 72 (8d8+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** CON +4, WIS +2

**Skills** Athletics +8, Medicine +8, Religion +8

**Senses** Darkvision 60ft, Passive Perception 10

**Languages** Common, Elvish, Dwarvish, Draconic

**Condition Immunities** Charmed, Prone

**Challenge** 4 (1,600 XP)

**Brave.** Gareth has advantage on Saving Throws against being frightened.

**Magical Senses.** Gareth has advantage on Saving Throws against being charmed, and on checks to see through illusions.

**Lunar Vision.** When in dim light caused by moonlight, Gareth doesn't have disadvantage on perception checks.

**Divine Smite.** When hitting a creature with a melee weapon attack, Gareth can expend one spell slot to deal radiant damage. The extra dmg is 2d8 for a 1st-level spell slot, plus 1d8 each higher spell slot.

**Divine Health.** Gareth is immune to disease.

**Lay on Hands.** Gareth possesses a pool of healing power equal to 10 HP. As an action, he can touch a creature and restore up to the remaining amount of HP in the pool. Alternatively, he can use 5 HP from the pool to cure the target of one disease or neutralise one poison.

**Spellcasting.** Gareth is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +4 to hit with spell attacks). He has the following paladin spells prepared:

**1st level (4 slots):** bless, shield of faith, heroism, searing smite

**2nd level (3 slots):** warding bond, magic weapon, lesser restoration, Oath of Redemption Spells: Sanctuary, Sleep

## Actions

**Multi-Attack.** Gareth makes two melee attacks.

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

**Heavy Crossbow.** Ranged Weapon Attack +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

**Widowmaker.** Melee Weapon Attack +5 to hit, reach 15ft, all creatures within 5ft radius - Hit 2d12 slashing damage. Targets can succeed a DC 18 dexterity saving throw to take half damage.

**Weave Disrupt** (Recharges after rest). Touching a creature within 5ft, they must succeed a DC 13 wisdom saving throw or be rendered unable to cast spells until their next turn. Any spells that they were concentrating on also end on a failed save.

## Bonus Actions

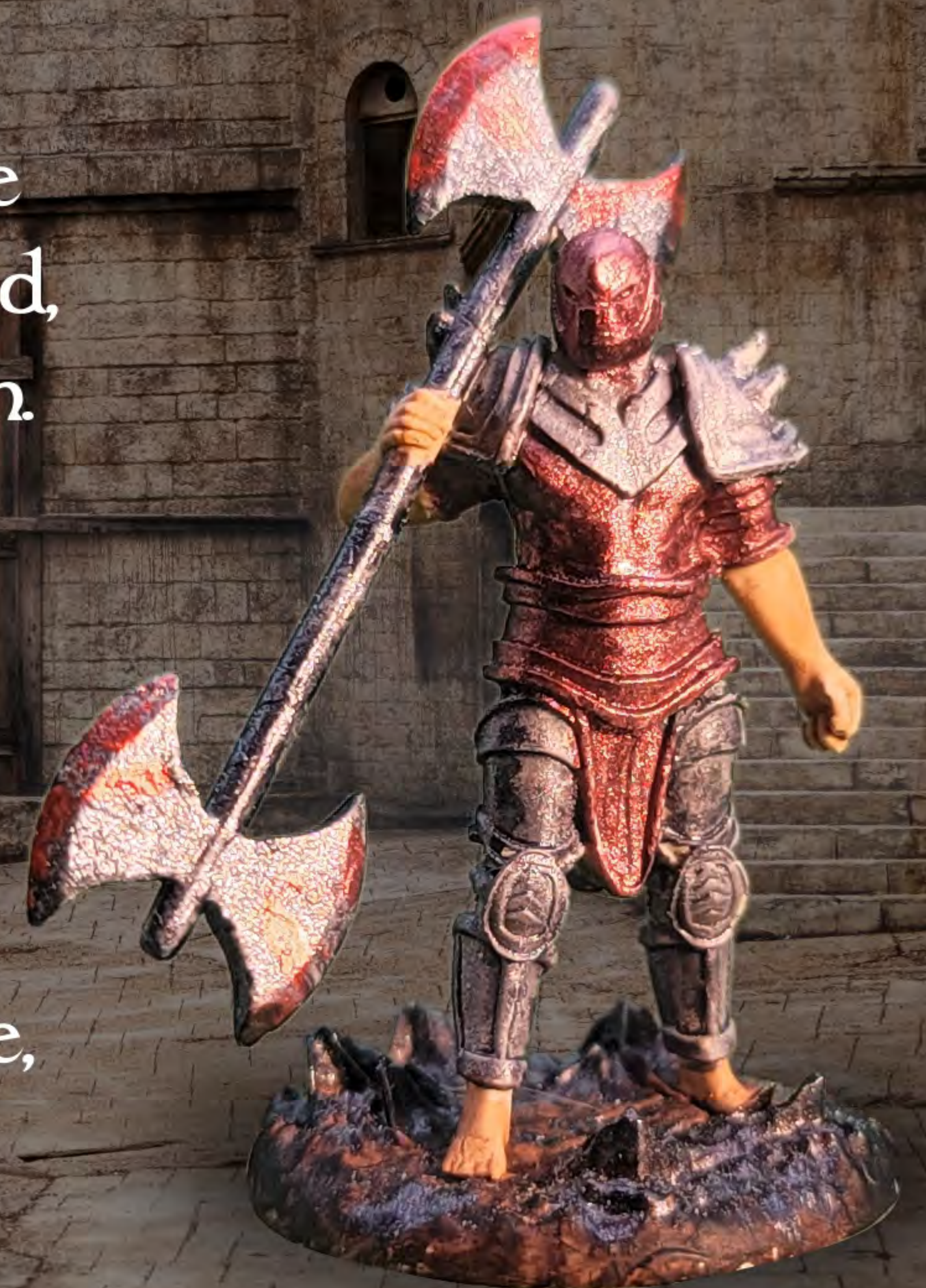
**Radiant Horns.** Gareth can emit moonlight from his body, shedding dim light for up to 30ft. This effect ends when he is knocked unconscious, or he dispels it with a bonus action.

## Reactions

**Parry.** Gareth adds 2 to its AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

**Rebuke the Violent:** Immediately after an attacker within 30ft deals damage to another creature (with an attack), Gareth can force the attacker to make a wisdom saving throw. On a failed save, the attacker takes radiant damage equal to that they just dealt, on success they take half as much.

Crimson moon-born Gareth Ironblood carved his name in blood with "Widowmaker," his fearsome double-sided, double-bladed axe. Yet, war's brutality gnawed at him. One night, a cleric's words sparked a change. Gareth, the terror, became Gareth the Oathbound. Gleaming plate replaced leathers, and Widowmaker, now adorned with a holy symbol, became his tool of redemption. His path wouldn't be easy, balancing fury with faith. But Gareth, the paladin with his special axe, was determined to walk it.



# ISOLDE SHADOWFANG

Medium Humanoid (Yuan-Ti) lawful evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 94 (12d8+40)

**Speed** 35 ft. Slither

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

**Saving Throws** DEX +7, INT +5, CHA +7

**Skills** Acrobatics +7, Athletics +4, Intimidation +7, Stealth +7

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

**Languages** Abyssal, Common, Draconic

**Damage Immunities** Poison

**Condition Immunities** Charmed, Poisoned, Restrained

**Challenge** 5 (1,600 XP)

**Magic Resistance.** An innate ability that gives Isolde advantage on Saving Throws against spells and other magical effects.

**Spellcasting.** Isolde is a 5rd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +5 to hit with spell attacks). She has the following paladin spells prepared:

**Cantrips:** Poison Spray, Minor Illusion, Mage Hand

**1st level:** Charm Person, Shield, Burning Hands

**2nd level:** Misty Step, Suggestion, Scorching Ray

**3rd level:** Dispel Magic, Counterspell, Fireball

**4th level:** Blight, Polymorph, Dimension Door

## Actions

**Multi-Attack.** Isolde can make two ranged or melee attacks, but can constrict only once per round.

**Bite.** Melee Attack: +5 to hit, reach 5ft, one creature  
Hit 4d4 + 5 piercing damage plus 2d6 poison damage.

**Constrict.** Melee attack: +5 to hit, reach 5ft, one creature  
Hit 4d6 + 5 bludgeoning damage, and the target is grappled. Each turn, the target may attempt to succeed a DC 13 saving throw to escape. Until the grapple ends, the target is restrained, and Isolde cannot constrict another target.

**Charm Person.** A spell-like ability that allows Isolde to charm a humanoid target and bend it to their will. The target must win a charisma contest roll against Isolde, or be charmed for two rounds.

## Reactions

**Serpent's Defense.** As a reaction, Isolde can deflect a melee attack, reducing the damage by 12. If this reduces the damage below 0, the attacker is disarmed of any weapon they are currently wielding, and the attacker must make a DC 17 strength or dexterity check, or drop their weapon.

## Bonus Actions

**Serpent's Swiftess.** A bonus action that increases Isolde's speed by +10, and allows them to move through difficult terrain without penalty.

Hatched from an unnatural obsidian egg within a Yuan-Ti temple, Isolde's shadow magic awed and unnerved the elders. Her talent was undeniable, but a darker hunger lurked within. One night, she vanished into the forbidden swamps, emerging irrevocably changed. Now, Isolde Shadowfang, with obsidian scales and eyes of violet fire, stalks the swamp's edge - a solitary predator driven by an ambition as dark as the shadows she commands.



# KHAELAR SAGEWOOD

*Huge Plant, lawful evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 197 (15d10+105)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

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

**Skills** Acrobatics +7

**Senses** Darkvision 60 ft., Tremorsense 120ft, Passive Percep 14

**Languages** Sylvan

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing

**Damage Immunities** Poison

**Condition Immunities** Charmed, Poisoned, Prone, Restrained

**Challenge** 10 (6,400 XP)

**Rejuvenation.** If it dies, Kaelar returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

**Plant Camouflage.** Kaelar has advantage on stealth checks it makes in terrain with ample obscuring plant life.

**Spellcasting.** Kaelar is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

**Cantrips (at will):** mending, sacred flame, thaumaturgy

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

**2nd level (3 slots):** calm emotions, hold person

**3rd level (3 slots):** bestow curse, clairvoyance

**4th level (3 slots):** banishment, freedom of movement

**5th level (2 slots):** flame strike, geas

**6th level (1 slot):** true seeing

## Actions

**Multi-Attack.** Kaelar makes two attacks with their branches


**Whack.** Melee Weapon Attack +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

**Spit Poison.** Ranged Weapon Attack +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

**Lashing Branch.** Melee Weapon Attack +8 to hit, one target, reach 25ft - Hit 2d20 + 8, targets can take half damage by succeeding a DC 18 constitution saving throw.

## Reactions

**Entangling Root.** Any creature coming within 20ft of Kaelar passes of their root system, and Kaelar can attempt to grab them with a root. They must succeed a DC 18 dexterity saving throw or be entangled until either concentration ends, they succeed a throw on a later turn, or Kaelar lets go willingly.



The forest is Kaelar's domain, his fierce protection a double-edged sword. Trespassers always spark a violent response. Axe or wandering foot, their intrusion disrupts the forest's harmony. Kaelar awakens, the earth trembling under his massive, groaning form. Branches lash out - a chilling reality for those who mistook whispers of a gentle giant for truth. Kaelar, the Forest Guardian, enforces his twisted order, a silent warden whose wrath leaves only a chilling silence and a testament to the perils of disturbing the forest's slumber.

# KHIARRA DRAGONBORN

Medium Humanoid (Tabaxi) chaotic neutral

**Armor Class** 16 (Studded Leather)

**Hit Points** 102 (8d12+50)

**Speed** 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	16 (+3)	12 (+1)	15 (+2)

**Saving Throws** DEX +7, CHA +5

**Skills** Deception +5, Perception +4, Sleight of Hand +7, Stealth +7

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

**Languages** Common, Thieves' Cant, Undercommon

**Damage Resistances** Necrotic, Poison, Psychic

**Condition Immunities** Frightened

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

**Sneak Attack.** Once per turn, Khiarra can deal an extra 4d6 damage to one creature hit with an advantaged attack.

**Wails from the Grave.** Immediately after dealing sneak attack damage, Khiarra can target a second creature within 30ft of the initial target. This target takes 2d6 necrotic damage as they are surrounded by wails of the dead. She can use this feature 3x.

**Twin Axes Fury.** Khiarra leaps into the air, spinning rapidly while holding an axe in each hand. They descend upon the target with a whirlwind of steel, aiming to strike with both axes simultaneously.

## Actions

**Multi-Attack.** Khiarra makes two attacks against the same target with her axes in one turn.

**Handaxes.** Melee Weapon Attack +7 to hit, reach 10ft, single target - Hit 2d8 + 4 slashing damage.

**Cat's Claws.** Unarmed strike: deals 2d6 + 6 slashing damage.

**Chilling Possession.** Khiarra can pass 'through' a single target within 10ft of her, inflicting 4d8 + 6 necrotic damage. The target makes a DC 16 wisdom saving throw, on a failure they become frightened for 3 turns, on a success they avoid being frightened and take half damage. Khiarra can reappear anywhere in a 10ft radius of the target, and does not provoke opportunity attacks until her next turn.

## Reactions

**Uncanny Dodge.** When an attacker that Khiarra can see hits her with an attack, she can use her reaction to halve the damage she receives from it.

**Evasion.** Khiarra can dodge any area effects that require her to make a dexterity saving throw, on a success taking no damage and on a failure taking only half.

## Bonus Actions

**Cunning Action.** Khiarra can take dash, disengage or hide as a bonus action each turn.

Part of an unnamed yet notorious clan of undercity thieves, Khiarra reveled in the silent artistry of the heist. Locks yielded to her touch, and darkness cloaked her like a second skin. But Khiarra craved more than trinkets. As she matured, her skills evolved. She became a phantom, a weaver of information. Hidden in darkened chambers, she gleaned rare secrets that became her currency. Desperate clients sought her out – a fleeting glimpse, a whispered exchange, then Khiarra would vanish back into the shadows, leaving them with a purr and the promise of coveted knowledge.



## MALICE (GIANT SPIDER)

*Medium beast, chaotic evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 170 (2d12+50)

**Speed** 50 ft. , Climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	21 (+5)	6 (-2)	16 (+3)	4 (-3)

**Skills** Acrobatics +13, Athletics +9, Perception +3, Stealth +7

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Percep +17

**Languages** None

**Challenge** 12 (8,400 XP)

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

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

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

**Weave.** +9 to hit, reach 5 ft., The target must make a DC 14 STR check or become enveloped in a layer of webbing. The target is considered mute, deaf, and blind until freed. The DC for escaping the web is 14 plus 1 for every turn spent weaving.

## Actions

**Multiattack.** The Giant Underdark Spider makes three attacks. One bite, and two with its legs. Instead of two attacks with its legs, it can opt to use one silk harpoon, one web or one weave.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 5); piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7(2d6); poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Legs.** Melee Weapon Attack: +9 to hit, range 10 ft., one creature. Hit: 13 (2d8 + 5) piercing damage.

**Silk Harpoon.** Ranged Attack: +9 to hit, range 15/90 ft., Hit: 20 (2d6 + 5) piercing. The target is unable to move away from the spider. While the line is attached, the spider can use a bonus action to make a contested Athletics check to yank the target 10 ft closer. As an action, the target can make a DC 18 STR check, snapping the line on a success.

**Agony.** Ranged Attack: +9 to hit, range 10/75ft, one creature Hit 32 (5d10 + 5) poison damage. The target is paralyzed and takes a further 2d6 damage each turn until they succeed on a DC 20 constitution saving throw.

Malice, is a monstrous arachnid who was abandoned as a hatchling. She grew up alone in the Underdark's cruelty. The isolation birthed a hunger for vengeance and violence. She developed a powerful venom, which she uses to paralyze her victims. She calls it, 'Agony', as she relishes in watching her victims suffer through the many stages of death. Feared as one of the Underdark's most lethal predators, Malice embodies cruelty and cunning in equal measure.



# MORBIDEZZA

*Medium Aberration (Nothic), chaotic evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 85 (10d6+30)

**Speed** 30 ft.

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

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

**Skills** Athletics +4, Insight +3, Stealth +4

**Senses** Darkvision 60, Truesight 120, Passive Perception 15

**Condition Immunities** Prone, Poison

**Languages** Undercommon

**Challenge** 4 (1,600 XP)

**Mind Probe.** Morbidezza can probe the mind of its victims, learning their secrets and memories

**Deceptive.** Morbidezza is skilled at deception, using its powers of manipulation to confuse and mislead enemies.

**Darkvision.** Morbidezza can see in complete darkness, making her formidable hunters in the underground environments where she lives.

**Keen Sight.** Morbidezza has advantage on perception checks that rely on sight.

## Actions

**Eye Ray.** Ranged spell attack: +4 to hit, range 5/20ft, one creature - Hit 9 (2d8) psychic damage.

**Mult-Attack.** Can make two claw attacks in one turn.

**Claw.** Melee Weapon Attack +4 to hit, reach 5ft, one target Hit 6 (2d6 + 3) slashing damage.

**Rotting Gaze.** Targets one creature within 30ft. The target must succeed on a DC 16 constitution saving throw or take 4d6 necrotic damage.

**Weird Insight.** Targets one creature within 30ft, who must contest Morbidezza's insight check with a deception check. If Morbidezza succeeds, it learns one fact about the target.

Morbidezza is a monster with a singular, monstrous eye pulsing with an unholy curiosity, seeing all that lurk in the shadows. She speaks in fractured whispers, echoing the fragmented words she gleams from her victims. The "Rotting Gaze" she unleashes isn't a mere physical drain, but a psychic assault, devouring memories and thoughts with a ravenous hunger. The underlying compulsions of Morbidezza remain an enigma, as terrifying as the endless dark in which she crawls.



# MORRAK

*Large Elemental (Stone Elemental), neutral*

**Armor Class** 20 (Natural Armor)

**Hit Points** 126 (12d10+60)

**Speed** 30 ft., Burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

**Senses** Darkvision 60 ft., Tremorsense 60 ft., Passive Percep 10

**Damage Resistances** Bludgeoning, Piercing, Slashing from Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

**Languages** Terran

**Challenge** 8 (4,200 XP)

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

**Siege Monster.** The elemental deals double damage to objects and structures.

## Actions

**Multi-Attack.** The elemental makes two slam attacks.

**Slam.** Melee Weapon Attack +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

## Legendary Actions

Morrak has one legendary action available per long rest.

**Molten Spew (costs 1).** Morrak spews burning rock in a 60ft radius around himself. Any creature within this radius must make a DC 18 dexterity saving throw. On a failure, they take 3d8 + 6 fire damage, and are burning for two turns. On a success they take half, and avoid burning.

Morrak wasn't always a being of destruction. He was once the heart of a colossal mountain, a wellspring of life-giving minerals and the guardian of a vibrant ecosystem. Then came a monstrous entity, fueled by pure destruction, that ripped through the land. The mountain, Morrak's physical form, took the brunt of the attack, shattering and spewing molten rock. The entity has since been vanquished, but Morrak is broken. His once vibrant essence now twisted with pain and rage, a shattered reflection of his former self.





# TALON WHISPERBANE

*Large Monstrosity (Owlbear), neutral evil*

**Armor Class** 18 (Spiked Plate Armor)

**Hit Points** 115 (13d10+39)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** STR +8, DEX +5, CON +6

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

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

**Languages** Common

**Challenge** 5 (2,200 XP)

**Keen Sight and Smell.** Talon has advantage on Perception checks that rely on sight or smell.

**Charge.** If Talon moves at least 20ft straight towards a target, then hits it with a claw attack on the same turn, the target takes an additional 7 (2d6) slashing damage.

**Reckless Attack.** At the start of its turn, Talon can decide to attack 'recklessly'. This gains it advantage on Melee Weapon Attack rolls made during the turn, but attack rolls against it have advantage until its next turn.

**Siege Monster.** Talon deals double damage to objects and structures.

## Actions

**Mult-Attack.** The owlbear makes two attacks: one with its beak and one with its claws.

**Beak.** Melee Weapon Attack +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

## Reactions

**Unyielding.** When hit by an attack, it can use its reaction to reduce the damage it takes by half.

**Defiant.** When it is reduced to half its hit points, it can use its reaction to gain temporary hit points equal to its wisdom modifier.

**Vengeful.** When it kills a creature, it can use its reaction to regain hit points equal to the creature's hit dice.

Talon Whisperbane was born in the woods, far from any human settlement. His mother taught him how to survive in the wild, and how to be a ferocious warrior. In his adolescence, humans began to invade his woods. He was furious when they began destroying his beloved forest. The humans were determined to build their settlement on his homeland, and they returned with more armored men and weapons. They attempted to kill Talon, but he was too strong for them. After defeating them he gathered some materials they had left and fashioned himself some armor to protect himself from the next attack.



# THE ARCANE PROTECTOR

Medium Construct, neutral

**Armor Class** 19 (Natural Armor)

**Hit Points** 95 (10d6+40)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	12 (+1)

**Skills** Athletics +8

**Senses** Passive Perception 10

**Damage Vulnerabilities** Acid, Cold

**Damage Resistances** Piercing

**Damage Immunities** Poison

**Condition Immunities** Charmed, Grappled, Unconscious

**Languages** Common, Auran, Aquan, Ignan

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

**Magic Weapons.** The Arcane Protector's attacks are considered magical for the purpose of bypassing damage resistance and immunity.

**Extra Attack.** The Arcane Protector gets 2 attacks per turn.

**Overload:** On a successful hit the golem can overload the cannon for a single, devastating shot 3x per day, dealing double damage but leaving the cannon inoperable for 2 rounds.

**Elemental Infusion:** The golem can infuse the cannon with elemental energy (fire, cold, lightning, etc.) for different damage types and effects

## Actions

**Slam.** Melee Weapon Attack Deals (2d8 + 8) bludgeoning damage.

**Cannon Blast.** Ranged Weapon Attack Deals 35 (6d8 + 8) force damage in a 30ft. cone. Target must succeed a DC 18 dexterity saving throw, otherwise be knocked prone.

In a forgotten age, an eccentric artificer named Azzura toiled on a colossal adamantine guardian. Clockwork whirred, arcane sigils glowed, and a cannon replaced its right arm. "The Arcane Protector," she named it, a fusion of martial might and arcane fury. But Azzura perished before its awakening. Legends whisper of a hidden chamber within its adamantine heart, where secrets of incalculable power may lie dormant.



# THE GRIM REAPER

Medium Undead, neutral evil

**Armor Class** 19 (Natural Armor)

**Hit Points** 102 (12d8+48)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	18 (+4)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** INT +6, WIS +6, CHA +8

**Skills** Acrobatics +8

**Senses** Truesight 120 ft., Passive Perception 12

**Languages** All

**Damage Resistances** All Non-Magical Attacks

**Damage Immunities** Cold, Fire, Lightning, Poison

**Condition Immunities** Charmed, Frightened, Poisoned

**Challenge** 10 (6,400 XP)

**Innate Spellcasting.** The grim reaper's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: charm, inflict wounds, sleep, suggestion

1/day: greater invisibility, finger of death

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

**Rejuvenation.** If the grim reaper is destroyed anywhere other than the negative energy plane, it reforms on the negative energy plane in 1 hour and regains all its points.

## Actions

**Reaper's Scythe.** Melee Weapon Attack reach any target within a 10/15ft cone - +6 to hit, 2d12 slashing damage. Grants the ability to cast Animate Dead once per day.

**Fear Aura.** Creatures within a 30ft radius must make a wisdom saving throw against a DC 15. On a failure, they must become frightened and use their action to move away from The Grim Reaper.

**Horrifying Visage.** Each non-undead creature within 30 feet of the grim reaper that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the grim reaper is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the grim reaper's Horrifying Visage for the next 24 hours.

## Legendary Actions

**Last Rites.** When The Grim Reaper is below 15 hit points, it can cast Last Rites on anyone within 90ft, reducing their hit points by half and adding 5 hit points per target to himself.

The Grim Reaper can take 1 legendary action per day.

Obsessed with conquering death, the necromancer Zoltar tested the depths of forbidden magic. He unearthed a ritual to summon Death itself, desperate for ultimate power and acclaim. When Death materialized, Zoltar demanded immortality. With a chilling offer, Death proposed: become Death's harbinger, ushering mortals to their final rest, and gain immense power and knowledge in return. Blinded by ambition, Zoltar accepted. Death's touch transformed him into the Grim Reaper, forever bound to his morbid duty.



# THROK LEAPSHOT

*Small Humanoid (Grung Ranger), lawful good*

**Armor Class** 14 (Natural Armor)

**Hit Points** 133 (10d10 + 78)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	12 (+1)	16 (+3)	8 (-1)

**Saving Throws** DEX +8, WIS +7

**Skills** Acrobatics +8, Nature +7, Perception +7, Stealth +8

**Senses** Blindsight 100ft, Passive Perception 17

**Languages** Grung, Common

**Damage / Condition Immunities** Poison / Poisoned

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

**Amphibious.** Throk can breathe both air and water.

**Poisonous Skin.** Any creature that grapples Throk or otherwise comes into direct contact with their skin must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with them can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Poisoned Weapon.** Throk can also apply this poison to any piercing weapon as part of an attack with that weapon, though when it hits the poison reacts differently. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

**Standing Leap.** Throk's long jump is up to 25 feet and their high jump is up to 15 feet, with or without a running start.

**Natural Explorer.** When making an intelligence or wisdom saving throw related to swamp terrain, Throk's proficiency bonus is doubled. While in the swamp, Throk remains alert to danger, even when engaging in another activity, and can move stealthily at normal pace when travelling alone.

## Actions

**Multi-Attack.** Throk attacks twice per turn.

**Horde Breaker.** Once per turn, when making a weapon attack, Throk can make another attack with the same weapon against a different target within 5ft of the original, and within weapon range.

**Throk's Crossbow.** Ranged Weapon Attack range 80/320ft, single target: Hit 2d8 + 6 piercing damage.

**Pinpoint Poison.** Attacks using Throk's crossbow deal an additional 3d10 + 4 poison damage, which can be halved if the target succeeds a DC 18 constitution saving throw.

## Reactions

**Sticky Surprise.** As a reaction to being grappled or restrained by a creature, the Throk secretes a sticky mucus that rejects the grapple or restrain and slows the attackers movement by half.

Throk Leapshot, once a ridiculed runt in Grung society, wasn't built for battle. But what he lacked in strength, he made up for in keen eyesight. Years spent observing the swamp from the safety of lily pads honed his senses. His unlikely weapon of choice? A cobbled-together crossbow. Through relentless practice, Throk turned this Grung ingenuity into a tool of deadly precision. His poisoned darts found their mark with unerring accuracy, silencing threats before a croak could escape their throats. Now, a formidable ranger, he guards the farthest reaches of the swamp, his heightened senses his greatest weapon.



# UJU

Large Humanoid (Loxodon Druid), lawful neutral

**Armor Class** 15 (Natural Armor)

**Hit Points** 64 (6d12 + 25)

**Speed** 30 ft.

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

**Saving Throws** INT +3, WIS +6

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** Perception 14

**Languages** Common, Druidic, Loxodon

**Damage Resistances** Bludgeoning, Poison

**Challenge** 4 (1,300 XP)

**Spellcasting.** Uju is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

**Cantrips (at will):** thorn whip, primal savagery, shillelagh

**1st level (4 slots):** entangle, longstrider, jump, thunderwave

**2nd level (3 slots):** lesser restoration, barkskin

**Druidic Circle of Land (Forest).**

**3rd level (2 slots):** call lightning, erupting earth

**Loxodon Serenity.** Uju has advantage against being charmed or frightened.

**Trunk.** Uju can grasp things with its trunk, and also can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times its Strength score. It can use it to do the following simple tasks: lift, drop, hold, push, or grapple an object or a creature.

**Keen Smell.** Thanks to its sensitive trunk, Uju has advantage on WIS (Percep) and INT(Investigation) checks that involve smell.

## Actions

**Uju's Hammer.** Melee Weapon Attack +4 to hit reach 5 ft., one target. Hit: 9 (3d6) bludgeoning damage, 12 (3d8) bludgeoning damage if wielded with two hands,

**Thorn Whip.** Ranged Spell Attack. Reach 30ft, single target. Hit 1d6 piercing damage, and pull any large or smaller creature 10ft closer

**Primal Savagery.** Uju channels primal magic to cause its teeth or fingernails to sharpen, ready to deliver a corrosive attack. It can make a melee spell attack against one creature within 5 feet of it. On a hit, the target takes 1d10 acid damage. After making the attack, its teeth or fingernails return to normal.

## Bonus Actions

**Longstrider.** Uju touches a creature (can be itself), increasing their speed by 10ft until the spell ends (duration 1 hour)

**Jump.** Uju touches a creature (can be itself), tripling their jump distance until the spell ends (duration 1 minute).

## Reactions

**Nature's Shield.** When targeted by a melee attack Uju can use its reaction to reduce the damage of the attack by 1d8 + their Wisdom modifier. Additionally, they push the attacker back 5 feet.

**Tremor Sense.** When a creature within 60 feet of the Loxodon attempts to hide Uju can use their reaction to make a Wisdom (Perception) check. On a success, they know the creature's location until the end of their next turn.

Uju, a Loxodon standing 8 feet tall, thrived in the Whispering Jungle's chaos. Sunlight warmed the mossy earth, humming with magic. Here, amidst exotic calls, Uju found solace. However, a creeping blight had silenced the jungle. Lush foliage wilted, the air became thick with decay. Uju ventured deep into the heart of the jungle to confront the source - a monstrous strangler vine. Guided by unseen spirits Uju destroyed the blight and restored the jungle to its vibrant self. Now, Uju, a gentle giant hardened with fierce protectiveness, now ventures beyond, a guardian druid protecting nature's balance.



# VORACE

Large Aberration (Fiend), chaotic evil

**Armor Class** 18 (Natural Armour)

**Hit Points** 226 (12d20 + 100)

**Speed** 20 ft.

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

**Saving Throws** STR +9, CON +10

**Senses** Blindsight 120 ft., Passive Perception 10

**Condition Immunities** Charmed, Frightened, Grappled, Restrained

**Damage Immunities** Bludgeoning, Piercing, and Slashing

**Languages** Communicates in unintelligible, agonised wails

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

**Hunger for Magic.** Vorace takes half damage from all magic attacks, consuming most of their power before doing more damage.

**Devour:** As an action, Gluttony can attempt to swallow a creature that is one size smaller than itself. The target must succeed on a DC 18 saving throw or be swallowed. A swallowed creature can attack Gluttony with a reach weapon or use spells with a range of 5 feet.

## Actions

**Multi-Attack.** Vorace makes three attacks: one with its bite and two with its tongue.

**Bite. Melee Weapon Attack** +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tongue Grapple.** Vorace grapples one creature within range 80ft, using it's powerful tongue. The target must succeed a DC 18 strength saving throw in order to escape, and may repeat each turn until the grapple ends.

**Tongue Slam.** Vorace slams creatures into other creatures or solid surfaces, within range 50ft. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of Vorace's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

**Spit.** Ranged Weapon Attack +10 to hit, range 15/100ft, one target - Hit 2d8 + 5 bludgeoning damage plus 6d8 acid damage.

Deep within a forgotten oubliette, hunger gnawed at reality. Vorace, a monstrous embodiment of Gluttony, writhed - a walking mass of flesh with a gaping maw and parasitic mouths. A tremor of magic tore open his prison, and Vorace surged forth. His hunger, once sated by shadows and whispers, now craved everything - flesh, fire, even the very essence of magic. Vorace leaves behind only a chilling silence and the fetid stench of his insatiable hunger, a horrifying testament to the boundless sin of Gluttony.



# VRYNNA THE WHITE

Medium (Humanoid), lawful evil

**Armor Class** 18 (Natural Armour)

**Hit Points** 180 (19d10 + 76)

**Speed** 40 ft.

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

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

**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 12

**Condition Immunities** Charmed, Poisoned

**Damage Immunities** Cold, Poison

**Damage Resistances** Bludge, Pierce, Slash from Non-Magical Attacks

**Languages** Common, Dwarvish, Infernal, Telepathy 120 ft.

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

**Devil's Sight.** Magical darkness doesn't impede Vrynna's darkvision.

**Magic Resistance.** Vrynna has advantage on Saving Throws against spells and other magical effects.

## Actions

**Multi-Attack.** Vrynna makes three attacks: one with her ice shards, and two with her ice scimitar.

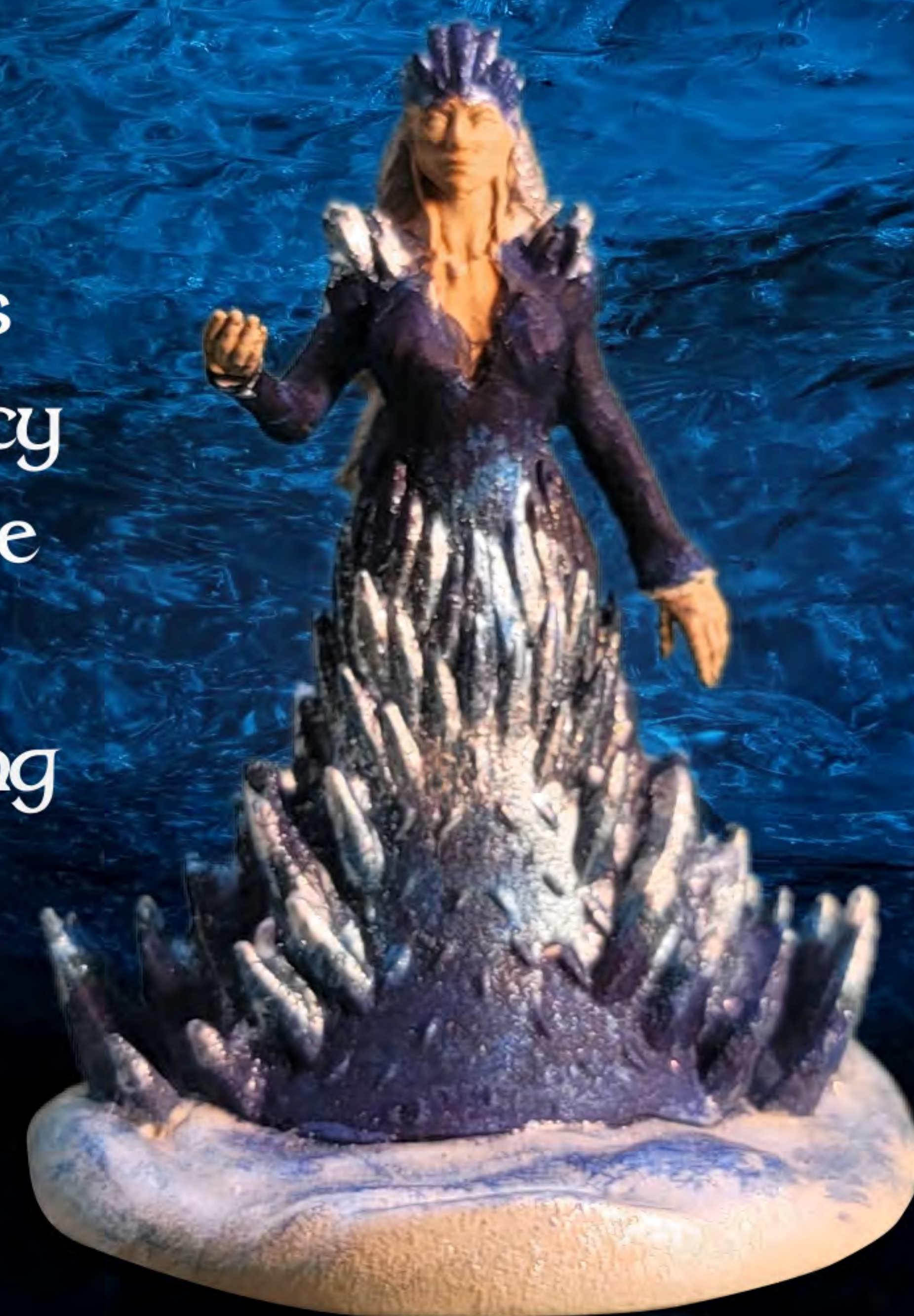
**Ice Shards.** Melee Weapon Attack +7 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

**Ice Scimitar.** Melee Weapon Attack +10 to hit, reach 15ft Hit: 2d6 + 5 slashing damage plus 1d8 cold damage.

**Wall of Ice** (Recharge 6). Vrynna magically forms an opaque wall of ice on a solid surface she can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until Vrynna is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

Ylva, "she-wolf" daughter of a mountain chieftain, thrived in the harshest cold. Lost in a blizzard, she stumbled upon a hidden cave pulsating with an otherworldly chill. A shard of purest ice surged white energy through her, transforming Ylva. Now known as Vrynna the White, her touch conjures blizzards, her icy eyes glow, and her voice carries the winter's fury. Some whisper of communion with storm spirits, others fear she's become the cold itself. A solitary figure in swirling snow, Vrynna embodies the frozen heart of the mountains.



# XOLLITH MINDWEAVER

Medium (Humanoid), lawful evil

**Armor Class** 16 (Robe)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft., fly 30 ft. (hover/levitate)

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

**Saving Throws** INT +7, WIS +6, CHA +6

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

**Condition Immunities** Charmed, Frightened, Blinded

**Damage Immunities** Psychic, Thunder

**Damage Resistances** Lightning

**Languages** Deep Speech, Telepathy 120ft, Undercommon

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

**Magic 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:

Cantrips (at will). detect thoughts, levitate

Once per day. dominate monster, plane shift

## Actions

**Tentacles.** Melee Weapon Attack +7 to hit, reach 5 ft., 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: The target takes 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.

**Mind Blast (Recharge 5–6).** The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Psychic Drain** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) psychic damage plus 2 d4 psychic damage. The target must make a DC 15 Intelligence saving throw. On a failed save, the target is stunned until the end of its next turn. In addition, the mind flayer regains a number of hit points equal to the psychic damage dealt.

Once a psionic fledgling in the elder illithid chorus, Xollith craved more than mere thought-drain. Forbidden lore fueled her hunger to steal the essence of individuality. This twisted ambition saw her cast out, a fractured mind flayer adrift in the Astral Sea. Now, Xollith Mindweaver, a predator driven by a hunger to rebuild a twisted unity, devours minds whole.

